

## BCLC Rules of Play for Table Games - Poker

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1.0 Rules of Play – Poker Adaptations – Let It Ride		

## 1.0 Rules of Play – Poker Adaptations – Let It Ride

### 1 GENERAL

- 1.1 Let It Ride Poker is a five-card stud poker game played with a standard deck of 52 cards dealt from an automatic shuffler.
- 1.2 Each Player must place three equal bets in the three betting spots marked (1), (2), and (\$).
- 1.3 The Player attempts to achieve a five-card poker hand of a pair of 10's or better, by combining the three cards dealt to them and the two community cards dealt to the Dealer.

### 2 PLAYER OPTIONS

- 2.1 "Let It Ride" - let the wager ride for the next round of the game.
- 2.2 "Take it Back" – withdraw bet #1 and/or bet #2.
- 2.3 The third bet (bet #3) is mandatory for play.
- 2.4 Bonus Bet:
  - 2.4.1 All Players have the option of wagering \$1.00 on the bonus Let It Ride;
  - 2.4.2 A Player shall bet only one (1) bonus bet on their hand;
  - 2.4.3 A Player must make a bet on the basic game in order to qualify to make a bonus bet on that round of play;
  - 2.4.4 A Player playing the bonus bet shall be responsible for ensuring their wager has been accepted and the signal light is on.

### 3 BETTING

- 3.1 A maximum of seven players may participate in the game.
- 3.2 A Player shall be permitted to play one position and/or hand only.
- 3.3 Players shall not be permitted to share a betting spot.
- 3.4 No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting, either the bonus bet or basic game bet).
- 3.5 All Players shall place three wagers of equal value in the designated betting spots.
- 3.6 Players may not place new bets until the Dealer has finished collecting all losing bets and paying all winning bets.

### 4 DEALER BETS

- 4.1 A Player involved in the play of the game, may place a separate bet which is a tip being played for the Dealer.
- 4.2 Dealer bets shall be clearly positioned to show separation from the Player's bet.
- 4.3 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.3.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.3.2 A Dealer bet cannot be retained for play on the next game.

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4.4 A Bonus bet shall not be played on behalf of the Dealer under any circumstance.

## 5 PAYOUT SCHEDULE AND RANKING OF HANDS

5.1 The payout schedule shall be posted at each betting spot.

5.2 Combined maximum total payout to all Players during any one round of the basic game shall be an aggregate amount of \$50,000.00.

5.2.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

5.3 Bets shall be paid according to each hand:

Winning Hands	Basic Game Payout	Bonus Payout
Pair of 10s or better	1 to 1	N/A
2 Pair	2 to 1	\$4.00
3 of a Kind	3 to 1	\$8.00
Straight	5 to 1	\$25.00
Flush	8 to 1	\$50.00
Full house	11 to 1	\$75.00
4 of a Kind	50 to 1	\$100.00
Straight Flush	200 to 1	\$2,000.00
Royal Flush	1000 to 1	\$20,000.00

## 6 SEQUENCE OF PLAY

6.1 Play commences with each Player placing three equal wagers in the designated betting spots and an optional \$1.00 wager on the red light sensor circle for the bonus game.

6.2 Upon completion of the hand sweep, the Dealer shall:

6.2.1 Press designated button on the keypad and lock out all late Bonus bets;

6.2.1.a Players shall not be permitted to alter their bonus bet after the lockout button has been pressed;

6.2.2 Ensure that the signal lights are on for each Player playing the Bonus game;

6.2.3 Collect all Bonus bets;

6.2.4 Deal three cards to each Player face down;

6.2.5 Deal three cards to the Dealer position;

6.2.6 Burn the bottom card, face down, and place it in the discard rack.

6.2.6.a The remaining two cards become community cards and will be placed in the appropriate boxes in the Dealer card placement area.

6.3 Players must hold their cards in full view and over the table at all times.

6.4 Commencing from the Dealer's left and rotating clockwise to the right, each Player is given the option of "Letting It Ride" or taking back bet #1.

6.4.1 If Player decides to stay in, they "wave off".

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6.4.2 If Player decides to take their bet back, they make a “scratching motion” on the table.

6.5 Once all Players have exercised their option, the Dealer turns over the first community card.

6.6 Beginning from the Dealer's left and rotating clockwise to the right, each Player is given the option of “Letting it Ride” or taking back bet #2.

6.7 Prior to the Dealer turning over the final community card, Players shall tuck their cards under their bet #3 wager.

6.7.1 Players may not touch their cards once the Dealer takes action on the final community card.

6.8 Beginning on the Dealer's left, the Dealer shall spread the Player's hand face up.

6.9 The Dealer shall declare the optimum value of each Player's hand and pay or take bets in accordance with the payout schedule.

6.10 Cards shall be picked up and placed in the discard rack as bets are settled.

## 7 PAYOUTS

7.1 Winning wagers with payouts of 3 to 1 or better may be paid by converting to a higher denomination.

7.1.1 The Dealer shall announce “conversion payout” and the amount.

## 8 BONUS PAYOUTS - GENERAL

8.1 If two or more Players' hands qualify for a Bonus payout during the same round of play, the Bonus payouts shall be disbursed according to the order of play.

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## 2.0 Rules of Play – Poker Adaptations – Pai Gow Poker

### 1 GENERAL

- 1.1 Pai Gow Poker is a combination of the ancient Chinese domino game of Pai Gow and American Poker. It is a seven-card game played with a standard deck of 52 playing cards plus one Joker dealt by a Dealer.
- 1.2 Each Player using the seven cards dealt creates a five card and a two-card hand that are higher in value than the bank.
- 1.3 The Bank can be any Player or the Dealer.

### 2 PLAYER OPTIONS

- 2.1 Player as Banker:
  - 2.1.1 The Dealer shall act as Banker for the first hand;
  - 2.1.2 After the Dealer banks, the Bank is offered to the first Player on the Dealer's right and then rotates counter clockwise;
    - 2.1.2.a A Player shall play only one hand when playing Banker. The Player shall not play Banker and a Player hand at the same time.
  - 2.1.3 Should a Player waive the right to be Banker, the Dealer shall become the Banker;
  - 2.1.4 The Dealer shall alternate holding the Bank every other hand;
    - 2.1.4.a If the Dealer is Banker, a marker shall be placed on top of the Dealer/Banker cards or on position one to indicate the house banks;
  - 2.1.5 A marker placed in front of their betting spot shall indicate the Banker;
  - 2.1.6 The Player/Banker's bankroll shall be placed in their betting spot;
    - 2.1.6.a The bankroll shall be sufficient to cover the total amount bet by all Players (including the Dealer) on the table;
    - 2.1.6.b A Player must have placed at least one wager against the house before being offered the opportunity to bank;
  - 2.1.7 The Dealer shall act as a Player when a Player is the Banker;
  - 2.1.8 The Dealer shall bet an amount similar to the last bet of the Player/Banker;
    - 2.1.8.a The Player/Banker may request that the Dealer's bet be lowered as low as table minimum;
  - 2.1.9 An individual Player shall only act as Banker in one round per rotation around the table;
  - 2.1.10 Partner-Player/Banker shall not be permitted; two or more players shall not be allowed to combine their bankrolls to become the Player/Banker;
  - 2.1.11 A Player shall not be permitted to co-bank with the house being responsible for a portion of all wagers;
  - 2.1.12 The Banker, whether Player or Dealer, shall not set an automatic fouled hand;
    - 2.1.12.a Should the Player/Banker set a fouled hand, the Dealer shall take control of the hand and set it according to the house strategy;

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- (1) The Player/Banker shall still be responsible for bet settlement.

### 3 BETTING

- 3.1 No more than six players shall participate in the same game.
- 3.2 A Player may play a maximum of six hands if there is no demand for betting spots from other Players, subject to adherence to the following conditions:
- 3.2.1 The Player must bet double the table minimum on each betting spot when playing multiple hands.
- 3.2.2 The Player must play adjacent betting spots when playing multiple hands.
- 3.2.3 The Player may only view and set one hand. The other hands will be set the House Way by the Dealer, in accordance with the House Strategy, prior to the Dealer setting the house hand.
- 3.2.4 Each Player shall act as Banker only once in the round of play, regardless whether they are playing one or more hands.

### 4 COMMISSION

- 4.1 A 5% commission shall be charged for all winning wagers. All commissions are payable to the house.
- 4.2 When the Dealer is the Banker, the commission shall be collected on each winning hand at time of settlement.
- 4.3 When a Player is the Banker, the Dealer shall collect the commission on the net winnings before the next round.
- 4.4 Commissions shall be prepared and placed in the commission box before Dealer calls “no more bets”. If there is no commission placed, the commission shall be removed from the winning payout.

### 5 DEALER BETS

- 5.1 A Player participating in the play of the game may place a tip bet for the Dealer.
- 5.2 If a bet placed for the Dealer is a winner, it shall be paid after payment of the Player's bet.
- 5.2.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip accumulation area.
- 5.2.2 A winning Dealer bet cannot be retained for play on the next game.
- 5.3 A winning Dealer bet is not subject to a commission deduction.
- 5.4 Dealer bets shall be positioned to show separation from the Player's bet.
- 5.5 A Player acting as the Banker (Player/ Banker) cannot play a Dealer bet.

### 6 RANKING OF POKER HANDS

- 6.1 The hands are played and ranked as traditional poker hands with one exception: Ace, 2, 3, 4, 5 is treated as the lowest straight or straight flush.
- 6.2 The Joker is a wild card and can be used only as an Ace, or to complete a straight, flush or a straight flush.

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## 7 SEQUENCE OF PLAY

### 7.1 Card Placement:

- 7.1.1 Player(s) shall place a wager in the betting spot at their position;
- 7.1.2 Player(s) playing multiple hands shall indicate which hand they want to set prior to the hands being dealt.
- 7.1.3 The Dealer shall mark all betting spots that will be set the House Way.
- 7.1.4 The Dealer shall place the deck into the shuffling position of the shuffling device;
- 7.1.5 Starting from their left and continuing counterclockwise around the table, the Dealer shall deal:
  - 7.1.5.a Seven cards at a time if dispensed as a set hand by the shuffler, face down, on top of one another in seven separate stacks in front of the chip tray; or
  - 7.1.5.b Approval may be granted by BCLC to deliver hands directly to Players after determining which Player receives the first hand;
  - 7.1.5.c If using a manual shuffle, deal seven cards, one at a time, face down, in seven separate stacks in front of the chip tray. A second card shall then be dealt to each pile from right to left. The third cards shall be dealt from left to right and so forth, until there are seven stacks of seven cards in front of the chip tray;
  - 7.1.5.d The remaining four cards shall be counted down and placed in the discard rack.
- 7.1.6 The Dealer shall indicate the first hand by moving the stack of cards slightly toward the players and shall indicate the last stack by turning it horizontally.
- 7.1.7 The house shall always start the delivery with the first stack furthest right.
- 7.1.8 The Dealer shall call “Final Betting” and shall perform a hand sweep of the table to ensure wagers have been placed.

## 8 DICE SHAKING

- 8.1.1 The Dealer/Banker shall shake three dice in a dice cup to determine the sequence of the delivery of cards.
  - 8.1.1.a The Dealer/Banker shall use one hand to shake the cup up at least three times.
- 8.1.2 Where a Player acts as Banker, the Player/Banker shall be given the option of determining the first hand.
- 8.1.3 The Dealer shall always uncover the dice cup and place the cup to the right side of the layout.
  - 8.1.3.a After the dice have been exposed, Players shall not be permitted to change their bets.
- 8.1.4 The dice shall remain uncovered and unmoved. The Dealer shall announce the total of the three dice to determine which position on the table receives the first hand.
- 8.1.5 The Dealer shall deliver the first hand on their right to the positions from right to left, counting the Banker always as position 1.



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- 8.1.6 The hands shall be dealt to positions whether or not anyone is playing that position.
- 8.1.7 After all hands have been dealt, the Dealer shall remove the hands from right to left, from all vacant positions and place the undisclosed cards in the discard rack.
- 8.1.8 The Dealer shall cover the dice, shake the dice cup and place the covered cup containing the dice to the right of the lay out.
- 8.2 Using a Random Number Generator (RNG):
  - 8.2.1 A Random Number Generator may be used to determine which Player will receive the first set of cards.
  - 8.2.2 Once all betting has been completed for the round, the Dealer shall activate the RNG.
  - 8.2.3 The Dealer shall announce the total of the RNG to determine which position on the table receives the first hand.
  - 8.2.4 Where a Player acts as Banker, the Player/Banker shall be given the option of determining the first hand.
- 8.3 Completion of play:
  - 8.3.1 The Players shall rank their cards and set the front or low (2 card) hand in the front box. The front hand is always the second highest hand. The back or high hand (5 cards) is placed in the back box.
  - 8.3.2 Each Player shall be required to keep their cards over the table and in full view of the Dealer at all times and must ensure that they are held in a manner that does not disclose their value to other Players.
  - 8.3.3 A hand that is set making the low hand higher than the high hand is a fouled hand and an automatic loser.
  - 8.3.4 If the Dealer is acting as the Banker, or a Player is acting as the Banker, they shall turn over and set low and high hands after all Players' hands have been set.
  - 8.3.5 The Dealer shall expose and set all hands that are marked to be set by the House Way, in accordance with the House Strategy.
  - 8.3.6 The house hand shall be placed in front of the chip tray in full view before exposing the Player's hands.
    - 8.3.6.a The house hand shall always be set last (even after the Player/Banker's hand) and in accordance with the House Strategy.
  - 8.3.7 Players shall not be permitted to pick up their cards once the Dealer/Banker and/or Player/Banker hand has been exposed.
  - 8.3.8 Once the Dealer/Banker or Player/Banker has set their hands and has acted on the first Player's hand, the Dealer/Banker or Player/Banker's hand must stand.
  - 8.3.9 After the Dealer sets the house hand they will turn over and spread the cards of each Player commencing on the Dealer's right and continuing counterclockwise around the table.
- 8.4 Settlement – Dealer/Banker
  - 8.4.1 Both the two card and five card hands must be higher in value than the Banker's for the Player to win.
  - 8.4.2 If only one of the Players' hand is higher than the Banker's hand, the result is a push.

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- 8.4.3 If both of the Players' hands are lower than the Banker's hand, the Player loses their wager.
- 8.4.4 The Banker shall win all tie hands. If the Banker and Player have identical hands, the Banker shall win the hand.
- 8.4.5 If the Banker and Player each have one identical hand and the Banker has a higher second hand, the Banker wins the hand.
- 8.4.6 If the Player and Banker have one identical hand, and the Player wins the other hand, the hand is a push.
- 8.4.7 The Dealer shall announce the outcome of each hand.
- 8.4.8 When the Dealer is the Banker, losing bets shall be collected immediately and placed in the chip tray.
- 8.4.9 The cards of push hands and losing hands shall immediately be collected, counted to confirm each hand contains seven cards and placed in the discard rack.
- 8.4.10 The winning hand shall be left spread face-up by the Player's circle next to their wager. They shall not be paid until all hands are determined.
- 8.4.11 The Dealer shall collect the 5% commission after each winning hand is paid, or it shall be taken from the payout.
- 8.5 Settlement - Player/Banker
  - 8.5.1 During the Player/Banker sequence, bets shall be settled between the Dealer and the Player/Banker first.
  - 8.5.2 If the Dealer's hand wins, the Dealer's cards shall be stacked face-up to the right corner of the chip tray with the house wager placed on top.
  - 8.5.3 If the Dealer loses, the wager shall be placed in the center of the table and the cards in the discard rack.
  - 8.5.4 If the Dealer and Player/Banker push, the wager shall immediately be put in the chip tray and the Dealer's cards in the discard rack.
  - 8.5.5 After the Dealer's hand has been settled, the Player/Banker's hand shall be moved to the center of the table and placed in full view.
  - 8.5.6 The Dealer shall turn over the remaining Players' hands, in a counterclockwise rotation, starting at Player/ Banker hand.
  - 8.5.7 All losing wagers shall be moved to the center of the table.
  - 8.5.8 In the case of a push hand, the Dealer shall announce a push, pat the table next to the bet to signal a push hand, collect, and place the cards in the discard rack.
  - 8.5.9 All winning hands shall be left spread next to the circle. They shall not be paid until all hands are determined.
  - 8.5.10 The Dealer shall pay all winning bets first, from the losing bets and second, from the Player/Banker bankroll.
  - 8.5.11 The Dealer shall collect the 5% commission after each winning hand is paid and deposited in the chip tray.
  - 8.5.12 The Player/Banker pays a 5% commission on the net win only.

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## 9 HOUSE STRATEGY

- 9.1 The House Strategy shall be used by the Dealer at all times when setting the house hand.
- 9.2 NO PAIR: Use the highest card in the high hand then use second and third highest cards in the low hand.
- 9.3 ONE PAIR: Use the pair in the high hand and the next highest cards for the low hand.
- 9.4 TWO PAIRS: When splitting, always play the lowest pair in the low hand.
  - 9.4.1 Low Pair = 2's through 6's
  - 9.4.2 Medium Pair = 7's through 10's
  - 9.4.3 High Pair = Jacks through Kings
    - 9.4.3.a Low with Low/Medium: Split unless holding a King/Queen or King/Jack or better, then play two pairs in high hand.
    - 9.4.3.b Low with High: Split unless holding an Ace, then play two pairs in high hand.
    - 9.4.3.c Medium with Medium: Split unless holding an Ace, then play two pairs in high hand.
    - 9.4.3.d High with Medium/High: Always split.
    - 9.4.3.e Aces with any Pair: Always split.
- 9.5 THREE PAIRS: Use the highest pair for the low hand.
- 9.6 THREE OF A KIND: Always play in high hand.
  - 9.6.1 Exception: Split three aces, leaving a pair of aces in the high hand.
- 9.7 (TWO) THREE OF A KIND: Split the highest three of a kind to use in the low hand.
- 9.8 STRAIGHT, FLUSH, STRAIGHT FLUSH, ROYAL FLUSH:
  - 9.8.1 With No Pair: Keep as high hand.
  - 9.8.2 Given a choice to play a Straight, Flush or Straight Flush, play whichever high hand will allow the highest cards in the low hand.
    - 9.8.2.a Exception: Having a five-card Straight or Straight Flush, which is Ace high and includes a Joker, play two Aces (Ace and Joker) in the high hand with the next highest cards in the low hand.
    - 9.8.2.b Exception: In the case of a six or seven card Straight or Straight Flush, which is Ace high and includes a Joker, then play the lower Straight (9 through King or 8 through Queen) in the high hand, with the Ace, King or Ace, other card in the low hand.
  - 9.8.3 Play pair in low hand if a Straight, Flush or Straight Flush can be preserved in high hand. If not, play the same as No Pair (11.8.1)
    - 9.8.3.a Exception: A straight, flush or straight flush which includes both Ace (or Joker) and a pair card (10 thru Kings) in a 5 card hand, play Ace (or Joker) in low hand and the pair in high hand.
    - 9.8.3.b If straight or flush can be maintained without the use of the ace or joker, maintain the straight or flush playing other 2 cards in low hand.
  - 9.8.4 With Two Pairs: Use "Two Pairs" rule.

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- 9.8.5 With Three Pairs: Use “Three Pairs” rule.
- 9.8.6 With Three of a Kind: Split the Three of a Kind, giving a pair in the low hand and maintaining the Flush or Straight in the high hand.
- 9.8.7 With Full House: Use “Full House” rule.
- 9.9 FULL HOUSE: In virtually all cases a Full House plus two odd cards are split, with the pair in the low hand.
  - 9.9.1 Exception: With a Full House where the pair is 2’s and the odd cards are an Ace and a King, then play the Ace, King in the low hand maintaining the Full House in the high hand.
  - 9.9.2 Exception: With a Full House and a Pair, play the highest Pair in the low hand.
- 9.10 FOUR OF A KIND (with three odd cards):
  - 9.10.1 2, 3, 4, 5, 6’s never split, keep in high hand;
  - 9.10.2 7, 8, 9, 10’s split, unless there is an Ace to play in low hand;
  - 9.10.3 J, Q, K, A’s always split.
- 9.11 FOUR OF A KIND (with pair): Play four of a kind in high hand and the pair in low hand.
- 9.12 FOUR OF A KIND (with three of a kind): Play four of a kind in high hand and a pair (from three of a kind) in low hand.
  - 9.12.1 Exception: Split four Aces unless the three of a kind is Kings.
- 9.13 FIVE ACES: Split and play two Aces in low hand.
  - 9.13.1 Exception: With five Aces and two Kings, play the Kings in low hand.

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### 3.0 Rules of Play - Poker Adaptations – Fortune Pai Gow Poker

#### 1 GENERAL

- 1.1 Fortune Pai Gow Poker is a side bet, which is offered on the regular game of Pai Gow Poker.
- 1.2 The side bet pays a bonus if the Player achieves one of the hands specified in the Pay table.
- 1.3 The side bet may also qualify for an Envy Bonus if any Player's hand achieves one of the hands specified in the Pay table.

#### 2 PLAYER OPTIONS

##### 2.1 Fortune Bonus Wager:

- 2.1.1 All Players have the option of betting on the Bonus Game.
  - 2.1.1.a When playing multiple hands Players may play the Bonus game on each hand.
- 2.1.2 Each Player must make a bet on the basic game of Pai Gow Poker in order to qualify to make a wager on the Bonus Game.
- 2.1.3 The Bonus Game wager is made at the same time as the basic game wager.
- 2.1.4 The Bonus Game wager may be greater than the basic game wager.
- 2.1.5 Any combination of the seven cards dealt, that create a poker hand qualifying for the Bonus Game, wins the bonus regardless of the outcome of the basic game wager.

##### 2.2 Envy Bonus:

- 2.2.1 All Players betting \$5.00 or more on the Bonus Game are automatically entered in the Envy Bonus.
- 2.2.2 All Players qualifying for the Envy Bonus, receive the envy bonus pay out, if any other Player makes a five or seven card hand of Four of a Kind or better, regardless of the ranking of their own hand.
  - 2.2.2.a In the event more than one Player has at least four of a kind, then all Players qualifying for the Envy bonus win multiple payouts; i.e.: a Bonus payout for each hand being envied.
- 2.2.3 The Dealer/Banker and Player/Banker hands are not eligible for the envy bonus hand.

#### 3 DEALER BETS

- 3.1 A Player participating in the play of the game may place a tip bet on the Bonus Game for the Dealer.
- 3.2 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 3.2.1 If the bet loses, it will be taken in the normal sequence of play;
  - 3.2.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 3.2.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

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### 3.0 Rules of Play - Poker Adaptations – Fortune Pai Gow Poker

3.3 Dealer bets do not qualify for the Envy Bonus.

## 4 RANKING OF POKER HANDS

4.1 The Joker is a wild card and can be used only as an Ace, or to complete a straight, flush or a straight flush.

4.2 Face cards are designated as the Jack, Queen and King.

4.3 Royal Match is designated as the King and Queen in suit.

## 5 PAYOUT SCHEDULE

5.1 The payout schedule shall be posted at each table.

5.2 The combined maximum total payout on the Fortune Bonus Game during any one round of play shall be an aggregate amount of \$50,000.00.

5.3 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

5.4 The basic game and the Envy Bonus are not affected by the aggregate rule.

5.5 Bets shall be paid according to each hand:

WINNING HANDS	FORTUNE BONUS PAYOUT	ENVY BONUS PAYOUT
7 CARD STRAIGHT FLUSH - No Joker	8,000 to 1	\$5,000
ROYAL FLUSH PLUS ROYAL MATCH*	2,000 to 1	\$1,000
7 CARD STRAIGHT FLUSH - With Joker	1,000 to 1	\$500
FIVE ACES	400 to 1	\$250
ROYAL FLUSH	150 to 1	\$50
STRAIGHT FLUSH	50 to 1	\$20
FOUR OF A KIND	25 to 1	\$5
FULL HOUSE	5 to 1	
FLUSH	4 to 1	
THREE OF A KIND	3 to 1	
STRAIGHT	2 to 1	
* Royal Flush (with or without Joker) with the additional two cards of a suited King and Queen		

## 6 SEQUENCE OF PLAY

6.1 Player(s) shall place a wager in the betting spot for the basic game and a wager in the Bonus Game spot.

6.2 Upon completion of the hand sweep, the Dealer shall mark all Bonus Game wagers that qualify for the Envy Bonus.

6.3 Refer to Rules of Play – Poker Adaptations - Pai Gow Poker.

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3.0 Rules of Play - Poker Adaptations – Fortune Pai Gow Poker		

## 7 HOUSE STRATEGY

7.1 Refer to Rules of Play – Poker Adaptations - Pai Gow Poker.

## 8 PAYOUTS

8.1 The basic game wager shall be determined prior to the Bonus Game wager.

8.2 The Dealer shall:

8.2.1 Pay, take or push each hand of the basic game and Bonus Game individually;

8.2.2 Collect the cards of push and losing hands immediately upon settlement of the basic game and Bonus Game wager, unless the hand qualifies for the Envy Bonus to other players;

8.2.3 Pay all winning Envy Bonus wagers after settlement has been completed on the last Player's basic game and Bonus Game wager.

8.3 Bonus Game payouts shall be paid after winning basic game wagers have been settled.

8.4 All qualifying Envy Bonus payouts shall be paid after the last Player's basic game and Bonus Game wagers have been settled.

8.4.1 The Dealer/Banker's hand never qualifies for the Envy Bonus.

8.4.2 The Player cannot be paid an Envy Bonus on their own qualifying hand.

8.4.3 If a Player is playing multiple hands, each hand is treated independently when qualifying for the Envy Bonus.

8.4.4 In the event of more than one Envy Bonus pay out, they are paid one at a time starting counterclockwise.

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4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker		

#### **4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker**

##### **1 GENERAL**

- 1.1 The Progressive Game is a side bet, which is offered on the regular games of Pai Gow Poker and Fortune Pai Gow Poker.
- 1.2 The side bet pays a bonus if the Player achieves one of the hands specified in the Progressive Game pay table.
- 1.3 The side bet may qualify for an incrementing jackpot award if any Player's hand achieves one of the top two hands specified in the pay table.

##### **2 PLAYER OPTIONS**

- 2.1 Progressive Game Wager:
  - 2.1.1 All Players have the option of betting on the Progressive Game.
    - 2.1.1.a When playing two hands Players may play the Progressive Game on each hand.
  - 2.1.2 Each Player must make a bet on the basic game of Pai Gow Poker or Fortune Pai Gow Poker in order to qualify to make a wager on the Progressive Game.
  - 2.1.3 The Progressive Game wager is made at the same time as the basic game wager.
  - 2.1.4 The wager required for play in the Progressive Game is \$1.
  - 2.1.5 Any combination of the seven cards dealt that creates a poker hand qualifying for the Progressive Game wins the bonus regardless of the outcome of the basic game wager.

##### **3 DEALER BETS**

- 3.1 A Player participating in the play of the game may not place a tip bet on the Progressive Game for the Dealer.

##### **4 RANKING OF POKER HANDS**

- 4.1 The Joker is a wild card and can be used only as an Ace, or to complete a straight, flush or a straight flush.
- 4.2 Face cards are designated as the Jack, Queen and King.
- 4.3 A "Natural" hand is defined as a hand that does not contain The Joker.

##### **5 PAYOUT SCHEDULE**

- 5.1 The payout schedule shall be posted at each table.



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#### 4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker

5.2 Bets shall be paid according to each hand:

WINNING HANDS	PROGRESSIVE PAYOUT
7 CARD STRAIGHT FLUSH	100%
FIVE ACES	10%
ROYAL FLUSH	500 for 1
STRAIGHT FLUSH	100 for 1
FOUR OF A KIND	75 for 1
FULL HOUSE	4 for 1

## 6 SEQUENCE OF PLAY

- 6.1 Player(s) shall place a wager in the betting spot for the basic game and a wager in the Progressive Game spot.
  - 6.1.1 The spot will light up when a wager is placed.
- 6.2 When all bets are placed, the Dealer will press “START GAME” on the Progressive dealer interface.
  - 6.2.1 The Progressive Game spots with wagers made will remain lit, the others will remain dark.
- 6.3 The Dealer will then remove all Progressive Game wagers and place them in the chip tray.
- 6.4 Refer to Rules of Play – Poker Adaptations - Pai Gow Poker for sequence of play.
- 6.5 Progressive Game wagers are settled after the standard wager and any Bonus Game wagers.
- 6.6 After all Progressive Game wagers are settled, the Dealer will press “END GAME” on the Progressive dealer interface.
  - 6.6.1 This will reset the Progressive Game spots to pre-game operation.

## 7 PAYOUTS

- 7.1 The basic game wager and Bonus game wagers (if any) shall be settled prior to settling the Progressive Game wager.
- 7.2 The Dealer shall:
  - 7.2.1 Pay, take or push each hand of the basic game, Bonus game and Progressive Game individually;
  - 7.2.2 Collect the cards of push and losing hands immediately upon settlement of the basic game, Bonus game and Progressive Game wagers;
  - 7.2.3 Hands that qualify for a Progressive Game percentage award will remain on the table until the end of the round.
- 7.3 Progressive Game payouts shall be paid after winning basic game wagers and bonus game wagers have been settled, unless the payout is one of the top Progressive Game percentage awards.
- 7.4 All qualifying Progressive Game payouts that deduct from the Progressive Game meter shall be paid after the last Player’s basic game, Bonus Game and Progressive Game wagers have been settled.
- 7.5 All Progressive Games payouts shall be paid from the chip tray;
  - 7.5.1 Winning hands that qualify for percentage payouts as per the payable (top 2 award levels) will affect the Progressive game meter.

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4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker		

7.5.2 All other winning hands paid as per the paytable will not affect the Progressive game meter.

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#### 4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker

### 5.0 Rules of Play - Poker Adaptations – Face Up Fortune Pai Gow Poker

#### 1 GENERAL

- 1.1 Face Up Pai Gow Poker is a commission-free variation of Fortune Pai Gow Poker.
  - 1.1.1 Refer to Rules of Play – Poker Adaptations – Fortune Pai Gow Poker.
- 1.2 In Face Up Pai Gow Poker the dealer's cards are dealt face-up.
- 1.3 If a Player has a wager on the basic game, they have the option of betting on Fortune Bonus and Ace High Bonus wagers.

#### 2 PLAYER OPTIONS

- 2.1 Fortune Bonus:
  - 2.1.1 All Players have the option of betting on the Fortune Bonus side bet.
    - 2.1.1.a When playing multiple hands Players may play the Fortune Bonus side bet on each hand.
  - 2.1.2 Each Player must make a bet on the basic game of Pai Gow Poker in order to qualify to make a wager on the Fortune Bonus side bet.
  - 2.1.3 The Fortune Bonus wager is made at the same time as the basic game wager.
  - 2.1.4 The Fortune Bonus wager may be greater than the basic game wager.
  - 2.1.5 Any combination of the seven cards dealt, that create a poker hand qualifying for the Fortune Bonus side bet, wins the bonus regardless of the outcome of the basic game wager.
- 2.2 Envy Bonus:
  - 2.2.1 All Players betting \$5.00 or more on the Fortune Bonus side bet are automatically entered in the Envy Bonus.
  - 2.2.2 All Players qualifying for the Envy Bonus, receive the envy bonus pay out, if any other Player makes a five or seven card hand of Four of a Kind or better, regardless of the ranking of their own hand.
    - 2.2.2.a In the event more than one Player has at least four of a kind, then all Players qualifying for the Envy bonus win multiple payouts; i.e.: a Bonus payout for each hand being envied.
  - 2.2.3 The Dealer/Banker and Player/Banker hands are not eligible for the envy bonus hand.
- 2.3 Ace High Bonus:
  - 2.3.1 All Players have the option of betting on the Ace High Bonus side bet.
    - 2.3.1.a When playing multiple hands Players may play the Ace High Bonus side bet on each hand.
  - 2.3.2 Each Player must make a bet on the basic game of Pai Gow Poker in order to qualify to make a wager on the Ace High Bonus side bet.
  - 2.3.3 The Ace High Bonus wager is made at the same time as the basic game wager.
  - 2.3.4 The Ace High Bonus wager may be greater than the basic game wager.

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#### 4.0 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker

- 2.3.5 Any combination of the seven cards dealt, that create a poker hand qualifying for the Ace High Bonus side bet, wins the bonus regardless of the outcome of the basic game wager.

### 3 COMMISSION

- 3.1 No commission is collected on winning wagers.

### 4 DEALER BETS

- 4.1 A Player participating in the play of the game may place a tip bet on the Fortune Bonus or Ace High Bonus wagers for the Dealer.
- 4.2 For the purposes of these policies, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
- 4.2.1 If the bet loses, will be taken in the normal sequence of play;
- 4.2.2 If the bet wins, will be paid at the full odds in the normal sequence of play; except
- 4.2.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.
- 4.3 Dealer bets do not qualify for the Envy Bonus.

### 5 RANKING OF POKER HANDS

- 5.1 The Joker is a wild card and can be used only as an Ace, or to complete a straight, flush or a straight flush.
- 5.2 Face cards are designated as the Jack, Queen and King.
- 5.3 Royal Match is designated as the King and Queen in suit.

### 6 PAYOUT SCHEDULE

- 6.1 The payout schedule shall be posted at each table.
- 6.2 When the Dealer's hand plays Ace-High, all basic game wagers automatically push.
- 6.3 The combined maximum total payout on the Fortune Bonus and Ace High Bonus during any one round of play shall be an aggregate amount of \$50,000.00.
- 6.4 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.
- 6.5 The basic game and the Envy Bonus are not affected by the aggregate rule.
- 6.6 Bets shall be paid according to each hand:
- 6.6.1 Fortune Bonus

WINNING HANDS	FORTUNE BONUS PAYOUT	ENVY BONUS PAYOUT
7 CARD STRAIGHT FLUSH - No Joker	8,000 to 1	\$5,000
ROYAL FLUSH PLUS ROYAL MATCH*	2,000 to 1	\$1,000
7 CARD STRAIGHT FLUSH - With Joker	1,000 to 1	\$500
FIVE ACES	400 to 1	\$250

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### 3.0.1 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker

ROYAL FLUSH	150 to 1	\$50
STRAIGHT FLUSH	50 to 1	\$20
FOUR OF A KIND	25 to 1	\$5
FULL HOUSE	5 to 1	
FLUSH	4 to 1	
THREE OF A KIND	3 to 1	
STRAIGHT	2 to 1	
* Royal Flush (with or without Joker) with the additional two cards of a suited King and Queen		

#### 6.6.2 Ace High Bonus

WINNING HANDS	ACE HIGH BONUS PAYOUT
DEALER & PLAYER ACE-HIGH	30 to 1
DEALER ACE-HIGH – with Joker	15 to 1
DEALER ACE-HIGH – no Joker	6 to 1

## 7 SEQUENCE OF PLAY

- 7.1 Player(s) shall place a wager in the betting spot for the basic game and optional wagers in the Fortune Bonus and Ace High Bonus spots.
- 7.2 Upon completion of the hand sweep, the Dealer shall mark all Bonus Game wagers that qualify for the Envy Bonus.
- 7.3 After all hands have been dealt to the Players and Dealer, the dealer's hand shall be placed face up.
  - 7.3.1 The Dealer's hand shall be set based on the House Strategy.
    - 7.3.1.a If the Dealer plays Ace-High, all basic game wagers automatically push.
- 7.4 The Players shall rank their cards and set the front or low (2 cards) hand in the front box. The front hand is always the second highest hand. The back or high hand (5 cards) is placed in the back box.
- 7.5 Refer to Rules of Play – Poker Adaptations – Fortune Pai Gow Poker.

## 8 HOUSE STRATEGY

- 8.1 Refer to Rules of Play – Poker Adaptations – Fortune Pai Gow Poker.

## 9 PAYOUTS

- 9.1 The basic game wager shall be determined prior to the Bonus Game wagers.
- 9.2 Bonus Game payouts shall be paid after winning basic game wagers have been settled.
- 9.3 All qualifying Envy Bonus payouts shall be paid after the last Player's basic game and Bonus Game wagers have been settled.

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3.0.1 Rules of Play – Poker Adaptations – Progressive Game for Pai Gow Poker and Fortune Pai Gow Poker		

- 9.3.1 The Dealer/Banker's hand never qualifies for the Envy Bonus.
- 9.3.2 The Player cannot be paid an Envy Bonus on their own qualifying hand.
- 9.3.3 If a Player is playing multiple hands, each hand is treated independently when qualifying for the Envy Bonus.
- 9.3.4 In the event of more than one Envy Bonus pay out, they are paid one at a time starting counterclockwise.
- 9.4 Additional procedures must be followed for any combined payouts amounting to \$10,000 or more in accordance with Table Games – Progressive Jackpot and Bonus Payouts.

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6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet		

## 6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet

### 1 GENERAL

- 1.1 Three Card Poker is a poker game played with a standard deck of 52 cards dealt from an approved automatic single deck card shuffler by a Dealer.
- 1.2 Players have the option of betting against the Dealer, betting on the value of their own three-card hand, betting on the 6 card bonus side bet, or betting on all three.
- 1.3 Players betting on their own hand i.e. 'Pair Plus' and/or the 6 Card Bonus are playing against set pay tables.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer – Ante Wager
  - 2.1.1 Ante Wager is the Player's original bet.
  - 2.1.2 Play Wager is the additional wager placed to remain in game and must be the same as the Ante Wager.
  - 2.1.3 Fold means to discard all cards dealt.
  - 2.1.4 The Dealer requires a Queen or better to qualify for play against the Ante wager.
  - 2.1.5 The Player is paid the "Ante Bonus" based on the pay table, regardless of the Dealer's Hand.
- 2.2 Playing the Hand Value – Pair Plus
  - 2.2.1 Pair Plus Wager is placed to play against the Pair Plus pay table.
  - 2.2.2 If the Player's hand contains a pair or better, the Player wins a payout according to the Pair Plus Payout Schedule.
  - 2.2.3 Players receive Pair Plus payouts regardless of the Dealer's hand.
- 2.3 Playing the Six (6) Card Bonus
  - 2.3.1 6 Card Bonus Wager is placed to play against the 6 Card Bonus pay table.
  - 2.3.2 The Player wins a payout according to the 6 Card Bonus pay table if the combination of the cards in the Player's hand and the Dealer's hand creates a 5 card hand of Three of a Kind or better.
  - 2.3.3 Players receive 6 Card Bonus payouts regardless of the Dealer's hand.
- 2.4 Ante Wager, Pair Plus Wager and 6 Card Bonus Wager
  - 2.4.1 The Ante, Pair Plus and 6 Card Bonus wagers do not have to be the same amount.

### 3 BETTING

- 3.1 No more than seven Players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one Player position in any round of play.
- 3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).

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6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet		

#### 4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealers left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

#### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedules shall be posted at each table.
- 5.2 In Three-Card Poker, a Straight beats a Flush.
- 5.3 If a hand does not contain a pair or better, the hand that contains the highest-ranking card(s) wins.
- 5.4 All suits are equal and do not hold any value advantage for comparison against other suits.
- 5.5 An Ace may be considered high or low card in straight hands.
- 5.6 Ranking of 3 Card Hands:
  - 5.6.1 Straight Flush
  - 5.6.2 Three of a Kind
  - 5.6.3 Straight
  - 5.6.4 Flush
  - 5.6.5 Pair
- 5.7 Ranking of 5 Card Hands (used for 6 Card Bonus side bet):
  - 5.7.1 Royal Flush
  - 5.7.2 Straight Flush
  - 5.7.3 Four of a Kind
  - 5.7.4 Full House
  - 5.7.5 Flush



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## 6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet

5.7.6 Straight

5.7.7 Three of a Kind

5.8 Ante Bonus Pay Table:

ANTE BONUS PAY TABLE	
HAND VALUE	BONUS PAYOUT
Straight Flush	5 x Ante Wager
Three of a Kind	4 x Ante Wager
Straight	1 x Ante Wager

5.9 Pair Plus Pay Table:

PAIR PLUS PAY TABLE	
HAND VALUE	BONUS PAYOUT
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

5.10 6 Card Bonus Pay Table

SIX (6) CARD BONUS PAY TABLE	
HAND VALUE	BONUS PAYOUT
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	25 to 1
Flush	15 to 1
Straight	10 to 1
Three of a Kind	5 to 1

5.11 Combined maximum total Ante Bonus, Pair Plus and 6 Card Bonus payouts to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.11.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the player is entitled to.

5.12 The basic game (Ante and Play Wager) is not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

6.1 Before play commences, each Player shall place a wager on the Ante, Pair Plus or both.

6.1.1 The 6 Card Bonus side bet can only be played if at least one of the standard wagers (Ante, Pair Plus) has been placed.

6.2 These bets shall remain unchanged during the round of play.

6.3 The Dealer shall:

6.3.1 Perform a hand sweep of the table;

6.3.2 Announce "No more bets";

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6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet		

- 6.3.3 Deal three cards face down, as dispensed by the shuffler to each Player, starting from their left and continuing clockwise around the table;
- 6.3.4 Deal three cards face down to the Dealer position;
  - 6.3.4.a The Dealer's three cards shall not be fanned.
- 6.4 Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.5 Starting on the Dealers left, the Dealer shall ensure that each Player has chosen one of the following options:
  - 6.5.1 Fold – by placing their cards face down to the Player's right side of the "Ante" betting square;
  - 6.5.2 Bet – by placing an amount equal to the ante bet in the "Play" betting square and placing their cards face down, tucking the cards under the bet.
- 6.6 If the Player folds, the Dealer shall:
  - 6.6.1 Announce "Folding" to the Player;
    - 6.6.1.a The Pair Plus bet and the 6 Card Bonus bet, if wagered, are still eligible to win if the Player folds;
  - 6.6.2 Collect the Ante bet;
    - 6.6.2.a It is the Player's responsibility to indicate to the Dealer if there is a winning Pair Plus bet;
      - (1) If the Player does not have a winning Pair Plus bet, the Dealer shall collect the Pair Plus bet
    - 6.6.2.b If the Player has a 6 Card Bonus bet, the Player's cards shall be placed face down under the 6 Card Bonus bet.
  - 6.6.3 Collect the cards and spread them face down to show that all three (3) cards are accounted for;
    - 6.6.3.a Exception - If the Player has a 6 Card Bonus bet, the cards will remain face down under the 6 Card Bonus bet.
  - 6.6.4 Place the cards in the discard rack.
- 6.7 Once all folded bets and hands have been removed, the Dealer shall:
  - 6.7.1 Turn the Dealer's three cards face up and position the cards in the best poker hand possible.
  - 6.7.2 Announce the house poker hand; and
  - 6.7.3 Display the cards, in descending order from the Dealer's left to right, centered to the front of the chip tray.
- 6.8 If the Dealer's hand does not qualify, the Dealer shall:
  - 6.8.1 Announce "Dealer does not qualify";
  - 6.8.2 If the Dealer does not qualify, the Play wager is considered a push.
  - 6.8.3 Pay all Ante Bets.
  - 6.8.4 Identify hands which qualify for an Ante Bonus, Pair Plus Bonus or 6 Card Bonus;

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6.0 Rules of Play – Poker Adaptations – Three Card Poker with Six Card Bonus Side Bet		

- 6.8.4.a It is the Players' responsibility to indicate to the Dealer a winning Bonus hand;
  - 6.8.5 Pay or collect all Ante Bonus bets, Pair Plus bets and 6 Card Bonus bets from right to left as appropriate; and
  - 6.8.6 Spread the Player's cards to ensure that all three cards are present.
- 6.9 If the Dealer's hand qualifies, the Dealer shall:
  - 6.9.1 Announce the house poker hand;
  - 6.9.2 Spread each Player's cards face up, from right to left;
  - 6.9.3 Compare the house hand to that of each Player individually;
  - 6.9.4 Pay or take bets in order:
    - 6.9.4.a Play wager;
    - 6.9.4.b Ante Bonus;
    - 6.9.4.c Ante wager;
    - 6.9.4.d Pair Plus wager;
    - 6.9.4.e 6 Card Bonus wager.
- 6.10 Declare the Ante and Play wagers as a tie for those hands that are of equal value to that of the Dealer's hand.
- 6.11 Cards shall be picked up and placed in the discard rack as bets are settled.

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8.0 Rules of Play – Poker Adaptations – Four Card Poker – Bad Beat Bonus		

## 7.0 Rules of Play – Poker Adaptations – Four Card Poker

### 1 GENERAL

- 1.1 Four-Card Poker is a poker game played with a standard deck of 52 cards dealt from an approved automatic single deck card shuffler by a Dealer.
- 1.2 Players have the option of betting against the Dealer, betting on the value of their own hand, or betting on both.
- 1.3 Players betting on their own hand are playing against a set pay table.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer – Ante Wager
  - 2.1.1 “Ante Wager” is the Player’s original bet.
  - 2.1.2 “Play Wager” is placed to remain in the game and may be an amount equal to or up to three times the ante bet.
  - 2.1.3 When the Player’s hand beats or ties the Dealer’s hand, the Ante and Play wagers are paid 1 to 1.
  - 2.1.4 Players receive “Ante Bonus” payouts regardless of the Dealer’s hand.
- 2.2 Playing the Hand Value – Aces Up
  - 2.2.1 “Aces Up Wager” is placed to play against the Aces Up pay table.
  - 2.2.2 If the Player’s hand contains a pair of Aces or better, the Player wins a payout according to the “Aces Up” Payout Schedule.
  - 2.2.3 Players receive “Aces Up” payouts regardless of the Dealer’s hand.
- 2.3 Playing Both – Ante Wager and Aces Up
  - 2.3.1 The Ante and Aces Up wagers do not have to be the same amount.

### 3 BETTING

- 3.1 No more than six Players shall participate in the same game.
- 3.2 A Player shall be permitted to play up to two (2) Player positions in any round of play.
  - 3.2.1 If there is a waiting list, a Player shall be permitted to play one (1) Player position only.
- 3.3 A Player shall not be permitted to wager on another Player’s hand (i.e. no back betting).
- 3.4 Players are not allowed to communicate information about their hands, in any way, to other Players during the game.

[01/27/2023]

### 4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:

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- 4.3.1 Be clearly positioned to show separation from the Player's bet;
- 4.3.2 Be placed to the Dealer's left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

## 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted at each Player position.
- 5.2 In Four-Card Poker, four of a kind is the highest ranking hand.
- 5.3 If a hand does not contain a pair or better, the hand that contains the highest-ranking card(s) wins.
- 5.4 All suits are equal and do not hold any value advantage for comparison against other suits.
- 5.5 An Ace may be considered high or low card in straight hands.
- 5.6 Ranking of Hands:
  - 5.6.1 Four of a kind
  - 5.6.2 Straight Flush
  - 5.6.3 Three of a Kind
  - 5.6.4 Flush
  - 5.6.5 Straight
  - 5.6.6 Two Pair
  - 5.6.7 Pair
  - 5.6.8 High Card

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### 5.7 Ante Bonus Paytable:

ANTE BONUS PAYTABLE	
HAND VALUE	BONUS PAYOUT
Four of a Kind	25 x Ante Wager
Straight Flush	20 x Ante Wager
Three of a Kind	2 x Ante Wager

### 5.8 Aces Up Paytable:

ACES UP PAYOUT SCHEDULE	
HAND VALUE	BONUS PAYOUT
Four of a Kind	50 to 1
Straight Flush	30 to 1
Three of a Kind	7 to 1
Flush	6 to 1
Straight	5 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

- 5.9 Combined maximum total Ante Bonus and Aces Up payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.9.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

- 5.10 The basic game (Ante and Play Wager) is not affected by the aggregate rule.

5.10.1 Ante Bonus and Aces Up are included in the aggregate rule.

## 6 SEQUENCE OF PLAY

- 6.1 Before play commences, each Player shall place a wager on the Ante, Aces Up or both. These bets shall remain unchanged during the round of play.

- 6.2 The Dealer shall:

6.2.1 Perform a hand sweep of the table;

6.2.2 Announce "No more bets";

6.2.3 Deal five cards face down, as dispensed by the shuffler to each Player, starting from their left and continuing clockwise around the table;

6.2.3.a The Dealer shall spread each of the Player's cards, to ensure that the hand consists of five cards.

6.2.4 Deal five cards face down to the Dealer position.

6.2.5 The Dealer will then draw the top card from the next five card hand dealt from the shuffler, and place it face up on the Dealer's hand.

- 6.3 Players may then pick up their cards, holding the cards in full view and over the table at all times.

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- 6.4 Starting on the Dealer's left, the Dealer shall ensure that each Player has chosen one of the following options:
- 6.4.1 Fold – by placing their cards face down to the Player's right side of the "Ante" betting spot;
  - 6.4.2 Bet – by placing an amount equal to or up to three times the ante bet in the "Play" betting spot and placing their cards face down, tucking the cards under the bet.
- 6.5 If the Player folds, the Dealer shall:
- 6.5.1 Announce "Folding" to the Player;
  - 6.5.2 Collect the Ante bet and the Aces Up bet, if wagered;
  - 6.5.3 Collect the cards and spread them face down to show that all five cards are accounted for;
  - 6.5.4 Place the cards in the discard rack.
- 6.6 Once all folded bets and hands have been removed, the Dealer shall:
- 6.6.1 Turn the Dealer's six cards face up and display the cards, in descending order from the Dealer's left to right, centered to the front of the chip tray;
  - 6.6.2 Position the cards in the best four card poker hand possible;
  - 6.6.3 Separate the four card poker hand from the two unused cards;
  - 6.6.4 Announce the house poker hand.
  - 6.6.5 Spread each Player's cards face up, from right to left;
  - 6.6.6 The Dealer will determine the Player's highest four card hand, from the five cards dealt;
  - 6.6.7 Pay or take bets in order:
    - 6.6.7.a Play wager;
    - 6.6.7.b Ante bonus wager;
    - 6.6.7.c Ante wager;
    - 6.6.7.d Aces Up wager.
- 6.7 Cards shall be picked up and placed in the discard rack as bets are settled.

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8.0 Rules of Play – Poker Adaptations – Four Card Poker – Bad Beat Bonus

## 8.0 Rules of Play – Poker Adaptations – Four Card Poker – Bad Beat Bonus

### 1 GENERAL

- 1.1 Four-Card Poker is a poker game played with a standard deck of 52 cards dealt from an approved automatic single deck card shuffler by a Dealer.
- 1.2 Players have the option of betting against the Dealer, betting on the value of their own hand, or betting on both.
- 1.3 Players betting on their own hand are playing against a set pay table.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer – Ante Wager
  - 2.1.1 “Ante Wager” is the Player’s original bet.
  - 2.1.2 “Play Wager” is placed to remain in the game and may be an amount equal to or up to three times the ante bet.
  - 2.1.3 When the Player’s hand beats or ties the Dealer’s hand the Ante and Play wager are paid 1 to 1.
  - 2.1.4 Players receive “Ante Bonus” payouts regardless of the Dealer’s hand.
- 2.2 Playing the Hand Value – Aces Up
  - 2.2.1 “Aces Up Wager” is placed to play against the Aces Up pay table.
  - 2.2.2 If the Player’s hand contains a pair of Aces or better, the Player wins a payout according to the “Aces Up” payable.
  - 2.2.3 Players receive “Aces Up” payouts regardless of the Dealer’s hand.
- 2.3 Playing Both – Ante Wager and Aces Up
  - 2.3.1 The Ante and Aces Up wagers do not have to be the same amount.
- 2.4 Playing the Bad Beat Bonus
  - 2.4.1 ‘Bad Beat Bonus’ wager is placed to play the Bad Beat payable for a bad beat involving the Dealer’s hand.
    - 2.4.1.a The Bad Beat Bonus wager must be \$1.
  - 2.4.2 Players qualify for the Bad Beat Bonus in either of two ways:
    - 2.4.2.a The Player wins the Bad Beat Bonus if their hand has two pairs or better and loses to the Dealer’s hand;
    - 2.4.2.b The Player wins the Bad Beat Bonus if the Dealer’s hand holds two pairs or better and the Player’s hand beats the Dealer’s hand.
  - 2.4.3 The Bad Beat Bonus payable is used to determine the amount of the win, with respect to the hand that was beaten in the bad beat.

### 3 BETTING

- 3.1 No more than six Players shall participate in the same game.
- 3.2 A Player shall be permitted to play up to two (2) Player positions in any round of play.



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3.2.1 If there is a waiting list, a Player shall be permitted to play one (1) Player position only.

3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).

3.4 Players are not allowed to communicate information about their hands, in any way, to other Players during the game.

#### 4 DEALER BETS

4.1 A Player may place a separate bet which is a tip being played for the Dealer.

4.2 The Player must be involved in the play of the game in order to place a Dealer bet.

4.3 Dealer bets shall:

4.3.1 Be clearly positioned to show separation from the Player's bet;

4.3.2 Be placed to the Dealer's left of a Player's bet;

4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.

4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.

4.4.2 A Dealer bet cannot be retained for play on the next game.

4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and

4.5.1 If the bet loses, it will be taken in the normal sequence of play;

4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except

4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

#### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

5.1 The payout schedule shall be posted at each Player position.

5.2 In Four-Card Poker, four of a kind is the highest ranking hand.

5.3 If a hand does not contain a pair or better, the hand that contains the highest-ranking card(s) wins.

5.4 All suits are equal and do not hold any value advantage for comparison against other suits.

5.5 An Ace may be considered high or low card in straight hands.

5.6 Ranking of Hands:

5.6.1 Four of a kind

5.6.2 Straight Flush

5.6.3 Three of a Kind

5.6.4 Flush

5.6.5 Straight

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## 8.0 Rules of Play – Poker Adaptations – Four Card Poker – Bad Beat Bonus

5.6.6 Two Pair

5.6.7 Pair

5.6.8 High Card

5.7 Ante Bonus Paytable:

ANTE BONUS PAYTABLE	
HAND VALUE	BONUS PAYOUT
Four of a Kind	25 x Ante Wager
Straight Flush	20 x Ante Wager
Three of a Kind	2 x Ante Wager

5.8 Aces Up Paytable:

ACES UP PAYTABLE	
HAND VALUE	BONUS PAYOUT
Four of a Kind	50 to 1
Straight Flush	30 to 1
Three of a Kind	7 to 1
Flush	6 to 1
Straight	5 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

5.9 Bad Beat Bonus Paytable:

BAD BEAT BONUS PAYTABLE	
HAND BEATEN	BONUS PAYOUT
Four of a Kind	25,000 to 1
Straight Flush	10,000 to 1
Three of a Kind	100 to 1
Flush	25 to 1
Straight	15 to 1
Two Pair	4 to 1

5.10 Combined maximum total Ante Bonus, Aces Up and Bad Beat Bonus payouts to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.10.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

5.11 The basic game (Ante and Play Wager) is not affected by the aggregate rule.

5.11.1 Ante Bonus, Aces Up and Bad Beat Bonus are included in the aggregate rule.

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8.0 Rules of Play – Poker Adaptations – Four Card Poker – Bad Beat Bonus

## 6 SEQUENCE OF PLAY

- 6.1 Before play commences, each Player shall place a wager on the Ante or Aces Up or on both Ante and Aces Up and, if desired, the Bad Beat Bonus. These bets shall remain unchanged during the round of play.
- 6.2 The Dealer shall:
  - 6.2.1 Perform a hand sweep of the table;
  - 6.2.2 Announce “No more bets”;
  - 6.2.3 Deal five cards face down, as dispensed by the shuffler to each Player, starting from their left and continuing clockwise around the table;
    - 6.2.3.a The Dealer shall spread each of the Player’s cards, to ensure that the hand consists of five cards.
  - 6.2.4 Deal five cards face down, to the Dealer position.
  - 6.2.5 The Dealer will then draw the top card from the next five card hand dealt from the shuffler, and place it face up on the Dealer’s hand.
- 6.3 Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.4 Starting on the Dealer’s left, the Dealer shall ensure that each Player has chosen one of the following options:
  - 6.4.1 Fold – by placing their cards face down to the Player’s right side of the “Ante” betting spot;
  - 6.4.2 Bet – by placing an amount equal to or up to three times the ante bet in the “Play” betting spot and placing their cards face down, tucking the cards under the bet.
- 6.5 If the Player folds, the Dealer shall:
  - 6.5.1 Announce “Folding” to the Player;
  - 6.5.2 Collect the Ante bet, and the Aces Up bet and Bad Beat Bonus bet, if wagered;
  - 6.5.3 Collect the cards and spread them face down to show that all five cards are accounted for;
  - 6.5.4 Place the cards in the discard rack.
- 6.6 Once all folded bets and hands have been removed, the Dealer shall:
  - 6.6.1 Turn the Dealer’s six cards face up and display the cards, in descending order from the Dealer’s left to right, centered to the front of the chip tray;
  - 6.6.2 Position the cards in the best four card poker hand possible;
  - 6.6.3 Separate the four card poker hand from the two unused cards;
  - 6.6.4 Announce the house poker hand.
  - 6.6.5 Spread each Player’s cards face up, from right to left;
  - 6.6.6 The Dealer will determine the Player’s highest four card hand, from the five cards dealt;
  - 6.6.7 Pay or take bets in order:
    - 6.6.7.a Play wager;

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- 6.6.7.b Ante bonus wager;
- 6.6.7.c Ante wager;
- 6.6.7.d Aces Up wager;
- 6.6.7.e Bad Beat Bonus wager.

6.7 Cards shall be picked up and placed in the discard rack as bets are settled.

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## 9.0 Rules of Play – Poker Adaptations – Fast Action Hold’Em Poker

### 1 GENERAL

- 1.1 Fast Action Hold’em is a poker game played with six standard decks of 52 cards shuffled from an approved automatic multi deck or continuous card shuffler, dealt from a shoe by a Dealer.
- 1.2 Players and the Dealer are dealt four cards face down. Players will determine which two cards to play and which two cards to discard.
- 1.3 The Dealer will determine their two cards to play according to the posted ‘House Way’.
- 1.4 The Dealer will deal 5 community cards which are used by the Player and the Dealer to make the best possible 5 card Poker hand.
- 1.5 If the Player has a higher hand than the Dealer, they are paid even money.
  - 1.5.1 If the Player’s hand is lower than or equal to the Dealer’s hand, the wager is lost.
- 1.6 If a Player has a wager in the basic game (Ante), they have the option of betting a Bonus wager on their own hand playing against a set pay table.
  - 1.6.1 If the Player’s Bonus wager is at least five dollars or more, they qualify for the ‘Envy Bonus’ feature.
  - 1.6.2 An ‘Envy Bonus’ is paid based on the Envy Bonus pay table.

### 2 PLAYER OPTIONS

- 2.1 Ante Wager - Playing Against the Dealer
  - 2.1.1 Players are dealt four cards and they must determine which two cards to keep and which two cards to discard.
    - 2.1.1.a If the Player wishes to play all four cards, they must make an additional wager (Split) equal to their original wager and split the four cards into two, two card hands.
- 2.2 Bonus Wager
  - 2.2.1 Players may make an additional wager on the Bonus if they have a wager in the basic game.
    - 2.2.1.a Players wagering on the Bonus are playing against a set pay table.
    - 2.2.1.b If the Player wishes to play all four cards and has a wager on the Bonus they may choose to wager on the Bonus for each hand by placing a wager equal to the primary Bonus bet, for the second hand's Bonus.
      - (1) If the Player chooses not to wager on the Bonus on both hands in a split situation, the original Bonus wager plays on the first hand.
    - 2.2.1.c If the Player’s Bonus wager is at least five dollars or more, they qualify for the Envy Bonus feature.
    - 2.2.1.d An Envy Bonus is paid based on the Envy Bonus pay table.
  - 2.2.2 The Player’s Bonus wager may be greater than the basic wager.
  - 2.2.3 The Dealer’s hand never qualifies for the Envy Bonus hand.

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- 2.2.4 If more than one player has at least a Five of a Kind, then all players eligible for the Envy Bonus win multiple payouts;
- 2.2.4.a In the event more than one Player has at least five of a kind, then all Players qualifying for the Envy bonus win multiple payouts; i.e.: a Bonus payout for each hand being envied.
- 2.2.5 When the board represents the highest hand on the table, the Envy Bonus is not applicable.
- 2.2.6 If a Player is playing two hands, each hand is treated independently when qualifying for the Envy Bonus.

### 3 BETTING

- 3.1 No more than seven Players shall participate in the same game.
- 3.2 A Player may play a maximum of two (2) hands.
  - 3.2.1 The Player must play adjacent betting spots when playing more than one hand.
  - 3.2.2 The Player must view and set one hand, before viewing and setting the second hand.
  - 3.2.3 Player shall not be permitted to go back to the first hand after viewing and setting the second hand.
- 3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).

### 4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealer's left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 Dealer bets do not qualify for the Envy Bonus.
- 4.6 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.6.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.6.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.6.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted on the table.

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- 5.2 The House Way shall be posted on the table layout or a placard placed on the table.
- 5.3 All suits are equal and do not hold any value advantage for comparison against other suits.
  - 5.3.1 If the Dealer has a four of a kind involving two suited pairs, the decision on which suited pair to play shall be based on the alphabetical ranking of suits: Clubs, Diamonds, Hearts and Spades.
- 5.4 Ranking of Hands:
  - 5.4.1 Five of a Kind Suited
  - 5.4.2 Royal Flush
  - 5.4.3 Straight Flush
  - 5.4.4 Five of a kind
  - 5.4.5 Four of a kind
  - 5.4.6 Full House
  - 5.4.7 Flush
  - 5.4.8 Straight
  - 5.4.9 Three of a kind
  - 5.4.10 Two Pair
  - 5.4.11 One Pair
  - 5.4.12 High Card.
- 5.5 An Ace may be considered high or low card in straight hands.
  - 5.5.1 The highest Straight and Straight Flush is A, K, Q, J, 10 and the lowest Straight and Straight Flush is A, 2, 3, 4, 5.

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## 9.0 Rules of Play – Poker Adaptations – Fast Action Hold'Em Poker

### 5.6 Bonus Paytable:

BONUS PAYTABLE	
HAND VALUE	BONUS PAYOUT
5 of a Kind Suited	1000 to 1
Royal Flush	200 to 1
Straight Flush	75 to 1
5 of a Kind	40 to 1
4 of a Kind	7 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Three of a Kind	Push

### 5.7 Envy Bonus Paytable:

ENVY BONUS PAYTABLE	
HAND VALUE	BONUS PAYOUT
5 of a Kind Suited	\$1,000
Royal Flush	\$250
Straight Flush	\$50
5 of a Kind	\$10

5.8 Combined maximum Bonus total payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.8.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the player is entitled to.

5.9 A Player's highest hand will be used to determine whether the hand qualifies for an Envy Bonus payout.

5.9.1 This also applies when two players have the same hand with one possessing a higher hand.

5.9.1.a For example, when two players possess a straight flush, one straight flush higher than the other, both players with the straight flushes are entitled to an Envy Bonus Payout.

5.10 The basic game and the Envy Bonus are not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

6.1 Before play commences, each Player shall place a wager on the Basic Game. These bets shall remain unchanged during the round of play.

6.2 The Dealer shall:

6.2.1 Perform a hand sweep of the table;

6.2.2 Announce "No more bets";

6.2.3 Mark all Bonus game wagers that qualify for the Envy Bonus;



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- 6.2.4 Deal one card from the shoe to each player, starting from their left and continuing clockwise around the table and one card to the Dealer position;
- 6.2.5 Repeat until each hand, including the Dealer position, has four cards. Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.3 Each Player will determine which two cards to play and place them face up directly behind their wager.
- 6.4 Each Player will discard the two unused cards face down in front of their bet.
- 6.5 If a Player wishes to play all four cards they must ;
  - 6.5.1 Place an additional wager of equal value to the original wager beside the betting spot;
    - 6.5.1.a If the Player has a wager on the Bonus they may choose to wager on the Bonus for each hand by placing a wager equal to the primary Bonus bet, for the second hand's Bonus.
  - 6.5.2 The Player must place two distinct two card hands and place them face up directly behind each wager.
- 6.6 Players may inquire as to the House Way strategy as it applies to their hand.
  - 6.6.1 The Player may not expose their hand for assistance, until all other Players have set their hands.
  - 6.6.2 The Dealer will explain to the Player the House Way of setting the hand.
- 6.7 When all of the Players have discarded their cards, the Dealer shall announce 'All Hands Set'.
- 6.8 The Dealer will expose their four card hand face up on the table, and select two cards to play according to the House Way.
  - 6.8.1 The two unused cards will be placed into the discard rack.
  - 6.8.2 If the Dealer has a four of a kind involving two suited pairs, the decision on which suited pair to play shall be based on the alphabetical ranking of suits: Clubs, Diamonds, Hearts and Spades.
- 6.9 The Dealer will then deal five cards face up in the centre of the table.
- 6.10 The Dealer shall arrange the cards in descending order, from left to right.
  - 6.10.1 If the cards contain a Pair or Higher, the Pair or Higher shall be placed to the left with the rest of the cards placed in descending order from left to right.
- 6.11 The Dealer and each Player shall use any combination of their two card hand, and the 5 cards on the table to make the best possible five card Poker hand.
- 6.12 Once the Dealer has determined the house hand, the Dealer shall;
  - 6.12.1 Announce the house poker hand;
  - 6.12.2 From right to left compare the house hand to that of each Player individually;
  - 6.12.3 Announce the Player's hand;
  - 6.12.4 Pay or take bets in order:
    - 6.12.4.a Basic wager;
    - 6.12.4.b Bonus;

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6.12.5 All qualifying Envy Bonus payouts shall be paid after the last Player's basic and Bonus wagers have been settled.

6.12.5.a If a Player is playing two hands, each hand is treated independently when qualifying for the Envy Bonus.

6.12.5.b Envy Bonus payouts are paid from right to left.

## 7 HOUSE STRATEGY

7.1 The House Strategy shall be used by the Dealer at all times when setting the house hand.

### 7.2 House Way

- 7.2.1 Highest Pair, 8's or better;
- 7.2.2 Ace – Jack or Better;
- 7.2.3 Any Pair, suited, 2's to 7's;
- 7.2.4 Any Pair, unsuited, 2's to 7's;
- 7.2.5 Ace High, suited;
- 7.2.6 Ten – Jack or better, suited;
- 7.2.7 Ten – Jack or better, unsuited;
- 7.2.8 Ace High, unsuited;
- 7.2.9 Face Card High, suited;
- 7.2.10 Face Card High, unsuited;
- 7.2.11 Connected Cards, suited;
- 7.2.12 Connected Cards, unsuited;
- 7.2.13 Two Highest Cards, suited;
- 7.2.14 Two Highest Cards, unsuited.

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## 10.0 Rules of Play – Poker Adaptations – Texas Hold'em Bonus

### 10.0 Rules of Play – Poker Adaptations – Texas Hold'em Bonus

#### 1 GENERAL

- 1.1 Texas Hold'em Bonus is a poker game played with one standard deck of 52 cards shuffled in an approved automatic card shuffler and dealt out by a Dealer.
- 1.2 Players and the Dealer are dealt two initial cards face down.
- 1.3 The Dealer will deal 5 community cards which are used by the Player and the Dealer to make the best possible 5 card Poker hand.
  - 1.3.1 The Player and the Dealer may use any combination of the 2 down cards, and the 5 community cards to make the best possible hand.
- 1.4 Players have the option of placing additional wagers before each round.
- 1.5 If the Player has a higher hand than the Dealer qualifying wagers are paid even money.
  - 1.5.1 If the Player's hand is lower than the Dealer's hand, all wagers are lost.
  - 1.5.2 If the Player's hand is equal to the Dealer's hand, it will be considered a push.
- 1.6 If a Player has a wager in the basic game, they have the option of betting a 'Bonus Jackpot' wager on their own hand playing against a set payable.

#### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer
  - 2.1.1 Players must make an 'Ante' wager to play the game
  - 2.1.2 Players must place a 'Flop' wager if they wish to play their hand against the dealer.
    - 2.1.2.a The 'Flop' wager must be double the 'Ante' wager.
  - 2.1.3 If the Player decides not to place the 'Flop' wager, they must fold and forfeit the 'Ante' wager.
  - 2.1.4 Players may also place additional wagers that are equal to the 'Ante' wager on the 'Turn' and 'River' cards.
- 2.2 Bonus Jackpot
  - 2.2.1 Player may make an additional wager on the 'Bonus Jackpot' if they have a wager in the basic game.
    - 2.2.1.a Players wagering on the 'Bonus Jackpot' are playing against a set payable.

#### 3 BETTING

- 3.1 No more than seven players shall participate in the same game.
- 3.2 A Player shall be permitted to play up to two (2) Player positions in any round of play.
  - 3.2.1 If there is a waiting list, a Player shall be permitted to play one (1) Player position only.
- 3.3 A Player shall not be permitted to wager on another player's hand (i.e. no back betting).
- 3.4 Players are not allowed to communicate information about their hands, in any way, to other players during the game.

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10.0 Rules of Play – Poker Adaptations – Texas Hold'em Bonus		

#### 4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealers left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

#### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted on the table.
- 5.2 All suits are equal and do not hold any value advantage for comparison against other suits.
- 5.3 Ranking of Hands:
  - 5.3.1 Royal Flush
  - 5.3.2 Straight Flush
  - 5.3.3 Four of a kind
  - 5.3.4 Full House
  - 5.3.5 Flush
  - 5.3.6 Straight
  - 5.3.7 Three of a kind
  - 5.3.8 Two Pair
  - 5.3.9 One Pair
  - 5.3.10 High Card.
- 5.4 An Ace may be considered high or low card in straight hands.
  - 5.4.1 The highest Straight and Straight Flush is A, K, Q, J, 10 and the lowest Straight and Straight Flush is A, 2, 3, 4, 5. Ante Payout Table:

#### 5.5 Ante Payout Table:

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## 10.0 Rules of Play – Poker Adaptations – Texas Hold'em Bonus

ANTE PAYOUT SCHEDULE	
HAND VALUE	BONUS PAYOUT
Winning Straight or better	1 to 1

### 5.6 Bonus Jackpot Paytable:

BONUS JACKPOT PAYTABLE	
HAND VALUE	BONUS PAYOUT
Two Ace's In both the Players and Bankers Hand	1,000 to 1
Two Ace's	30 to 1
Ace/King Suited	25 to 1
Ace/Queen or Ace/Jack suited	20 to 1
Ace/King unsuited	15 to 1
King/King, Queen/Queen or Jack/Jack	10 to 1
Ace/Queen or Ace/Jack unsuited	5 to 1
Pair of 10's – 2's	3 to 1

### 5.7 Combined maximum total Bonus payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.7.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

### 5.8 The basic game is not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

### 6.1 Before play commences, each Player shall place a wager on the 'Ante' wager. These bets shall remain unchanged during the round of play.

6.1.1 Players may also place an optional wager on the 'Bonus Jackpot' if they have placed an 'Ante' wager.

### 6.2 The Dealer shall:

6.2.1 Perform a hand sweep of the table;

6.2.2 Announce "No more bets";

6.2.3 Deal two cards face down to each Player, starting from their left and continuing clockwise around the table.

6.2.4 Deal Two cards face down, to the Dealer position.

6.2.5 Pick up the remaining cards with the cut card and hold securely in hand.

### 6.3 Players may then pick up their cards, holding the cards in full view and over the table at all times.

### 6.4 If a Player wishes to play their cards they must;

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#### 10.0 Rules of Play – Poker Adaptations – Texas Hold'em Bonus

- 6.4.1 Place an additional wager of twice the value of the 'Ante' wager in the 'Flop' square;
- 6.5 If a Player does not wish to play their cards, the Dealer shall;
  - 6.5.1 Collect the 'Ante';
  - 6.5.2 If no Bonus Jackpot wager has been made, collect the Player's cards;
    - 6.5.2.a If the Player has made a 'Bonus Jackpot' wager, the cards shall be placed face down beside the 'Bonus Jackpot' wagers;
    - 6.5.2.b In the usual sequence of play, the dealer shall;
      - (1) Pay or take any 'Bonus Jackpot' wagers based on the Bonus Jackpot Paytable; and
      - (2) After all wagers have been settled, collect the Player's cards in turn.
- 6.6 Once all Players have decided to play or fold their hands the Dealer shall;
  - 6.6.1 Burn one card face down, and place in the discard rack
  - 6.6.2 Deal three 'Flop' community cards face down in the 'Flop' area.
  - 6.6.3 Turn the three 'Flop' cards face up.
  - 6.6.4 Announce to the Players, in turn, that they may 'Check' or 'Bet'.
- 6.7 If the Player decides to 'Bet' they must place a wager that is equal to the 'Ante' wager in the 'Turn' square.
  - 6.7.1 If the Player decides to 'Check' the Dealer will place a 'Check Button' marker on the 'Turn' betting square to indicate the Players decision.
- 6.8 Once all Players have decided to 'Check' or 'Bet' the Dealer shall;
  - 6.8.1 Burn one card face down, and place in the discard rack
  - 6.8.2 Deal one 'Turn' community card face down in the 'Turn' area.
  - 6.8.3 Turn the 'Turn' card face up.
  - 6.8.4 Announce to the Players, in turn, that they may 'Check' or 'Bet'.
- 6.9 If the Player decides to 'Bet' they must place a wager that is equal to the 'Ante' wager in the 'River' square.
  - 6.9.1 If the Player decides to 'Check' the Dealer will place a 'Check Button' marker on the 'River' betting square to indicate the Player's decision.
- 6.10 Once all Players have decided to 'Check' or 'Bet' the Dealer shall;
  - 6.10.1 Burn one card face down, and place in the discard rack
  - 6.10.2 Deal one 'River' community card face down in the 'River' area.
  - 6.10.3 Remove the cut card and place the remaining cards in the discard rack.
  - 6.10.4 Turn the 'River' card face up.
- 6.11 The Players must now place their two cards face down on the table under their 'River' wager.
- 6.12 The Dealer Shall;
  - 6.12.1 Turn the Dealer's two card hand face up;

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- 6.12.2 Announce the value of the best possible 5 card poker hand using any combination of the Dealer's cards and the community cards.
  - 6.12.2.a If the best possible poker hand proves to be the five community cards the Dealer shall announce 'Playing the Board'
- 6.12.3 Slide the 5 card Dealer hand slightly forward.
- 6.13 Once the Dealer has determined the house hand, the Dealer shall;
  - 6.13.1 From right to left compare the house hand to that of each Player individually;
  - 6.13.2 Announce the Player's hand;
  - 6.13.3 Pay or take bets in order:
    - 6.13.3.a Bonus Jackpot wagers;
    - 6.13.3.b Ante, 'Flop' and, if applicable, 'Turn' and 'River' wagers;
- 6.14 If the Player's hand beats the Dealer's hand, the Dealer shall;
  - 6.14.1 Announce the Player's two card hand and pay or take the Bonus Jackpot wager based on the Bonus Jackpot Paytable.
  - 6.14.2 Announce the Player's five card hand;
  - 6.14.3 Pay the 'Flop', 'Turn' and 'River' wagers even money;
    - 6.14.3.a If the 'Ante' wager contains a straight or better it will be paid even money, otherwise it is a push.
- 6.15 If the Dealer's hand beats the Player's hand, the Dealer shall;
  - 6.15.1 Announce the Player's two card hand and pay or take the Bonus Jackpot wager based on the Bonus Jackpot Paytable.
  - 6.15.2 Announce the Player's five card hand;
  - 6.15.3 Take the 'Ante', 'Flop', 'Turn' and 'River' wagers;
- 6.16 If the Dealer's hand and the Player's hand push, the Dealer shall;
  - 6.16.1 Announce the Player's two card hand and pay or take the Bonus Jackpot wager based on the Bonus Jackpot Paytable.
  - 6.16.2 Announce that the hand is a 'Push';
- 6.17 After all wagers have been settled the cards shall be picked up and placed in the discard rack, and the 'Check' buttons returned to the tray.

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## 11.0 Rules of Play – Poker Adaptations – Ultimate Texas Hold'em

### 1 GENERAL

- 1.1 Ultimate Texas Hold'em is a poker game played with one standard deck of 52 cards shuffled in an approved automatic single deck card shuffler and dealt out by a Dealer.
- 1.2 Players bet against the Dealer and have an optional bonus bet which is a wager on the value of their own hand.
- 1.3 Players betting on the optional bonus bet are playing against a set pay table.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer – Ante and Blind Wagers
  - 2.1.1 Players' original bets are the Ante wager and the Blind wager
  - 2.1.2 The Ante and Blind wagers shall be equal amounts.
  - 2.1.3 When the Player receives their two hole cards, the Player can either check or bet 3 or 4 times the Ante amount on the "Play wager".
  - 2.1.4 After the three card 'Flop', if the Player has not already made a Play wager, the Player can check or bet 2 times the Ante on the "Play wager".
  - 2.1.5 After the final 2 community cards are dealt, if the Player has not already made a Play wager, the Player has the option to fold or bet the same amount as the Ante.
  - 2.1.6 When the Player's hand beats the Dealer's, the Play and Ante wagers win even money.
  - 2.1.7 When the Dealer's hand beats the Player's, the Play, Ante, and Blind wagers lose.
  - 2.1.8 When the Dealer's and Player's hand are Tie, the Play, Ante, and Blind wagers push.
  - 2.1.9 The Blind wager pays if the Player's winning hand is at least a Straight.
    - 2.1.9.a If the Player beats the Dealer with less than a Straight, the Blind wager pushes.
  - 2.1.10 The Dealer needs a pair to qualify.
    - 2.1.10.a When the Dealer does not qualify, the Player's Ante wager is returned. All other wagers receive action as normal.
- 2.2 Playing the Bonus Bet – 'Trips'
  - 2.2.1 'Trips' bonus wager is placed to play against the Trips pay table.
  - 2.2.2 If the Player's hand contains a three of a kind or better, the Player wins a payout according to the Trips Payout Schedule.
  - 2.2.3 Players receive Trips payouts regardless of the Dealer's hand.
- 2.3 Playing Both – Ante/Blind wagers and Trips
  - 2.3.1 The Trips wager does not have to be the same amount as the Ante and Blind wagers.

### 3 BETTING

- 3.1 No more than six players shall participate in the same game.



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- 3.2 A Player shall be permitted to play up to two (2) betting positions in any round of play.
- 3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).
- 3.4 Players are not allowed to communicate information about their hands, in any way, to other players during the game.

#### 4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealers left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

#### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted at each Player position.
- 5.2 If a hand does not contain a pair or better, the hand that contains the highest ranking card(s) wins.
- 5.3 All suits are equal and do not hold any value advantage for comparison against other suits.
- 5.4 An Ace may be considered high or low card in straight hands.
  - 5.4.1 The highest Straight and Straight Flush is A, K, Q, J, 10 and the lowest Straight and Straight Flush is A, 2, 3, 4, 5.
- 5.5 Ranking of Hands:
  - 5.5.1 Royal Flush
  - 5.5.2 Straight Flush
  - 5.5.3 Four of a kind
  - 5.5.4 Full House
  - 5.5.5 Flush
  - 5.5.6 Straight

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## 11.0 Rules of Play – Poker Adaptations – Ultimate Texas Hold'em

5.5.7 Three of a kind

5.6 Blind Paytable:

BLIND PAYOUT SCHEDULE	
HAND VALUE	PAYOUT
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

5.7 Trips Bonus Paytable:

TRIPS BONUS PAYTABLE	
HAND VALUE	PAYOUT
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

5.8 The combined maximum total Blind and Trips Bonus payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

5.8.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

5.9 The Ante and Play wagers are not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

6.1 Before play commences, each Player shall place a wager on the 'Ante' and 'Blind'.

6.1.1 The Ante wager and the Blind wager shall be equal amounts.

6.2 The Player has the option of placing a wager on the Trips bet.

6.2.1 The Trips wager does not have to be equal to the Ante and Blind bets.

6.3 The Dealer shall:

6.3.1 Perform a hand sweep of the table;

6.3.2 Announce "No more bets";

6.3.3 Place the five cards, as dispensed from the shuffler, to be used as the community cards, face down in the appropriate area in front of the Dealer;

6.3.3.a Fan the cards from left to right;

6.3.3.b The first three cards on the left constitute the flop.

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- 6.3.4 Deal two cards face down, as dispensed by the shuffler, to each Player, starting from their left and continuing clockwise around the table.
- 6.3.5 Deal two cards face down to the Dealer position.
- 6.4 Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.5 Starting from the Dealer's left, the Dealer shall ensure that each Player has chosen one of the following options:
  - 6.5.1 Check – do not bet and retain the cards;
  - 6.5.2 Bet – by placing a "Play" wager of 3 times or 4 times their Ante wager and placing their cards face down, tucking the cards under the bet.
    - 6.5.2.a Once Players bet, they cannot bet again and they cannot change their bet.
- 6.6 Once the Players have all exercised their options, the Dealer shall turn the first three community cards (the Flop) face up on the layout.
- 6.7 Starting from the Dealer's left, the Dealer shall ensure that each Player that has not yet made a "Play" wager, chooses one of the following options:
  - 6.7.1 Check – do not bet and retain the cards;
  - 6.7.2 Bet – by placing a "Play" wager of 2 times their Ante wager and placing their cards face down, tucking the cards under the bet.
    - 6.7.2.a Once Players bet, they cannot bet again and they cannot change their bet.
- 6.8 The Dealer shall turn the final two community cards (the Turn and River) face up on the layout.
- 6.9 The Dealer shall ensure that each Player that has not yet made a "Play" wager chooses one of the following options:
  - 6.9.1 Fold – by placing their cards face down to the Player's left side of the "Ante" betting square;
  - 6.9.2 Bet – by placing a "Play" wager of 1 times their Ante wager and placing their cards face down, tucking the cards under the bet.
- 6.10 Once all folded hands and bets have been removed, the Dealer shall:
  - 6.10.1 Turn the Dealer's two cards face up;
  - 6.10.2 Announce the house poker hand; and
  - 6.10.3 Display the Dealer's cards, centered to the front of the chip tray.
- 6.11 The Dealer requires a pair to qualify.
  - 6.11.1 Note: Ultimate Texas Hold'em handles qualifying differently than other games. When the Dealer does not qualify, it is not an automatic win for the Players.
- 6.12 If the Dealer's hand qualifies, the Dealer shall:
  - 6.12.1 Announce the house poker hand;
  - 6.12.2 From right to left, spread each Player's cards face up;
  - 6.12.3 Compare each Player's hand individually to that of the house hand;

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- 6.12.3.a If the Player's hand beats the Dealer's, the Ante and Play wagers win even money (1 to 1);
- 6.12.3.b The Blind wager wins when the Player wins with a Straight or higher (winning odds on layout);
  - (1) If the Player wins with less than a straight, the Blind pushes;
- 6.12.3.c If the Player's hand loses to the Dealer's, the Ante, Play, and Blind wagers lose;
- 6.12.3.d When the Player and Dealer hands tie, the Ante, Play, and Blind wagers push;
- 6.12.3.e The Trips wager wins if the Player has Three of a Kind or better (winning odds on layout); otherwise the Trips wager loses;
  - (1) Players receive winning Trip wagers even if the Player decides to fold;
  - (2) Players shall notify the Dealer if they have a winning Trip wager and they are folding;
- 6.13 If the Dealer's hand does not qualify, the Dealer shall:
  - 6.13.1 Announce "Dealer does not qualify";
  - 6.13.2 Announce the house poker hand;
  - 6.13.3 From right to left, return the Ante wager to each Player;
    - 6.13.3.a The Dealer returns the Ante before looking at any of the Player's hands;
  - 6.13.4 From right to left, spread each Player's cards face up;
  - 6.13.5 Compare each Player's hand individually to that of the house hand;
    - 6.13.5.a If the Player's hand beats the Dealer's, the Play wagers win even money (1 to 1);
    - 6.13.5.b The Blind wager wins when the Player wins with a Straight or higher;
    - 6.13.5.c If the Player wins with less than a straight, the Blind pushes;
    - 6.13.5.d If the Player's hand loses to the Dealer's, the Play and Blind wagers lose;
    - 6.13.5.e When the Player and Dealer hands tie, the Play and Blind wagers push;
    - 6.13.5.f The Trips wager wins if the Player has Three of a Kind or better; otherwise, the Trips wager loses;
      - (1) Players receive winning Trip wagers even if the Player decides to fold;
      - (2) Players shall notify the Dealer if they have a winning Trip wager and they are folding;
  - 6.14 Cards shall be picked up and placed in the discard rack as bets are settled.

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12.0 Rules of Play – Poker Adaptations – Flushes Gone Wild		

## 12.0 Rules of Play – Poker Adaptations – Flushes Gone Wild

### 1 GENERAL

- 1.1 Flushes Gone Wild is a game played with a standard deck of 52 cards, dealt from an approved automatic single deck card shuffler, by a Dealer.
- 1.2 Players bet against the Dealer and may also wager on an optional bonus bet which is a wager on the value of their own hand.
- 1.3 Players betting on the optional bonus bet are playing against a set pay table.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer – Ante and Blind Wagers
  - 2.1.1 The Ante and Blind wagers shall be equal amounts.
  - 2.1.2 When the Player receives their 5 hole cards, the Player can either fold or bet 2 times the Ante amount on the “Play wager”.
  - 2.1.3 The Player will combine their own 5 cards with the 2 community cards to make the largest Flush possible.
    - 2.1.3.a In Flushes Gone Wild, Deuces are wild and may be played as any suit.
  - 2.1.4 When the Player’s hand beats the Dealer’s hand, the Ante and Play wagers are paid even money (1 to 1).
    - 2.1.4.a Blind wager pays if the Player’s winning hand has a margin of victory of at least 2.
      - (1) The margin of victory refers to the difference in the size of the two flushes.
      - (2) If the Player beats the Dealer with a margin of victory of 0 or 1, the Blind wager pushes.
  - 2.1.5 When the Dealer’s hand beats the Player’s hand, the Play, Ante, and Blind wagers lose.
  - 2.1.6 If the Player and Dealer have flushes of identical length, the rank of the highest kicker card in the Flush determines the winner.
  - 2.1.7 When the Dealer’s and Player’s hand are Tie, the Play, Ante, and Blind wagers push.
- 2.2 Playing the Bonus Bet – Flush Rush
  - 2.2.1 Players may make an additional wager on the Flush Rush bonus if they have a wager on the basic game.
  - 2.2.2 The Flush Rush bonus wager is placed to play against the Flush Rush pay table.
  - 2.2.3 If the Player’s hand contains a 4 Card Natural Flush (no wild cards) or better, the Player wins a payout according to the Flush Rush Payout Schedule.
  - 2.2.4 Players receive the Flush Rush Payout regardless of the Dealer’s hand.
- 2.3 Playing Both – Ante/Blind wagers and Flush Rush
  - 2.3.1 The Flush Rush wager does not have to be the same dollar amount as the Ante and Blind wagers.

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## 12.0 Rules of Play – Poker Adaptations – Flushes Gone Wild

### 3 BETTING

- 3.1 No more than six Players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one Player position in any round of play.
- 3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).
- 3.4 Players are not allowed to communicate information about their hands, in any way, to other Players during the game.

### 4 DEALER BETS

- 4.1 A player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealer's left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedules shall be posted at the table or printed on the layout by each Player position.
- 5.2 In Flushes Gone Wild, Deuces are Wild and may be played as any suit.
  - 5.2.1 For ranking purposes, a Deuce may take the place of a card rank that is not already in the Player's hand.
    - 5.2.1.a For example, if a Player has Ace, Jack, Ten of Diamonds plus a Deuce, the Deuce will count as a King of Diamonds.
  - 5.2.2 All suits are equal and do not hold any value advantage for comparison against other suits.
  - 5.2.3 Aces are considered the highest ranking card in any flush.
  - 5.2.4 The Players and Dealer will combine their own 5 cards with the 2 community cards to make the largest possible Flush (most cards).

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## 12.0 Rules of Play – Poker Adaptations – Flushes Gone Wild

- 5.2.5 If the Player can make multiple Flushes of the same size, they may play the one that is of the highest rank.

### 5.3 Flushes Gone Wild Blind Bet Paytable:

BLIND BET PAYTABLE	
MARGIN OF VICTORY	PAYOUT
5	200 to 1
4	25 TO 1
3	5 to 1
2	3 to 1
1	Push
0	Push

### 5.4 Flushes Gone Wild Flush Rush Paytable:

FLUSH RUSH PAYTABLE	
OUTCOME	PAYOUT
7 Card Natural Flush	250 to 1
7 Card Wild Flush	100 to 1
6 Card Natural Flush	50 to 1
6 Card Wild Flush	10 to 1
5 Card Natural Flush	6 to 1
5 Card Wild Flush	3 to 1
4 Card Natural Flush	1 to 1

Natural refers to those hands that do not contain any wild cards.

Wild refers to those hands that contain wild cards.

- 5.5 Combined maximum Blind Bet and Flush Rush bonus total payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

- 5.5.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the player is entitled to.

- 5.6 The basic game (Ante and Play wager) is not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

- 6.1 Before play commences, each Player shall place a wager on the 'Ante' and 'Blind'.
- 6.2 The Ante wager and the Blind wager shall be equal amounts.
- 6.3 The Player has the option of placing a wager on the Flush Rush bet.
- 6.3.1 The Flush Rush Bonus wager does not have to be equal to the Ante and Blind bets;
- 6.3.2 The Players must have a wager on the main game (Ante and Blind) in order to place a wager on the Flush Rush Bonus.
- 6.4 The Dealer shall:
- 6.4.1 Perform a hand sweep of the table;
- 6.4.2 Announce "No more bets";

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## 12.0 Rules of Play – Poker Adaptations – Flushes Gone Wild

- 6.4.3 Deal five cards (one packet) face down, as dispensed by the shuffler to the center of the table.
  - 6.4.3.a This packet of cards will be used for the community cards.
- 6.4.4 Deal five cards face down, as dispensed by the shuffler to each Player, starting from the left and continuing clockwise around the table;
  - 6.4.4.a The Dealer shall spread each of the Player's cards, to ensure that the hand consists of five cards.
- 6.4.5 Deal five cards face down, to the Dealer position.
- 6.5 The Dealer will burn the first card from the community packet of cards and spread face down 2 community cards.
- 6.6 The Dealer will burn the remaining two (2) cards from the bottom of the community packet of cards.
- 6.7 Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.8 Starting on the Dealer's left, the Dealer shall ensure that each Player has chosen one of the following options:
  - 6.8.1 Fold – by placing their cards face down to the Player's left side of the "Ante" betting spot;
  - 6.8.2 Bet – by placing an amount equal to two (2) times the Ante bet in the "Play" betting spot and placing their cards face down, tucking the cards under the bet.
- 6.9 If the Player folds, the Dealer shall:
  - 6.9.1 Announce "Folding" to the Player;
  - 6.9.2 Collect the Ante and Blind bets;
    - 6.9.2.a The Flush Rush bonus wager (if played) is always in action.
    - 6.9.2.b If the Player folds, the Dealer will collect the Ante and Blind wagers and tuck the cards face down under the Flush Rush bonus bet if being played.
  - 6.9.3 Collect the cards and spread them face down to show that all five cards are accounted for;
  - 6.9.4 Place the cards in the discard rack.
- 6.10 Once all folded bets and hands have been removed, the Dealer shall:
  - 6.10.1 Reveal the two (2) community cards;
  - 6.10.2 Turn the Dealer's five (5) cards face up and display the cards, in descending order from the Dealer's left to right, centered to the front of the chip tray;
  - 6.10.3 Position the cards to make the longest flush hand possible;
  - 6.10.4 Separate the flush hand from the unused cards;
  - 6.10.5 Announce the house flush hand.
  - 6.10.6 Spread each Player's cards face up, from right to left;
  - 6.10.7 The Dealer will determine the Player's longest flush hand possible, from the five cards dealt and the two community cards;



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- 6.10.8 Pay or take bets in order:
  - 6.10.8.a Play wager;
  - 6.10.8.b Blind wager;
  - 6.10.8.c Ante wager;
  - 6.10.8.d Flush Rush wager.
- 6.11 Cards shall be picked up and placed in the discard rack as bets are settled.

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13.0 Rules of Play – Poker Adaptations – Discard Inferno		

### 13.0 Rules of Play – Poker Adaptations – Discard Inferno

#### 1 GENERAL

- 1.1 Discard Inferno is a poker game played with one standard deck of 52 cards shuffled in an approved automatic single deck card shuffler and dealt out by a Dealer.
- 1.2 The object of the game is to make a better five card poker hand than the Dealer.
- 1.3 Players bet against the Dealer in the main game and also may play an optional bonus bet which is a wager on the value of their own hand.
- 1.4 Players betting on the optional bonus bet are playing against a set pay table.

#### 2 PLAYER OPTIONS

##### 2.1 Playing Against the Dealer – Ante and Blind Wagers

- 2.1.1 Players' original bets are the Ante wager and the Blind wager.
- 2.1.2 The Ante and Blind wagers shall be equal amounts.
- 2.1.3 When the Player receives their six cards, the Player has the option to Fold or bet 1 to 2 times the Ante amount on the Play wager.
  - 2.1.3.a Any Player having 'Three of a Kind' or better, may bet 3 times the Ante amount.
- 2.1.4 When the Player's hand beats the Dealer's hand the Play and Ante wagers win even money.
  - 2.1.4.a The Blind wager pays Bonus odds if the Player's winning hand is at least a Three of a Kind.
  - 2.1.4.b If the Player beats the Dealer with less than a Three of a Kind, the Blind wager pushes.
- 2.1.5 When the Dealer's hand beats the Player's hand, the Play, Ante, and Blind wagers lose.
- 2.1.6 When the Dealer's and Player's hands are a Tie (five card Tie only), the Play, Ante, and Blind wagers push.
- 2.1.7 The Dealer hand always qualifies.

##### 2.2 Playing the Hand Value – Aces Up

- 2.2.1 Players may make an additional wager on the Aces Up bonus if they have a wager on the basic game.
- 2.2.2 Aces Up wager is placed to play against the Aces Up pay table.
- 2.2.3 If the Player's hand contains a pair of Aces or better, the Player wins a payout according to the Aces Up payout schedule.
- 2.2.4 If the Player's hand is less than a pair of Aces, the Aces Up wager loses.
- 2.2.5 Players receive Aces Up payouts regardless of the Dealer's hand.

##### 2.3 Playing Both – Ante/Blind Wagers and Aces Up

- 2.3.1 The Aces Up wager does not have to be the same amount as the Ante and Blind wagers.

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### 13.0 Rules of Play – Poker Adaptations – Discard Inferno

#### 3 BETTING

- 3.1 No more than six players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one betting position in any round of play.
- 3.3 A Player shall not be permitted to wager on another Player's hand (i.e. no back betting).
- 3.4 Players are not allowed to communicate information about their hands, in any way, to other Players during the game.

#### 4 DEALER BETS

- 4.1 A player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:
  - 4.3.1 Be clearly positioned to show separation from the Player's bet;
  - 4.3.2 Be placed to the Dealers left of a Player's bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
  - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
  - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
  - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
    - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

#### 5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted at the table or printed on the layout by each Player position.
- 5.2 All suits are equal and do not hold any value advantage for comparison against other suits.
- 5.3 An Ace may be considered high or low card in straight hands.
  - 5.3.1 The highest Straight and Straight Flush is A, K, Q, J, 10 and the lowest Straight and Straight Flush is A, 2, 3, 4, 5.
- 5.4 Straights, flushes and straight flushes require a minimum of five cards.
- 5.5 Ranking of Hands:
  - 5.5.1 Royal Flush
  - 5.5.2 Straight Flush
  - 5.5.3 Four of a Kind
  - 5.5.4 Full House
  - 5.5.5 Flush

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### 13.0 Rules of Play – Poker Adaptations – Discard Inferno

- 5.5.6 Straight
- 5.5.7 Three of a Kind
- 5.5.8 Two Pair
- 5.5.9 One Pair

#### 5.6 Blind Bonus Paytable:

BLIND BONUS PAYTABLE	
HAND VALUE	PAYOUT
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	2 to 1
Straight	3 to 2
Three of a Kind	1 to 1
Other	Push

#### 5.7 Aces Up Paytable

ACES UP PAYTABLE	
HAND VALUE	PAYOUT
Royal Flush	200 to 1
Straight Flush	50 to 1
Four of a Kind	30 to 1
Full House	10 to 1
Flush	9 to 1
Straight	6 to 1
Three of a Kind	4 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

- 5.8 The combined maximum total Blind Bonus and Aces Up payout to all Players during any one round of play shall be an aggregate amount of \$50,000.00.

- 5.8.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

- 5.9 The Ante and Play wagers are not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

- 6.1 Before play commences, each Player shall place a wager on the Ante and Blind.
  - 6.1.1 The Ante wager and the Blind wager shall be equal amounts.
- 6.2 The Player has the option of placing a wager on the Aces Up wager.
  - 6.2.1 The Aces Up wager does not have to be equal to the Ante and Blind bets.

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- 6.3 The Dealer shall:
- 6.3.1 Perform a hand sweep of the table;
  - 6.3.2 Announce “No more bets”;
  - 6.3.3 Deal six (6) cards face down, as dispensed by the shuffler, to each Player, starting from the left and continuing clockwise around the table.
  - 6.3.4 Deal six (6) cards face down, as dispensed from the shuffler to the Dealer hand;
  - 6.3.5 The Dealer will then take the next packet of cards as dispensed by the shuffler and place the top card of the packet face up on top of the six cards of the Dealer's hand, giving the Dealer hand a total of seven (7) cards.
- 6.4 Players may then pick up their cards, holding the cards in full view and over the table at all times.
- 6.5 Starting from the Dealer's left, the Dealer shall ensure that each Player has chosen one of the following options:
- 6.5.1 Fold;
  - 6.5.2 Made a bet of 1x or 2x the Ante amount on the “Play wager” and placed the cards face down, tucking the cards under the bet.
    - 6.5.2.a If the Player has a Three of a Kind or better, the bet may be 3x the Ante amount.
- 6.6 Once the Players have all exercised their options and all folded hands and bets have been removed, the Dealer shall take action on their hand, which is based on the top up card;
- 6.6.1 If this up card is a 9 or higher, the Dealer will remove it from play into the discard rack and turn the next card face up.
    - 6.6.1.a This continues until the Dealer has only one card face down or has an up card of 8 or lower;
    - 6.6.1.b An Ace is treated as a high card for this purpose.
- 6.7 The Dealer then turns over the dealer cards and makes the best possible poker hand; and
- 6.7.1 Announces the house poker hand.
    - 6.7.1.a Straights, flushes, and straight flushes require a minimum of five cards.
- 6.8 The Dealer, working counter clockwise from right to left, will spread each Player's cards face up and compare each Player's hand individually to that of the house hand:
- 6.8.1 If the Player's hand beats the Dealer's, the Ante and Play wagers win even money (1 to 1).
  - 6.8.2 The Blind wager wins when the Player wins with a Three of a Kind or higher (winning odds posted on the Blind Bonus payable).
    - 6.8.2.a If the Player wins with less than a Three of a Kind, the Blind wager pushes.
  - 6.8.3 If the Player's hand loses to the Dealer's, the Ante, Play, and Blind wagers lose.
  - 6.8.4 When the Player and Dealer hands tie (five card tie only), the Ante, Play, and Blind wagers push.
  - 6.8.5 The Aces Up wager wins if the Player has a Pair of Aces or better (winning odds posted on the Aces Up payable).

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- 6.8.5.a If the Player's hand is less than a pair of Aces, the Aces Up wager loses.
- 6.8.6 Players receive winning Aces Up wagers even if the Player decides to fold.
  - 6.8.6.a Players shall notify the Dealer if they have a winning Aces Up wager and they are folding.

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### 13.0 Rules of Play – Poker Adaptations – Discard Inferno

#### 14.0 Rules of Play – Poker Adaptations – Discard Inferno – Burn Baby Burn Side Bet

##### 1 GENERAL

- 1.1 Burn Baby Burn is a side bet offered only on Discard Inferno.
- 1.2 Players may place a wager on the Burn Baby Burn bet which pays according to the payable if the Dealer plays with 4 cards or less.
- 1.3 Other than noted in this section, all rules are the same as in Discard Inferno.

##### 2 PLAYER OPTIONS

- 2.1 Players have the option of betting on the Burn Baby Burn wager.
- 2.2 Players must have a wager in the main Discard Inferno game (Ante and Blind wagers) in order to qualify to place a Burn Baby Burn side bet.

##### 3 BURN BABY BURN

- 3.1 If the Dealer's hand plays with 4 cards or less, the Burn Baby Burn wager wins the applicable odds as per the payable.
  - 3.1.1 The Burn Baby Burn wager is subject to the aggregate payout rule together with the Blind Bonus and Aces Up side bets on Discard Inferno.
- 3.2 If the Dealer's hand plays with 5 cards or more, the Burn Baby Burn wager loses.
- 3.3 Players receive Burn Baby Burn payouts regardless whether they win or lose to the Dealer's hand in the main game.
- 3.4 Players receive winning Burn Baby Burn payouts even if the Player decides to fold.
  - 3.4.1 Players shall remind the Dealer of the Burn Baby Burn wager in place when they are folding.

##### 4 BETTING

- 4.1 The betting limits for the Burn Baby Burn wager shall be posted at each table.
- 4.2 Other betting options shall be the same as Discard Inferno. See Rules of Play – Poker Adaptations – Discard Inferno.

##### 5 DEALER BETS

- 5.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 5.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 5.3 Dealer bets shall:
  - 5.3.1 Be clearly positioned to show separation from the Player's bet;
  - 5.3.2 Be placed to the Dealer's left of a Player's bet;
- 5.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of, the Player's bet.
  - 5.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
  - 5.4.2 A Dealer bet cannot be retained for play on the next game.

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### 13.0 Rules of Play – Poker Adaptations – Discard Inferno

- 5.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
- 5.5.1 If the bet loses, it will be taken in the normal sequence of play;
- 5.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
- 5.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

## 6 PAYOUT SCHEDULE

- 6.1 The Burn Baby Burn Paytable:

BURN BABY BURN PAYTABLE	
# OF CARDS IN DEALER'S HAND	PAYOUT
1 Card	30 to 1
2 Cards	20 to 1
3 Cards	10 to 1
4 Cards	4 to 1

- 6.2 The combined maximum total of Blind Bonus, Aces Up and Burn Baby Burn payout to all Players during any one round of play of Discard Inferno shall be an aggregate amount of \$50,000.00.
- 6.2.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount to which the Player is entitled.

## 7 SEQUENCE OF PLAY

- 7.1 Before play commences, each Player shall place a wager on the basic game, (Ante and Blind wagers) and the Burn Baby Burn side bet.
- 7.2 Refer to Rules of Play – Poker Adaptations – Discard Inferno.



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## 15.0 Rules of Play – Poker Adaptations – Multi Game Table Progressive

### 1 GENERAL

- 1.1 The Multi Game Progressive is an optional side bet, which is offered on a variety of games, which are linked together to a common progressive jackpot.
- 1.2 The games eligible to be linked to the common progressive jackpot are:
  - 1.2.1 Four Card Poker;
  - 1.2.2 Texas Hold'em Bonus;
  - 1.2.3 Ultimate Texas Hold'em;
  - 1.2.4 Flushes Gone Wild; and
  - 1.2.5 Three Card Poker.
- 1.3 The side bet pays a bonus if the Player achieves one of the hands specified in the Multi Game Progressive paytable.
- 1.4 The side bet may qualify for an incrementing jackpot award if any Player's hand achieves one of the top two hands specified in the paytable.

### 2 GAME MODIFICATION REQUIREMENTS

- 2.1 For the purpose of taking part in the Multi Game Progressive, minor modifications to the individual games are required. The modifications required are as follows:
  - 2.1.1 Four Card Poker: For the base game, the Player makes their best 4 card hand from the 5 cards dealt to them.
    - 2.1.1.a For resolution of the progressive wager, all 5 cards dealt to the Player are used.
  - 2.1.2 Texas Hold'em Bonus: Each Player is dealt 2 cards and a total of 5 community cards are dealt. For the base game, the Players make their best 5 card hand from their 2 cards plus the 5 community cards.
    - 2.1.2.a For resolution of the progressive wager, the 5 card progressive hand will consist of the Player's 2 cards plus the first 3 community cards revealed (flop).
  - 2.1.3 Ultimate Texas Hold'em: Each Player is dealt 2 cards and a total of 5 community cards are dealt. For the base game, the Players make their best 5 card hand from their 2 cards plus the 5 community cards.
    - 2.1.3.a For resolution of the progressive wager, the 5 card progressive hand will consist of the Player's 2 cards plus the first 3 community cards revealed (flop).
  - 2.1.4 Flushes Gone Wild: The players are dealt 5 cards and 2 community cards are dealt.
    - 2.1.4.a For resolution of the progressive wager, the Player's 5 cards dealt will be used and all cards will be considered "natural" (no wild cards for the purpose of the progressive).
  - 2.1.5 Three Card Poker: The Players are dealt 3 cards.
    - 2.1.5.a For resolution of the progressive wager, the Dealer is required to draw 2 additional community cards for the purpose of making a hand for the

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progressive wager. The 2 community cards are combined with the Player's 3 cards to form a 5 card hand.

2.1.5.b After delivering hands to all players and the Dealer, the community hand is created by removing the top 2 cards from the top of the remaining cards of the deck.

(1) The Dealer reveals the community cards after revealing their regular 3 card dealer hand.

2.2 For each specific games' basic game rules, see also Rules of Play – Poker Adaptations policy for the individual game.

### 3 PLAYER OPTIONS

3.1 Multi Game Progressive Wager:

3.1.1 All Players have the option of betting on the Multi Game Progressive.

3.1.2 Each Player must make a bet on the basic game in order to qualify to make a wager on the Multi Game Progressive.

3.1.3 The Multi Game Progressive wager is made at the same time as the basic game wager.

3.1.4 The wager required for play in the Progressive Game is \$1.

3.1.5 A Player's best unique 5 card hand from the 52 card deck, as specified for each game type (see GAME MODIFICATION REQUIREMENTS), qualifying for the Multi Game Progressive wins the bonus regardless of the outcome of the basic game wager.

3.1.6 When the Player has placed a progressive wager, folded hands must remain on the table, capped with a marker, until progressive results are known.

### 4 DEALER BETS

4.1 A Player participating in the play of the game may not place a tip bet on the Multi Game Progressive for the Dealer.

### 5 RANKING OF POKER HANDS

5.1 All suits are equal and do not hold any value advantage for comparison against other suits.

5.2 Ranking of hands from highest to lowest:

5.2.1 Royal Flush

5.2.2 Straight Flush

5.2.3 Four of a Kind

5.2.4 Full House

5.2.5 Flush

5.2.6 Straight

5.2.7 Three of a Kind

5.3 An Ace may be considered high or low card in a straight.

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#### 15.0 Rules of Play – Poker Adaptations – Multi Game Table Progressive

- 5.3.1 The highest Straight and Straight Flush is A, K, Q, J, 10 and the lowest Straight and Straight Flush is A, 2, 3, 4, 5.

### 6 PAYOUT SCHEDULE

- 6.1 The payout schedule shall be posted at each table on an electronic display.  
6.2 Bets shall be paid according to each hand:

WINNING HANDS	PROGRESSIVE PAYOUT*	ENVY
ROYAL FLUSH	100%	\$1000
STRAIGHT FLUSH	10%	\$300
FOUR OF A KIND	300 for 1	
FULL HOUSE	50 for 1	
FLUSH	40 for 1	
STRAIGHT	30 for 1	
3 of a KIND	9 for 1	

\*Original wager is not returned

### 7 SEQUENCE OF PLAY

- 7.1 Player(s) shall place a wager in the betting spot for the basic game, optional side bets as desired, and a wager in the Progressive Game spot.  
7.1.1 The spot will light up when a wager is placed.  
7.2 When all bets are placed, the Dealer will press “START GAME” on the Progressive dealer interface.  
7.2.1 The Progressive Game spots with wagers made will remain lit, the others will remain dark.  
7.3 The Dealer will then remove all Progressive Game wagers and place them in the chip tray.  
7.4 Refer to Rules of Play – Poker Adaptations – game policy for sequence of play.  
7.5 Progressive Game wagers are settled after the standard wager and any Bonus Game wagers during the regular sequence of bet settlement.  
7.6 After all Progressive Game wagers are settled, the dealer will press “END GAME” on the Progressive dealer interface.  
7.6.1 This will reset the Progressive Game spots to pre-game operation.

### 8 PAYOUTS

- 8.1 The basic game wager and Bonus game wagers (if any) shall be settled prior to settling the Progressive Game wager.  
8.2 The Dealer shall:

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- 8.2.1 Pay, take or push each hand of the basic game, Bonus game and Progressive Game individually;
- 8.2.2 Collect the cards of push and losing hands immediately upon settlement of the basic game, Bonus game and Progressive Game wagers;
- 8.2.3 Hands that qualify for a Progressive Game percentage award will remain on the table until the end of the round.
- 8.3 Progressive Game payouts shall be paid after winning basic game wagers and bonus game wagers have been settled, unless the payout is one of the top Progressive Game percentage awards.
  - 8.3.1 Where there is more than one progressive win at a table the payments will be paid starting at the dealer's right, and working their way to the left (counterclockwise).
    - 8.3.1.a If the player rightmost to the dealer qualifies for the top percentage progressive (100%), then that player would receive the entire progressive amount displayed, and the next player would be paid based on the reset amount of the progressive.
- 8.4 All qualifying Progressive Game payouts that deduct from the Progressive Game meter shall be paid after the last Player's basic game, Bonus Game and Progressive Game wagers have been settled.
  - 8.4.1 Once the appropriate card is swiped, the Progressive Game meter will be deducted by the amount of the award.
    - 8.4.1.a If the award level is the top prize (100%), the Progressive game meter will reset with the reseed.
- 8.5 All Progressive Games payouts shall be paid from the chip tray;
  - 8.5.1 Winning hands that qualify for percentage payouts as per the payable (top 2 award levels) will affect the Progressive game meter.
  - 8.5.2 All other winning hands paid as per the payable will not affect the Progressive game meter.
- 9 ENVY BONUS
  - 9.1 A Player that has made a Multi Game Progressive wager also qualifies to win an envy payout for hands indicated on the payable.
    - 9.1.1 If another Player on the table has a hand associated with an envy bonus, all other Players on the table that have wagered on the Multi Game Progressive win the appropriate envy bonus.
  - 9.2 Envy bonuses are paid at the end of the round.
    - 9.2.1 In the event that more than one Player is involved in a qualifying envy pay then Players that have Multi Game Progressive wagers win multiple envy payouts.

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## 16.0 Rules of Play – Poker Adaptations – Fortune Asia Poker

### 1 GENERAL

- 1.1 Fortune Asia Poker is based on the game “Chinese Poker.” It is a seven-card game played with a standard deck of 52 playing cards plus one Joker dealt by a dealer.
- 1.2 Each Player using the seven cards dealt creates a four card, two card, and one card hand.
- 1.3 Players may bet on two optional bonus wagers on the value of their own hand.
  - 1.3.1 Players betting on the optional bonus bets are playing against a set pay table.

### 2 PLAYER OPTIONS

- 2.1 Playing Against the Dealer
  - 2.1.1 Players must make a basic wager to play the game.
  - 2.1.2 Each Player, using the seven cards dealt, creates three poker hands:
    - 2.1.2.a Four card hand
    - 2.1.2.b Two card hand
    - 2.1.2.c One card hand
  - 2.1.3 The only rule for setting your hands is that the Four card hand must be higher than the Two card hand, and the Two card hand must be higher than the One card hand.
  - 2.1.4 Each of the Player’s three hands will match up against the Dealer’s corresponding hands.
  - 2.1.5 The Players must win 2 or more match ups to win even money on the basic game wager.
  - 2.1.6 The Dealer wins ties.
- 2.2 Fortune Bonus Wager
  - 2.2.1 All Players have the option of betting on the Fortune Bonus game.
    - 2.2.1.a When playing multiple hands, Players may play the Fortune Bonus game on each hand.
    - 2.2.1.b Each Player must make a bet on the basic game of Fortune Asia Poker in order to qualify to make a wager on the Fortune Bonus game.
    - 2.2.1.c The Fortune Bonus game wager is made at the same time as the basic game.
    - 2.2.1.d The Fortune Bonus game wager does not need to be equal to the basic game wager.
    - 2.2.1.e Any combination of the seven cards dealt, that creates a poker hand qualifying for the Fortune Bonus game, wins the bonus, regardless of the outcome of the basic game wager.
  - 2.2.2 Envy Bonus
    - 2.2.2.a All Players betting \$5.00 or more on the Fortune Bonus game are automatically entered in the Envy Bonus.

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2.2.2.b Players win the Envy Bonus when another Player at the table receives a Four of a Kind or higher.

(1) A Player can win multiple Envy payouts.

2.2.2.c Players cannot win an Envy Bonus for their own hand or the Dealer's hand.

### 2.3 Insurance Bonus Wager

2.3.1 All Players have the option of betting on the Insurance Bonus game.

2.3.1.a When playing multiple hands, Players may play the Insurance Bonus game on each hand.

2.3.1.b Each Player must make a bet on the basic game of Fortune Asia Poker in order to qualify to make a wager on the Insurance Bonus game.

2.3.1.c The Insurance Bonus wager does not need to be equal to the basic game wager.

2.3.1.d The Insurance Bonus wager wins if the Player's seven cards contain less than a pair.

## 3 BETTING

3.1 No more than six Players may participate in the same game.

3.2 A Player may play a maximum of six hands if there is no demand for betting spots from other players, subject to adherence to the following conditions:

3.2.1 The Player must bet double the table minimum on each betting spot when playing multiple hands.

3.2.2 The Player must play adjacent betting spots when playing multiple hands.

3.2.3 The Player may only view and set one hand. The other hands will be set the House Way by the Dealer, in accordance with the house strategy, prior to the Dealer setting the house hand.

## 4 DEALER BETS

4.1 A Player participating in the play of the game may place a tip bet for the Dealer.

4.2 If a bet placed for the Dealer is a winner, it shall be paid after payment on the Player's bet.

4.2.1 Once all payouts are completed, both the Dealer bet and its winning payout must be placed in the tip accumulation area.

4.2.2 A winning Dealer bet cannot be retained for play on the next game.

4.3 Dealer bets must be positioned to show separation from the Player's bet.

## 5 PAYOUT SCHEDULE AND RANKING OF HANDS

5.1 The payout schedule must be posted at the table, or printed on the layout by the Player position.

5.2 All suits are equal and do not hold any value advantage for comparison against other suits.

5.3 The Joker is a wild card and can be used only as an Ace, or to complete a straight, flush or a straight flush.

5.4 Royal Match is designated as the King and Queen in suit.

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5.5 The house wins ties.

5.6 Ranking of Hands

5.6.1 Four card (high) hand:

5.6.1.a Four Aces

5.6.1.b Straight flush (AKQJ is highest, A234 is second highest)

5.6.1.c Four of a Kind

5.6.1.d Flush

5.6.1.e Straight (AKQJ is highest, A234 is second highest)

5.6.1.f Three of a Kind

5.6.1.g Two Pair

5.6.1.h Pair

5.6.1.i High card

5.6.2 Two card (mid) hand:

5.6.2.a Pair

5.6.2.b High card

5.6.3 One card (low) hand:

5.6.3.a High card

5.7 Payout Schedule

5.7.1 Fortune Bonus Wager

Winning Hand	Fortune Bonus Payout	Envy Bonus Payout
7 Card Straight Flush (no Joker)	8,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (with Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

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### 5.7.2 Insurance Bonus Wager

- 5.7.2.a The Insurance Bonus wager wins if the Player's cards contain less than a pair.

Winning Hand	Insurance Bonus Payout
9-High	100 to 1
10-High	50 to 1
Jack-High	10 to 1
Queen-High	7 to 1
King-High	5 to 1
Ace-High	3 to 1

- 5.8 The combined maximum total Fortune Bonus and Insurance Bonus payouts to all Players during any one round of play shall be an aggregate amount of \$50,000.

- 5.8.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount that the Player is entitled to.

- 5.9 The basic game and the Envy Bonus are not affected by the aggregate rule.

## 6 SEQUENCE OF PLAY

- 6.1 Players place a wager in the betting spot for the basic game.

- 6.1.1 Players may place optional wagers for Fortune Bonus, or Insurance Bonus, or both.

- 6.1.1.a The Dealer marks all Fortune Bonus wagers that qualify for the Envy Bonus.

- 6.2 Players playing multiple hands must indicate which hand they want to set prior to the hands being dealt.

- 6.2.1 The Dealer must mark all betting spots that will be set the House Way.

- 6.3 To begin the game, the Dealer presses the green button on the shuffling device.

- 6.3.1 The LCD in the table will display a number, chosen randomly, between 1 and 7. This indicates which player position gets the first hand out of the shuffler.

- 6.3.2 Player positions are counted in a counter-clockwise direction with the Player seat furthest to the Dealer's right side being position #1. The Dealer position is #7.

- 6.4 The shuffler will then dispense packs of seven cards. The Dealer, starting with the spot indicated by the LCD, dispenses hands directly to each Player position and himself in a counter-clockwise direction.

- 6.4.1 Each Player spot—occupied or not—will get a hand.

- 6.5 When the last hand is dealt, the remaining four cards must be counted down and placed in the discard rack. The LCD will now read, "DEALER HOUSE WAY."



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- 6.6 Players now set their hands.
- 6.6.1 The only rule for players is they must rank their hands in order. The high hand must be equal to or higher than the mid hand, and the mid hand must be equal to or higher than the low hand. If a player does not follow this rule, their hand is a fouled hand and an automatic loser.
- 6.6.1.a His Fortune Bonus and Insurance Bonus wagers, however, would still receive action.
- 6.7 If Players want their hand set according to the house way, the Dealer may assist them electronically by pressing on the following on the LCD on the table:
- PLAYER HOUSE WAY  
SEAT NUMBER
- 6.8 This will display the Players cards set according to the house way. The Dealer then presses EXIT to return to the “DEALER HOUSE WAY” screen.
- 6.9 Once Players finish, the dealer reveals their cards and sets them according to the house way by pressing “DEALER HOUSE WAY.” The LCD will show which card belongs in the low hand and which belongs in the mid hand. The Dealer can then infer their high hand.
- 6.10 The Fortune Bonus and Insurance Bonus wagers are reconciled at the same time as the original Fortune Asia Poker basic wager.
- 6.11 For the basic game wager:
- 6.11.1 The Dealer compares each of their their hand against the corresponding Player hands. If the Player and Dealer have identical hands, the house wins that match up.
- 6.11.2 If the Player wins two or more match ups, their their main bet pays 1 to 1.
- 6.11.3 If the Dealer wins two or more of the match ups, the Player’s main bet loses.
- 6.11.3.a The house wins ties.
- 6.12 For the Bonus wagers, the Dealer pays out according to the set pay tables.
- 6.13 The Dealer pays or takes each hand of the basic game and bonus games.
- 6.13.1 Collect the cards immediately upon settlement of the basic game and bonus game wagers, unless the hand qualifies for the Envy Bonus to other Players.
- 6.13.2 Pay all winning Envy Bonus wagers after settlement has been completed on the last Player’s basic game and bonus wagers.

## 7 HOUSE STRATEGY

Hands:

Low hand = one card

Medium hand = two cards

High hand = four cards

Card values:

Low cards = 2-6

Medium cards = 7-10

High cards = J-Q-K-A

### 7.1 No Pair

- 7.1.1 Place the highest card in the high hand, second highest card in the medium hand, and third highest card in the low hand. Place fourth highest card in the medium hand and the remaining cards in the high hand.

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### 7.2 One Pair

7.2.1 Place the pair in the high hand, the highest and third highest cards in the medium hand and the second highest card in the low hand.

7.2.2 Exception:

7.2.2.a High pair with no high card, always split up the pair.

7.2.2.b High pair with one high card. Play pair in high hand if high card rank is higher than pair, otherwise split the pair. Examples:

(1) J, J, A, 10, 7, 5, 3 - Play J, J, 5, 3 in the high, A, 7 in the medium, 10 in the low.

(2) K, K, Q, 9, 6, 4, 2 - Play K, 9, 4, 2 in the high, K, 6 in the medium, Q in the low.

7.2.2.c High pair with 2 high cards, always keep pair in the high hand.

### 7.3 Two Pair

7.3.1 Always split.

7.3.2 Exception:

7.3.2.a Pair of Aces or Kings with any other pair, play the other pair in the high hand and split Aces/Kings, one in the medium hand and one in the low hand, unless you have another high card, then don't split.

### 7.4 Three Pairs

7.4.1 Always play the highest pair in the medium hand and two pairs in the high hand.

7.4.2 Exception:

7.4.2.a Three pairs when one of the pairs are Aces or Kings. Place one Ace/King in the medium and one in the low hand, unless you have another high card, then keep the pair together in the medium hand.

7.4.2.b Any three high pairs, place second high pair in the high hand, lowest pair in the medium hand and split the high pair, place one in the low, unless you have another high card place in low hand.

### 7.5 Three of a Kind

7.5.1 Always play three of a kind in the high hand, highest and third single ranking card in the medium hand, second highest in the low hand.

7.5.2 Exception:

7.5.2.a Three Aces, Kings or Queens - place one in the high, medium and low hand.

7.5.2.b Three Aces, Kings or Queens with one or two high cards - always play one pair in the high hand.

7.5.2.c Three Jacks with one high card - place one Jack in the low hand.

7.5.2.d Three Jacks with two high cards- keep three jacks in high hand. One high card in medium hand and one high card in low hand.

7.5.2.e Three Jacks without any high card - play one pair in the high hand and the third Jack in the medium hand.

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### 7.6 Three of a Kind Twice

- 7.6.1 Always play the lowest three of a kind in the high hand, and split up the highest three of a kind -play a pair in the medium hand and the final card in the low hand.

### 7.7 Straights, Flushes, Straight Flushes, and Royal Flush

- 7.7.1 If the hand contains one pair inside the straight or flush and you have 1 King or 1 Ace OR 2 additional high cards outside the straight or flush, play the straight or flush in the high hand. Otherwise, play the pair in the high hand. (Please note that we do not revert back to the one pair rule from this point).

- 7.7.1.a Except: Joker. Once played in the high hand and the hand is set, the Joker is used to make that hand the best way.

- 7.7.2 With no pair, play the straight or flush in the high hand unless the straight or flush contains 3 or 4 high cards; then use the NO PAIR rule.

- 7.7.2.a Except: If you have an Ace, King, Queen, Jack and Ten then keep the straight in high hand and the ace in the medium hand.

- 7.7.3 If a straight or flush contains 3 or 4 high cards with additional high card, then play straight or flush with additional high card in the medium.

- 7.7.4 If the hand contains both a straight and flush play the hand that will give you the best medium; If the medium hand remains the same whether you play the straight or flush then play the hand that will give you the best low hand.

- 7.7.4.a If the hand contains two pairs use the two pair rule.

- 7.7.4.b If the hand contains three pairs use the three pair rule.

- 7.7.4.c If the hand contains three of a kind use the three of a kind rule.

- 7.7.5 With one pair, two pairs, three pairs, three of a kind, full house, or four of a kind. If the hand can play straight or flush in the high hand, pair in the medium. Play that way, REGARDLESS ANY OTHER RULES. If pair Aces in the medium, then split Aces, place one in the low and the medium, unless you have additional King can play in the low hand then keep pair Aces in the medium.

### 7.8 Full House

- 7.8.1 Always play three of a kind in the high hand, and a pair in the medium hand.

- 7.8.2 Exception:

- 7.8.2.a Three Aces, Kings or Queens. Play pair of Aces, Kings, Queens in the high hand and one Ace, King, Queen in the low hand, unless you have additional high card, then keep three of a kind in the high hand.

- 7.8.2.b Any three of a kind with a pair of Aces or Kings, then split the Aces/Kings, place one in the medium hand and one in low hand, unless you have additional high card, then keep pair in the medium.

- 7.8.2.c High three of a kind (except 3 Jacks) with High pairs. Split 3 of a kind, always place one card in the low hand, unless you have additional high card, then keep 3 of a kind in the high hand.

### 7.9 Full House with a Pair

- 7.9.1 Always play three of a kind in the high hand, the low pair in the medium hand and one card of the high pair in the low hand.

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- 7.9.2 Exception:
  - 7.9.2.a Any high three of a kind with 2 medium/low pairs, play the two pairs in the high hand and split the three of a kind – a pair in the medium hand and the third card in the low hand.
- 7.10 Four of a Kind
  - 7.10.1 Always split.
  - 7.10.2 Exception:
    - 7.10.2.a Low four of a kind with 2 high cards when one of them is Ace, then keep four of a kind in the high hand.
    - 7.10.2.b Four Aces, Kings. Play one pair in the high hand, one in the medium, and one in the low hand, unless you have another high card, then keep pair in the high and medium hand.
- 7.11 Four of a Kind with a Pair
  - 7.11.1 Play four of a kind in the high hand and pair in the medium hand.
  - 7.11.2 Exception:
    - 7.11.2.a Four Aces or Kings - Play three Aces/Kings in the high hand and one Ace/ King in the low hand.
- 7.12 Four of a Kind with Three of a Kind
  - 7.12.1 Play four of a kind in the high hand and pair in the medium hand.
  - 7.12.2 Exception:
    - 7.12.2.a Four Aces, Kings or Queens with medium or low 3 of a kind- Play other three of a kind in the high hand, split up the four of a kind – a pair in the medium hand and one in the low hand.
- 7.13 Five Aces
  - 7.13.1 Play a pair of Aces in the high hand, a pair of Aces in the medium hand, and one Ace in the low hand.
- 7.14 Note: Attempt to apply all rules in reverse order, unless otherwise specified.
  - 7.14.1 For example: Rule 9.11 is listed after rule 9.10, so you must attempt to apply rule 9.11 first before attempting to apply rule 9.10.
- 7.15 Keys to Help Remember Everything
  - 7.15.1 If a straight or flush can be played in the High Hand, with pair in the Medium Hand, play the hand that way, REGARDLESS OF ANY OTHER RULES. Except- always split a pair of aces with a straight or flush, unless you have another king.
  - 7.15.2 If a hand contains both a straight and a flush, play the hand that will give you the best Medium hand. If there is no difference to the Medium Hand, play the hand that will give you the best low hand. Always split a pair of aces with a straight or flush. Unless you have another king.
  - 7.15.3 If the hand has two pair, three pair or a full house with a pair of aces or kings, split the aces and kings unless you have another high card– then keep the pairs together.
  - 7.15.4 If the Hand contains one pair inside a straight or flush, and you have 1 king or 1 ace or 2 additional high cards outside the straight or flush, play the straight or flush in the

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high hand. Otherwise, play the pair in the high hand. Note – WE DO NOT REVERT BACK TO THE ONE PAIR RULE AT THIS TIME.

7.15.4.a Except: Joker. Once played in the high hand and the hand is set, the Joker is used to make that hand the best way.

7.15.5 If the hand contains one pair, two pair, three pair, three of a kind, full house and four of a kind, play the straight or flush in the High Hand and a pair in the Medium Hand REGARDLESS OF ANY OTHER RULES. If the pair is aces, split them into the Low and Medium Hands and play the straight or flush in the High Hand.

7.15.6 If the hand contains both a straight or flush with two high cards always keep together. With three high cards break the cards up into three different hands (High, Medium, Low). Any two high cards with one joker is considered a high card.

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## **17.0 Rules of Play – Community Poker – Texas Hold'em Poker (with Mississippi Straddle Option)**

### **1 GENERAL**

- 1.1 Texas Hold 'Em Poker is a seven card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the two cards dealt to them and the five common cards dealt.
- 1.3 Each Player competes against all other players in the game except in the case of a side pot.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eleven Players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.3 The Dealer shall not participate in the game.
- 3.4 Players shall not be permitted to share a betting position. No individual or player shall be permitted to wager on another Player's hand (i.e. no back betting).
- 3.5 Betting ceilings, including the amount of blind bets, shall be established and clearly posted prior to game commencement.

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#### 4 BLIND BETS

- 4.1 Prior to commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (bet prior to receiving any cards).
  - 4.1.1 The first Player on the Dealer's left shall place the first blind bet ("small blind") for an amount up to one half of the first round of betting.
  - 4.1.2 The second Player on the Dealer's left shall place the second blind bet ("big blind") which shall be equal to the value of the first round of betting (within the table limits).
  - 4.1.3 The third Player on the Dealer's left (or, if the game is using the Mississippi straddle option, the button) may make an optional straddle bet which must be at least twice the amount of the big blind.
    - 4.1.3.a The button may not post a straddle bet unless the game is using the Mississippi straddle option.
    - 4.1.3.b Three raises are still available after the straddle bet.
  - 4.1.4 The optional straddle bet may be up to a maximum of two and one-half (2 1/2) times the big blind;
    - 4.1.4.a This is referred to as an oversize straddle bet.
  - 4.1.5 A Mississippi Straddle is an optional blind bet that may be offered with a regular game of poker.
    - 4.1.5.a A regular straddle may still apply in its original form; however, the Mississippi Straddle will supersede a regular Under the Gun ("UTG") straddle.
    - 4.1.5.b If a Player exercises their option for a Mississippi Straddle on the button, the person directly to the left of the button will act first. If there have been no raises or changes in betting when the action returns to the button, the button will have an option to raise or check.
    - 4.1.5.c A straddle option must be clearly exercised, by a Player who has that option, before the first card is dealt to the small blind.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the blind charge is paid.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered dead (i.e. not placed in front of any active Player).
- 4.5 A Player who misses a blind by going broke shall not be required to make it up.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.
  - 6.1.1 An all-in Player shall declare that they are "all in".

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6.2 The excess portion of the bet is returned, raised or used to form a side pot with player(s) matching the amount raised.

6.2.1 There is no limitation as to the number of side pots.

6.2.2 Player(s) only have an interest in a pot(s) to which they have contributed.

## 7 ROTATION OF DESIGNATED DEALER

7.1 The initial deal shall commence with the first Player to the right of the Dealer.

7.2 A marker button is placed in front of this Player to identify the order of play.

7.3 The two Players immediately to the left of the Dealer will be the blind Players.

7.4 After each game the designated Dealer button will be moved clockwise one position.

## 8 RAKE

8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00 from the pot.

8.1.1 Table fees may be collected at the end of each betting round or at the end of the game.

8.1.2 Fees shall be rounded down.

8.2 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Prior to commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind or, in the case of a Mississippi straddle, by the button.

10.2 The Dealer shall deal two cards, face down, to each player seated at the table, beginning on their left with the small blind Player and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a card shall not be dealt to the seat.

10.3 The Player to the left of the second blind Player has the option of calling, raising or folding.

10.3.1 Should this Player choose to fold, the same option is open to the next Player.

10.4 Once a Player bets, each remaining Player, in turn, has the option of folding, calling or raising the bet.

10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the Players may "chop up" the blind.

10.6 If a blind bet has been called, the blind Players have the option of calling, raising, or folding the bet.

10.7 If there was a raise, the blind Players have the option of calling, raising or folding.



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- 10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of the chip tray.
- 10.9 Beginning with the first remaining player to the left of the designated Dealer, all remaining Players have the option of checking, betting, calling, raising or folding.
- 10.10 When all Players have exercised their options, the Dealer shall burn a card and deal one card face-up beside the three previous community cards.
- 10.11 The remaining Players have the option of checking, betting, calling, raising or folding.
- 10.12 When all the Players have exercised their option, the Dealer shall burn a card and deal one final card face-up, which will be placed beside the four previous community cards.
- 10.13 The remaining Players have the option of checking, betting, calling, raising or folding.
- 10.14 When all options have been exercised, the remaining Players shall expose both their cards in a showdown.
  - 10.14.1 One card face up and the other face down is not a valid hand.
  - 10.14.2 All Players are entitled to see all active players' hands provided a bet is called.
- 10.15 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.
- 10.16 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next player to the left and a new game shall commence.

BCLC Rules of Play for Table Games		Section Page 1
Section 6-2.1 Rules of Play – Community Poker – Texas Hold'em Poker – Pineapple Texas Hold'em Poker		

## **18.0 Rules of Play – Community Poker – Texas Hold'em Poker – Pineapple Texas Hold'em Poker**

### **1 GENERAL**

- 1.1 Pineapple Texas Hold 'Em Poker is a seven card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using two of the three cards dealt to them and the five common cards dealt.
  - 1.2.1 The Player's third card is discarded prior to the three card 'Flop' being dealt.
- 1.3 Each Player competes against all other players in the game except in the case of a side pot.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eleven players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.3 The Dealer shall not participate in the game.
- 3.4 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting).
- 3.5 Betting ceilings, including the amount of blind bets, shall be established and clearly posted prior to game commencement.

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Section 6-2.1 Rules of Play – Community Poker – Texas Hold'em Poker – Pineapple Texas Hold'em Poker		

#### 4 BLIND BETS

- 4.1 Prior to commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (bet prior to receiving any cards).
  - 4.1.1 The first Player on the Dealer's left shall place the first blind bet ("small blind") for an amount up to one half of the first round of betting.
  - 4.1.2 The second Player on the Dealer's left shall place the second blind bet ("big blind") which shall be equal to the value of the first round of betting (within the table limits).
  - 4.1.3 The third Player on the Dealer's left may make an optional straddle bet which must be twice the amount of the big blind.
    - 4.1.3.a The button may not post a straddle bet.
    - 4.1.3.b Three raises are still available after the straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the blind charge is paid.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered dead (i.e. not placed in front of any active Player).
- 4.5 A Player who misses a blind by going broke shall not be required to make it up.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.
  - 6.1.1 An all-in Player shall declare that they are "all in".
- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.
  - 6.2.1 There is no limitation as to the number of side pots.
  - 6.2.2 Player(s) only have an interest in a pot(s) to which they have contributed.

#### 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with the first Player to the right of the Dealer.
- 7.2 A marker button is placed in front of this Player to identify the order of play.
- 7.3 The two Players immediately to the left of the Dealer will be the blind Players.
- 7.4 After each game the designated Dealer button will be moved clockwise one position.

#### 8 RAKE

- 8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00 from the pot.

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Section 6-2.1 Rules of Play – Community Poker – Texas Hold'em Poker – Pineapple Texas Hold'em Poker		

8.1.1 Table fees may be collected at the end of each betting round or at the end of the game.

8.1.2 Fees shall be rounded down.

8.2 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Prior to commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind.

10.2 The Dealer shall deal three cards, face down, to each Player seated at the table, beginning on their left with the small blind Player and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a card shall not be dealt to the seat.

10.3 The Player to the left of the second blind Player has the option of calling, raising or folding.

10.3.1 Should this Player choose to fold, the same option is open to the next Player.

10.4 Once a Player bets, each remaining Player, in turn, has the option of folding, calling or raising the bet.

10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the Players may "chop up" the blind.

10.6 If a blind bet has been called, the blind Players have the option of calling, raising, or folding the bet.

10.7 If there was a raise, the blind Players have the option of calling, raising or folding.

10.8 When all the Players have exercised their options, each active Player must discard one of their three dealt cards face down.

10.9 The Dealer shall burn one card and then deal three cards ('Flop') face up in front of the chip tray.

10.10 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting, calling, raising or folding.

10.11 When all Players have exercised their options, the Dealer shall burn a card and deal one card face-up beside the three previous community cards.

10.12 The remaining Players have the option of checking, betting, calling, raising or folding.

10.13 When all the Players have exercised their option, the Dealer shall burn a card and deal one final card face-up, which will be placed beside the four previous community cards.

10.14 The remaining Players have the option of checking, betting, calling, raising or folding.

10.15 When all options have been exercised, the remaining Players shall expose both their cards in a showdown.

10.15.1 One card face up and the other face down is not a valid hand.

10.15.2 All Players are entitled to see all active players' hands provided a bet is called.

BCLC Rules of Play for Table Games		Section Page 4
Section 6-2.1 Rules of Play – Community Poker – Texas Hold'em Poker – Pineapple Texas Hold'em Poker		

- 10.16 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.
- 10.17 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next Player to the left and a new game shall commence.

BCLC Rules of Play for Table Games		Section Page 1
19.0 Rules of Play – Community Poker – Texas Hold'em Poker – Crazy Pineapple Texas Hold'em Poker		

## **19.0 Rules of Play – Community Poker – Texas Hold'em Poker – Crazy Pineapple Texas Hold'em Poker**

### **1 GENERAL**

- 1.1 Crazy Pineapple Texas Hold 'Em Poker is a seven card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using two of the three cards dealt to them and the five common cards dealt.
  - 1.2.1 The Player's third card is discarded after the Dealer has dealt the three card 'Flop'.
- 1.3 Each Player competes against all other players in the game except in the case of a side pot.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eleven Players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.3 The Dealer shall not participate in the game.
- 3.4 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting).
- 3.5 Betting ceilings, including the amount of blind bets, shall be established and clearly posted prior to game commencement.

BCLC Rules of Play for Table Games		Section Page 2
19.0 Rules of Play – Community Poker – Texas Hold'em Poker – Crazy Pineapple Texas Hold'em Poker		

#### 4 BLIND BETS

- 4.1 Prior to commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (bet prior to receiving any cards).
  - 4.1.1 The first Player on the Dealer's left shall place the first blind bet ("small blind") for an amount up to one half of the first round of betting.
  - 4.1.2 The second Player on the Dealer's left shall place the second blind bet ("big blind") which shall be equal to the value of the first round of betting (within the table limits).
  - 4.1.3 The third Player on the Dealer's left may make an optional straddle bet which must be twice the amount of the big blind.
    - 4.1.3.a The button may not post a straddle bet.
    - 4.1.3.b Three raises are still available after the straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the blind charge is paid.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered dead (i.e. not placed in front of any active Player).
- 4.5 A Player who misses a blind by going broke shall not be required to make it up.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.
  - 6.1.1 An all-in Player shall declare that they are "all in".
- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.
  - 6.2.1 There is no limitation as to the number of side pots.
  - 6.2.2 Player(s) only have an interest in a pot(s) to which they have contributed.

#### 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with the first Player to the right of the Dealer.
- 7.2 A marker button is placed in front of this Player to identify the order of play.
- 7.3 The two Players immediately to the left of the Dealer will be the blind Players.
- 7.4 After each game the designated Dealer button will be moved clockwise one position.

#### 8 RAKE

- 8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00 from the pot.

BCLC Rules of Play for Table Games		Section Page 3
19.0 Rules of Play – Community Poker – Texas Hold'em Poker – Crazy Pineapple Texas Hold'em Poker		

8.1.1 Table fees may be collected at the end of each betting round or at the end of the game.

8.1.2 Fees shall be rounded down.

8.2 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Prior to commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind.

10.2 The Dealer shall deal three cards, face down, to each Player seated at the table, beginning on their left with the small blind Player and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a card shall not be dealt to the seat.

10.3 The Player to the left of the second blind Player has the option of calling, raising or folding.

10.3.1 Should this Player choose to fold, the same option is open to the next Player.

10.4 Once a Player bets, each remaining Player, in turn, has the option of folding, calling or raising the bet.

10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the Players may "chop up" the blind.

10.6 If a blind bet has been called, the blind Players have the option of calling, raising, or folding the bet.

10.7 If there was a raise, the blind Players have the option of calling, raising or folding.

10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of the chip tray. These three cards constitute the 'Flop'.

10.9 After the Flop, each active Player must discard one of their three dealt cards face down.

10.10 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting, calling, raising or folding.

10.11 When all Players have exercised their options, the Dealer shall burn a card and deal one card face-up beside the three previous community cards.

10.12 The remaining Players have the option of checking, betting, calling, raising or folding.

10.13 When all the Players have exercised their option, the Dealer shall burn a card and deal one final card face-up, which will be placed beside the four previous community cards.

10.14 The remaining Players have the option of checking, betting, calling, raising or folding.

10.15 When all options have been exercised, the remaining Players shall expose both their cards in a showdown.

10.15.1 One card face up and the other face down is not a valid hand.

10.15.2 All Players are entitled to see all active players' hands provided a bet is called.



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19.0 Rules of Play – Community Poker – Texas Hold'em Poker – Crazy Pineapple Texas Hold'em Poker		

- 10.16 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.
- 10.17 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next Player to the left and a new game shall commence.

BCLC Rules of Play for Table Games		Section Page 1

19.0 Rules of Play – Community Poker – Texas Hold'em Poker – 3-2-1 Hold'em

**20.0 Rules of Play – Community Poker – Texas Hold'em Poker – 3-2-1 Hold'em**

**1 GENERAL**

- 1.1 3-2-1 Hold 'em Poker is an eight card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the two cards dealt to them and the six common cards dealt.
- 1.3 Each Player competes against all other players in the game except in the case of a side pot.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card
- 1.5 Players playing 3-2-1 Hold'em Poker shall not be eligible for the Bad Beat Jackpot, High Hand Progressive Jackpot or similar Texas Hold'em Poker related optional jackpots or promotions.

**2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

**3 BETTING**

- 3.1 No more than eleven players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.3 The Dealer shall not participate in the game.
- 3.4 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting).
- 3.5 Betting ceilings, including the amount of blind bets, shall be established and clearly posted prior to game commencement.

BCLC Rules of Play for Table Games		Section Page 2
19.0 Rules of Play – Community Poker – Texas Hold'em Poker – 3-2-1 Hold'em		

- 3.6 No single bet shall exceed the limit as directed by the BCLC Vice President, Casino and Community Gaming.

#### 4 BLIND BETS

- 4.1 Prior to commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (bet prior to receiving any cards).
- 4.1.1 The first Player on the Dealer's left shall place the first blind bet ("small blind") for an amount up to one half of the first round of betting.
- 4.1.2 The second Player on the Dealer's left shall place the second blind bet ("big blind") which shall be equal to the value of the first round of betting (within the table limits).
- 4.1.3 The third Player on the Dealer's left may make an optional straddle bet which must be at least twice the amount of the big blind.
- 4.1.3.a The button may not post a straddle bet.
- 4.1.3.b Three raises are still available after the straddle bet.
- 4.1.4 The optional straddle bet may be up to a maximum of two and one-half (2 1/2) times the big blind;
- 4.1.4.a This is referred to as an oversize straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the blind charge is paid.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered dead (i.e. not placed in front of any active Player).
- 4.5 A Player who misses a blind by going broke shall not be required to make it up.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.
- 6.1.1 An all-in Player shall declare that they are "all in".
- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.
- 6.2.1 There is no limitation as to the number of side pots.
- 6.2.2 Player(s) only have an interest in a pot(s) to which they have contributed.

#### 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with the first Player to the right of the Dealer.
- 7.2 A marker button is placed in front of this Player to identify the order of play.
- 7.3 The two Players immediately to the left of the Dealer will be the blind Players.

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19.0 Rules of Play – Community Poker – Texas Hold'em Poker – 3-2-1 Hold'em		

7.4 After each game the designated Dealer button will be moved clockwise one position.

## 8 RAKE

8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00 from the pot.

8.1.1 Table fees may be collected at the end of each betting round or at the end of the game.

8.1.2 Fees shall be rounded down.

8.2 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Prior to commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind.

10.2 The Dealer shall deal two cards, face down, to each Player seated at the table, beginning on their left with the small blind Player and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a card shall not be dealt to the seat.

10.3 The Player to the left of the second blind Player has the option of calling, raising or folding.

10.3.1 Should this Player choose to fold, the same option is open to the next Player.

10.4 Once a Player bets, each remaining Player, in turn, has the option of folding, calling or raising the bet.

10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the Players may "chop up" the blind.

10.6 If a blind bet has been called, the blind Players have the option of calling, raising, or folding the bet.

10.7 If there was a raise, the blind Players have the option of calling, raising or folding.

10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of the chip tray.

10.9 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting, calling, raising or folding.

10.10 When all Players have exercised their options, the Dealer shall burn a card and deal two cards face-up beside the three previous community cards.

10.11 The remaining Players have the option of checking, betting, calling, raising or folding.

10.12 When all the Players have exercised their option, the Dealer shall burn a card and deal one final card face-up, which will be placed beside the five previous community cards.

10.13 The remaining Players have the option of checking, betting, calling, raising or folding.

BCLC Rules of Play for Table Games		Section Page 4
19.0 Rules of Play – Community Poker – Texas Hold'em Poker – 3-2-1 Hold'em		

- 10.14 When all options have been exercised, the remaining Players shall expose both their cards in a showdown.
- 10.14.1 One card face up and the other face down is not a valid hand.
- 10.14.2 All Players are entitled to see all active players' hands provided a bet is called.
- 10.15 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.
- 10.16 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next Player to the left and a new game shall commence.

BCLC Rules of Play for Table Games		Section Page 1
21.0 Rules of Play – Community Poker – Texas Hold'em Poker – Run the Board Twice Option		

## **21.0 Rules of Play – Community Poker – Texas Hold'em Poker – Run the Board Twice Option**

### **1 GENERAL**

- 1.1 Texas Hold 'em Poker is a seven card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the two cards dealt to them and the five common cards dealt.
- 1.3 Each Player competes against all other players in the game except in the case of a side pot.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eleven players shall participate in the same game.
- 3.2 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.3 The Dealer shall not participate in the game.
- 3.4 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting).
- 3.5 Betting ceilings, including the amount of blind bets, shall be established and clearly posted prior to game commencement.
- 3.6 No single bet shall exceed the limit as directed by the BCLC Vice President, Casino and Community Gaming.

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21.0 Rules of Play – Community Poker – Texas Hold'em Poker – Run the Board Twice Option		

#### 4 BLIND BETS

- 4.1 Prior to commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (bet prior to receiving any cards).
  - 4.1.1 The first Player on the Dealer's left shall place the first blind bet ("small blind") for an amount up to one half of the first round of betting.
  - 4.1.2 The second Player on the Dealer's left shall place the second blind bet ("big blind") which shall be equal to the value of the first round of betting (within the table limits).
  - 4.1.3 The third Player on the Dealer's left may make an optional straddle bet which must be at least twice the amount of the big blind.
    - 4.1.3.a The button may not post a straddle bet.
    - 4.1.3.b Three raises are still available after the straddle bet.
  - 4.1.4 The optional straddle bet may be up to a maximum of two and one-half (2 1/2) times the big blind;
    - 4.1.4.a This is referred to as an oversize straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the blind charge is paid.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered dead (i.e. not placed in front of any active Player).
- 4.5 A Player who misses a blind by going broke shall not be required to make it up.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.
  - 6.1.1 An all-in Player shall declare that they are "all in".
- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.
  - 6.2.1 There is no limitation as to the number of side pots.
  - 6.2.2 Player(s) only have an interest in a pot(s) to which they have contributed.

#### 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with the first Player to the right of the Dealer.
- 7.2 A marker button is placed in front of this Player to identify the order of play.
- 7.3 The two Players immediately to the left of the Dealer will be the blind Players.
- 7.4 After each game the designated Dealer button will be moved clockwise one position.

BCLC Rules of Play for Table Games		Section Page 3
21.0 Rules of Play – Community Poker – Texas Hold'em Poker – Run the Board Twice Option		

## 8 RAKE

8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00 from the pot.

8.1.1 Table fees may be collected at the end of each betting round or at the end of the game.

8.1.2 Fees shall be rounded down.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Prior to commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind.

10.2 The Dealer shall deal two cards, face down, to each Player seated at the table, beginning on their left with the small blind Player and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a card shall not be dealt to the seat.

10.3 The Player to the left of the second blind Player has the option of calling, raising or folding.

10.3.1 Should this Player choose to fold, the same option is open to the next Player.

10.4 Once a Player bets, each remaining Player, in turn, has the option of folding, calling or raising the bet.

10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the Players may "chop up" the blind.

10.6 If a blind bet has been called, the blind Players have the option of calling, raising, or folding the bet.

10.7 If there was a raise, the blind Players have the option of calling, raising or folding.

10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of the chip tray.

10.9 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting, calling, raising or folding.

10.10 When all Players have exercised their options, the Dealer shall burn a card and deal one card face-up (the 'turn') beside the three previous community cards.

10.11 The remaining Players have the option of checking, betting, calling, raising or folding.

10.12 When all the Players have exercised their option, the Dealer shall burn a card and deal one final card face-up (the 'river'), which will be placed beside the four previous community cards.

10.13 The remaining Players have the option of checking, betting, calling, raising or folding.

10.14 When all options have been exercised, the remaining Players shall expose both their cards in a showdown.

10.14.1 One card face up and the other face down is not a valid hand.



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10.14.2 All Players are entitled to see all active players' hands provided a bet is called.

10.15 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.

10.16 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next Player to the left and a new game shall commence.

## 11 RUN THE BOARD TWICE OPTION

11.1 The 'Run the Board Twice Option' is an additional option that may be offered on No-Limit and Pot-Limit Texas Hold'em Poker games under the following conditions:

11.1.1 Only 2 Players remain in the game;

11.1.2 Both Players are 'all in';

11.1.3 The 'flop' has been seen, but the card delivery of all five community cards has not yet been completed;

11.1.4 Both Players agree to exercise the option before the commencement of any further card delivery, either after the 'flop' card delivery or after the 'turn' card delivery, as agreed by the Players.

11.2 Upon the preceding conditions being met, the following procedures shall be followed:

11.2.1 The Dealer shall burn a card and deal one card face-up (the 'turn') beside the three previous community cards if the 'turn' card has not already been dealt.

11.2.2 The Dealer shall burn a card and deal one final card face-up (the 'river'), which will be placed beside the four previous community cards.

11.2.3 This shall constitute the first set of community cards.

11.2.4 If the agreement between the Players was made after the 'flop', the first 'turn' card and the first 'river' card will be pushed up slightly from the 'flop' and the Dealer shall commence with burning a card, dealing the second 'turn' card, burning a card and dealing the second 'river' card;

11.2.5 If the agreement between the Players was made after the 'turn' card, the first 'river' card will be pushed up slightly from the 'flop' and first 'turn' card and the Dealer shall commence with burning a card and dealing the second 'river' card.

11.2.6 If the agreement between the Players was made before any community cards are dealt, the Dealer shall commence with dealing the first 'flop', burning a card, dealing the first 'turn' card, burning a card and dealing the first 'river' card.

11.2.6.a Once the first set of community cards are dealt, the Dealer shall commence with dealing the second 'flop', burning a card, dealing the second 'turn' card, burning a card and dealing the second 'river' card.

11.2.7 Both Players shall expose both their cards in a showdown.

11.2.8 If the same hand is the winner of both sets of community cards, the Player shall win the entire pot.

11.2.9 If one Player's hand wins the first set of community cards and the other Player's hand wins the second set of community cards, the pot shall be split between the 2 Players.

11.2.10 The Dealer shall read the winning hand by leaving the cards used to make the hand up and pulling the cards not used in the hand down. The Dealer shall declare the winning hand.

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- 11.2.11 Once the winner(s) are determined and the pot awarded, the designated Dealer button shall be moved to the next Player to the left and a new game shall commence.

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22.0 Rules of Play – Community Poker – Texas Hold'em Kill Pot		

## 22.0 Rules of Play – Community Poker – Texas Hold'em Kill Pot

### 1 GENERAL

- 1.1 A kill is an optional bet used in the game of Texas Hold'Em Poker.
- 1.2 Rules of Play for Texas Hold'Em Poker shall be followed except as noted below.
- 1.3 All games shall be played with blinds and only games played with blinds can be played for a kill.
- 1.4 Tables using the kill option shall be identified on the table sign.
- 1.5 In situations where a player has won two consecutive pots in a row that meet the requirements defined for a "kill", the betting structure for the following round will increase.
  - 1.5.1 On games with a full "kill", the betting structure on a "kill" round will increase by 100%.
    - 1.5.1.a A player shall be obligated to post an additional blind double the size of the regular big blind for that game, and the betting limits throughout the hand are doubled when the pot is killed.
  - 1.5.2 On games with a half "kill", the betting structure on a "kill" round will increase by 50%.
    - 1.5.2.a A player shall be obligated to post an additional blind one and a half times the size of the regular big blind for that game, and the betting limits throughout the hand are one and a half times bigger when the pot is killed.
- 1.6 Having the kill button in the "kill" position marks "kill" rounds.
- 1.7 The dealer shall announce all kill rounds so that all at the table are aware that the kill rules are in effect.

### 2 THE KILL BUTTON

- 2.1 "Kill" games are marked by the presence of a kill button.
  - 2.1.1 A kill button is a round plastic disk printed with the word "Kill" on one side.
- 2.2 There are three positions for the kill button: neutral; a leg up; and "kill".

### 3 NEUTRAL

- 3.1 The kill button is neutral (belonging to no Player) if any of the following apply:
  - 3.1.1 It is the first hand of a new game.
  - 3.1.2 The winner of the previous pot has quit the game.
  - 3.1.3 The previous pot was split and neither player had the kill button.
- 3.2 Having the kill button in the Dealer's tray indicates a neutral kill button.
- 3.3 At the start of the game, the kill button is always neutral.
- 3.4 After a split pot, the kill button will become neutral. This includes all-in situations where pots are split between players.

### 4 LEG UP BUTTON

- 4.1 Having the kill button face down in front of a Player indicates a leg up button.

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22.0 Rules of Play – Community Poker – Texas Hold'em Kill Pot		

- 4.2 A Player wins the leg up button upon solely winning a hand.
- 4.3 Stealing blind:
  - 4.3.1 In situations where a player steals the blinds, the Player will win the leg up button for the next hand.
  - 4.3.2 In situations where a player with the leg up steals the blinds, the leg up button will not go to a kill, but will maintain its leg up status for the next hand.
- 4.4 In situations where blinds are chopped, the leg up button will maintain its status with the player who had won the previous hand.

## 5 THE "KILL" BUTTON

- 5.1 A "kill" button is marked by the kill button turned up in front of a Player.
- 5.2 A "kill" button is on after a Player who previously had the leg up button solely wins a pot where a flop was seen with the pot being double the kill post of a kill round.
  - 5.2.1 In situations where a Player with the leg up steals the blinds, the leg up button will not go to a kill, but will maintain its leg up status for the next hand.
  - 5.2.2 In situations where a Player with the leg up wins a pot with a flop, but the pot is not double the kill post of a kill round, the leg up button will not go to a kill but will maintain its leg up status for the next hand.
  - 5.2.3 In situations where a Player who had a "kill" button steals the blinds, the player keeps the "kill" button for the next round
  - 5.2.4 In situations where a Player who had a "kill" button wins the "kill" pot, the player keeps the "kill" button for the next round.
    - 5.2.4.a In these situations, the betting structure will not increase again, but will remain as dictated by the "kill" or half "kill" structure.
  - 5.2.5 Straddle bets are allowed on a kill round.
  - 5.2.6 Blind chopping is not permitted on a kill round.

## 6 THE BLINDS

- 6.1 The small and big blinds will be the same in "kill" and non "kill" rounds.
  - 6.1.1 In rounds that are "kill", the small and big blinds must complete or raise the bet to the required amount of the "kill" round to stay in the pot.
- 6.2 In rounds that are "kill", the player with the "kill" button will post a live full blind.
  - 6.2.1 On a full "kill" game, the live full blind will be 2 times the regular big blind.
  - 6.2.2 On a half "kill" game, the live full blind will be 1.5 times the regular big blind.
  - 6.2.3 The posted blind is live.
  - 6.2.4 Action for the round starts left of the big blind.
  - 6.2.5 In situations where the player with the "kill" button is on the small or big blind, the player need only post the full live blind.
  - 6.2.6 A player with a "kill" button is allowed to quit the game and not post the required blind, but the round will still be a "kill" round.

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22.0 Rules of Play – Community Poker – Texas Hold'em Kill Pot		

- 6.2.7 A player with a “kill” button who refuses to post the required blind will be ejected from the game.
  - 6.2.7.a The round will still be a “kill” round.
- 6.2.8 A player with a “kill” button must post the required blind even if he wishes to be dealt out.
  - 6.2.8.a Cards will be dealt to the spot, but the hand will be mucked.
  - 6.2.8.b The round will still be a “kill” round.
- 6.3 Only one “kill” is allowed per deal
- 6.4 A new player is not entitled to play in the “killed” pot.
- 6.5 Option: the new player may do so by agreeing to “kill” the next pot.

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23.0 Rules of Play – Community Poker – Seven Card Stud Poker		

## **23.0 Rules of Play – Community Poker – Seven Card Stud Poker**

### **1 GENERAL**

- 1.1 Seven Card Stud Poker is a seven-card poker game played with a single deck of standard playing cards dealt by a Dealer.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the seven cards dealt to them.
- 1.3 Each Player competes against all other Players in the game.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush
  - 1.4.2 Straight Flush
  - 1.4.3 Four of a Kind
  - 1.4.4 Full House
  - 1.4.5 Flush
  - 1.4.6 Straight
  - 1.4.7 Three of a Kind
  - 1.4.8 Two Pair
  - 1.4.9 One Pair
  - 1.4.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold - discard all cards dealt.
- 2.2 Check - retain all cards dealt and not bet.
- 2.3 Bet - a contribution to the betting pot.
- 2.4 Raise - retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two Players remain in the game.
- 2.5 Call - retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eight Players shall participate in the same game.
- 3.2 The Dealer shall not participate in the same game.
- 3.3 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.4 Players shall not be permitted to share betting position. No individual or Player shall be permitted to wager on another player's hand (i.e. no back betting).
- 3.5 Betting ceilings are established prior to game commencement.

### **4 ANTE**

- 4.1 Prior to commencement of each game, all Players shall place an ante bet.

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23.0 Rules of Play – Community Poker – Seven Card Stud Poker		

4.2 The amount of the ante shall be established in relation to the betting ceilings.

## 5 BUY-INS

5.1 The house shall post a minimum buy-in amount.

## 6 ALL-IN BET

6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.

6.1.1 An all-in Player shall declare that they are “all in”.

6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.

6.3 There is no limitation as to the number of side pots.

6.4 Players only have an interest in a pot(s) to which they have contributed.

## 7 ROTATION OF DESIGNATED DEALER IF DEALER BUTTON IS USED

7.1 The start of game Dealer button designation is determined by high card.

7.2 Dealer button designation will be moved clockwise one position.

## 8 RAKE

8.1 The Dealer shall collect a fee of up to 10% of the wagers bet per game, to a maximum of \$15.00, from the pot.

8.2 Table fees may be collected at the end of each betting round or at the end of the game. Fees shall be rounded down.

8.3 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Each Player shall place an ante bet.

10.2 The Dealer shall deal three cards to each Player, one at a time.

10.2.1 The first two cards shall be face down and the third card face-up, clockwise, starting with the first Player to the left of the Dealer.

10.3 The Player receiving the lowest ranking face up card by suit acts first (Ace is high) and is required to bet.

10.4 The following suit ranking shall be used to establish the first betting action when opening value cards are tied: (lowest to highest) clubs, diamonds, hearts, spades.

10.5 Each Player has the option of folding, calling, raising or re-raising.

10.6 If the bet is not called or raised, the game is over and the bet and antes are given to the bettor.

10.7 When all bets and raises have been called, the Dealer shall burn a card and deal one additional card face-up to each remaining Player.

10.8 The Player with the highest ranking exposed poker hand shall act first, either checking or betting.

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23.0 Rules of Play – Community Poker – Seven Card Stud Poker		

- 10.9 All remaining Players have the option of checking, folding, calling and raising the previous Player's bet.
- 10.10 The Dealer shall deal two further rounds of cards face-up, one at a time.
- 10.11 After each round, the remaining players have the options of checking, folding, betting, calling, raising or re-raising.
- 10.12 When all bets and raises have been called, the Dealer shall burn a card and then deal the seventh and final card facedown to each remaining Player.
- 10.13 The Player with the highest exposed poker hand has the option to check or bet.
- 10.14 All remaining Players have the option of checking, folding, calling, raising or re-raising.
- 10.15 Once all Players' options have been completed, the remaining Players' hands are exposed and the Dealer declares the winning hand in accordance with poker hands.
- 10.16 Once the winner(s) are determined and the pot awarded, the round of play is over.

#### 11 ADDITIONAL RULES

- 11.1 If a Player discards their hand when a round of betting is "checked" by all Players in the hand, that seat shall take a card.
- 11.2 In the event a Player goes all in and has the high hand the next betting round shall start with the first Player to the left of the all-in hand.



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24.0 Rules of Play – Community Poker – Asian Five Card Stud Poker		

## 24.0 Rules of Play – Community Poker – Asian Five Card Stud Poker

### 1 GENERAL

- 1.1 Asian Five Card Stud Poker is a five card poker game played with a single deck of standard playing cards which has the 2's, 3's, 4's, 5's and 6's removed, leaving 32 cards.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the cards dealt to them.
- 1.3 In this game, a Flush will beat a Full House.
- 1.4 Each Player competes against all other Players in the game.
- 1.5 Ranking of Hands:
  - 1.5.1 Royal Flush
  - 1.5.2 Straight Flush
  - 1.5.3 Four of a Kind
  - 1.5.4 Flush
  - 1.5.5 Full House
  - 1.5.6 Straight
  - 1.5.7 Three of a Kind
  - 1.5.8 Two Pair
  - 1.5.9 One Pair
  - 1.5.10 High Card

### 2 PLAYER OPTIONS

- 2.1 Fold - to discard all cards dealt.
- 2.2 Check - to retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - to retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the game.
- 2.5 Call - to retain all cards dealt and place a bet equal to the previous bet.

### 3 BETTING

- 3.1 No more than seven Players shall participate in the same game.
- 3.2 The Dealer shall not participate in the game.
- 3.3 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.4 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another player's hand (i.e. no back betting).

### 4 ANTE

- 4.1 Prior to commencement of each game, all Players shall place an ante bet.

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4.2 The amount of the ante shall be established in relation to the betting ceiling.

## 5 BUY-INS

5.1 The house shall post a minimum buy-in amount.

## 6 ALL-IN BET

6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.

6.1.1 An all-in Player shall declare that they are all in.

6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.

6.3 There is no limitation as to the number of side pots.

6.4 Players only have an interest in a pot(s), which they have contributed to.

## 7 ROTATION OF DESIGNATED DEALER IF A DEALER BUTTON IS USED

7.1 The Dealer button determines the first Player to receive a card.

7.2 After each game the designated Dealer button will be moved clockwise one position.

## 8 RAKE

8.1 The Dealer shall collect a fee of up to 10 percent of the wagers bet per game, to a maximum of \$15.00, from the pot.

8.2 Table fees may be collected at the end of each betting round or at the end of the game. Fees shall be rounded down.

8.3 The Dealer shall deposit the table fees into the drop box at the end of each game.

## 9 DEALER BETS

9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

10.1 Each Player shall place an ante bet.

10.2 The Dealer shall deal one card (the "hole" card) face down to each Player, clockwise, starting with the first Player to the left of the designated Dealer.

10.3 A second card shall then be dealt to each Player face up.

10.4 The Player who receives the highest-ranking face up card shall act first (an Ace is high), and is required to bet.

10.5 The following suit ranking shall be used to establish the first betting action when opening value cards are tied (lowest to highest): clubs, diamonds, hearts, spades

10.6 Each Player has the option of folding, calling, raising or re-raising. If the bet is not called or raised the game is over and the bet and antes shall be given to the bettor.

10.7 When all the bets and raises have been called, the Dealer shall deal a third card face-up to each remaining Player.

10.8 The Player with the highest ranking exposed poker hand opens by either checking or betting.

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24.0 Rules of Play – Community Poker – Asian Five Card Stud Poker		

- 10.9 All remaining Players have the option of folding, checking, calling, raising or re-raising.
- 10.10 When all the bets and raises have been called, the Dealer shall deal a fourth card face-up to each remaining Player.
- 10.11 The Player with the highest ranking exposed poker hand opens by either checking or betting.
- 10.12 All remaining Players have the option of folding, checking, calling, raising or re-raising.
- 10.13 When all the bets and raises have been called, the Dealer shall deal a fifth and final card face-up to each remaining Player.
- 10.14 The Player with the highest ranking exposed poker hand opens by either checking or betting.
- 10.15 All remaining Players have the option of folding, checking, calling, raising or re-raising.
- 10.16 Once all the Players' options have been completed, the remaining Players expose their hole card (first card dealt) and the Dealer declares the winning hand in accordance with the Poker hands:
- 10.17 Once the winner(s) are determined and the pot awarded, the game is over.

#### 11 ADDITIONAL RULES

- 11.1 If all the Players check, the betting interval ends and the play continues.
- 11.2 If a Player drops out, they shall turn all their face cards down and shall not reveal the hole card.
- 11.3 If on any betting interval, only one active Player is left, they win and the play ends. The hole card does not have to be exposed.
- 11.4 At showdown, in deciding the start of a betting interval, high hand decides the start of betting.

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25.0 Rules of Play – Community Poker – Mandarin Five Card Stud Poker		

## **25.0 Rules of Play – Community Poker – Mandarin Five Card Stud Poker**

### **1 GENERAL**

- 1.1 Mandarin Five Card Stud Poker is a five card poker game played with a single standard poker deck of cards.
- 1.2 Each Player attempts to achieve the best five-card poker hand using the cards dealt to them.
- 1.3 Each Player competes against all other Players in the game.
- 1.4 Ranking of Hands:
  - 1.4.1 Royal Flush;
  - 1.4.2 Straight Flush;
  - 1.4.3 Four of a Kind;
  - 1.4.4 Full House;
  - 1.4.5 Flush;
  - 1.4.6 Straight;
  - 1.4.7 Three of a Kind;
  - 1.4.8 Two Pair;
  - 1.4.9 One Pair;
  - 1.4.10 High Card.
- 1.5 A straight of Ace, 2, 3, 4, 5 will be considered to be the second highest straight.

### **2 PLAYER OPTIONS**

- 2.1 Fold - to discard all cards dealt.
- 2.2 Check - to retain all cards dealt and not bet.
- 2.3 Bet - a Player's contribution to the betting pot.
- 2.4 Raise - to retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two players remain in the hand.
- 2.5 Call - to retain all cards dealt and place a bet equal to the previous bet.

### **3 BETTING**

- 3.1 No more than eight Players shall participate in the same game.
- 3.2 The Dealer shall not participate in the game.
- 3.3 A Player shall not be permitted to play more than one hand in any round of play.
- 3.4 Betting ceilings are established prior to game commencement.

### **4 ANTE**

- 4.1 Prior to commencement of each game, all Players shall place an ante bet.
- 4.2 The amount of the ante shall be established in relation to the betting ceiling.

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## 25.0 Rules of Play – Community Poker – Mandarin Five Card Stud Poker

### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips in front of them.

- 6.1.1 The Player shall declare that they are all in.

- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with player(s) matching the amount raised.

- 6.3 There is no limitation as to the number of side pots.

- 6.4 Players only have an interest in a pot(s), which they have contributed to.

### 7 ROTATION OF DESIGNATED DEALER IF A DEALER BUTTON IS USED

- 7.1 The Player that receives the highest value card on the initial deal will be the initial designated Dealer.

- 7.1.1 A dealer button shall be placed in front of the Player that is the designated Dealer.

- 7.2 After a hand has been started, the Dealer shall place the Dealer button beside the pot and the winner of the pot will then become the designated Dealer.

### 8 RAKE

- 8.1 The Dealer shall collect a fee of up to five percent of the wagers bet per game, to a maximum of \$15.00, from the pot.

- 8.2 Table fees may be collected at the end of each betting round or at the end of the game. Fees shall be rounded to the nearest dollar.

- 8.3 The Dealer shall deposit the table fees into the drop box at the end of each hand.

### 9 DEALER BETS

- 9.1 Dealer bets shall not be permitted.

### 10 SEQUENCE OF PLAY

- 10.1 Each Player shall place an ante bet.

- 10.2 The Dealer shall deal one card face up to each Player, clockwise, starting with the designated Dealer.

- 10.3 A second card shall then be dealt to each Player face down.

- 10.4 The Player who receives the highest-ranking exposed card shall act first (an Ace is high), and is required to check or bet.

- 10.5 Each Player has the option of folding or calling, raising. If the bet is not called or raised the game is over and the bet and antes shall be given to the better.

- 10.6 When all the bets and raises have been called, the Dealer shall deal a third card face-up to each remaining Player.

- 10.7 The Player with the highest ranking exposed card on this round opens by either checking or betting.

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25.0 Rules of Play – Community Poker – Mandarin Five Card Stud Poker		

- 10.8 All remaining Players have the option of folding, checking, calling, or raising. If the bet is not called or raised the game is over and the bet and antes shall be given to the bettor.
- 10.9 When all bets and raises have been called or if no bet was made in the previous round, the Dealer will deal the fourth card face up to each remaining Player.
- 10.10 The Player with the highest ranking exposed card on this round opens by either checking or betting.
- 10.11 When all bets and raises have been called, the Dealer shall deal a fifth and final card, face down to each remaining Player.
- 10.12 All active Player's shall turn over the fifth card and expose the card to the other players.
- 10.13 The Player with the highest ranking exposed card on this round opens by either checking or betting.
- 10.14 All remaining players have the option of folding, checking, calling, raising.
- 10.15 Once all of the Players' options have been completed, all remaining player's hands are exposed starting with the last bettor or raiser. If there was no bet on this round then the Player receiving the highest fifth card will be the first to expose their hand.
- 10.16 Once all hands are exposed, the Dealer declares the winning hand in accordance with the ranking of poker hands.
- 10.17 Once the winner(s) are determined and the pot awarded, the game is over.

#### 11 ADDITIONAL RULES

- 11.1 If on any betting interval, no other Player calls a bet, the hand is over and the pot is awarded to the better.
- 11.2 A Player may not check and then raise in the same round.

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26.0 Rules of Play – Community Poker – Omaha High/Low 8 or Better		

## 26.0 Rules of Play – Community Poker – Omaha High/Low 8 or Better

### 1 GENERAL

- 1.1 Omaha High/Low 8 or Better (Omaha H/L) is a nine card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 No more than ten Players shall participate in the same game at one time.
- 1.3 The Dealer shall not participate in the game.
- 1.4 Each Player attempts to achieve the best high and/or low five card poker hand using two of the four cards dealt to them and three cards from the five common cards dealt.
  - 1.4.1 To qualify for Low, the hand must consist of five unpaired cards with a value of 8 or less.
  - 1.4.2 The Player may use any combination of two hole cards and three community cards for the high hand and another (or the same) combination of two hole cards and three community cards for the low hand.
  - 1.4.3 In Omaha H/L, the pot is split between the best high hand and the best qualifying low hand.
    - 1.4.3.a If there is no qualifying low hand, the full pot is awarded to the high hand.
    - 1.4.3.b If there is an odd chip, it will go to the Player with the high hand.
  - 1.4.4 If two or more Players “tie” for one side of the pot (high or low), they will split that half into equally divided portions.
    - 1.4.4.a If there is an odd chip(s), it will go to the Player(s) closest to the left of the “button”.
- 1.5 Each Player competes against all other players in the game except in the case of a side pot.
- 1.6 Ranking of High Hands:
  - 1.6.1 Royal Flush
  - 1.6.2 Straight Flush
  - 1.6.3 Four of a Kind
  - 1.6.4 Full House
  - 1.6.5 Flush
  - 1.6.6 Straight
  - 1.6.7 Three of a Kind
  - 1.6.8 Two Pairs
  - 1.6.9 One Pair
  - 1.6.10 High Card
- 1.7 Ranking of Low Hands:
  - 1.7.1 A-2-3-4-5 is the best possible low hand. (This will also count as a straight for high.)
  - 1.7.2 Neither straights nor flushes count for low.

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## 26.0 Rules of Play – Community Poker – Omaha High/Low 8 or Better

### 2 PLAYER OPTIONS

- 2.1 Fold – discard all cards dealt to them and forfeit all rights to the pot.
- 2.2 Check – retain all cards dealt to them and not bet while retaining all rights to the pot.
- 2.3 Bet – retain all cards dealt to them and contribute to the betting pot.
- 2.4 Raise – retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two Players remain in the game.
  - 2.4.1 A Player may only raise another Player's bet or raise.
- 2.5 Call – retain all cards dealt to them and place a bet equal to the previous bet.

### 3 BETTING

- 3.1 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.2 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. No back betting or side betting).
- 3.3 Betting ceilings, including the amount of the blind bets, shall be established and clearly posted prior to game commencement.

### 4 BLIND BETS

- 4.1 Prior to the commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (a bet prior to receiving any cards).
  - 4.1.1 The first Player to the left of the designated Dealer shall place the first blind bet ("small blind") for an amount up to half of the first round betting limit.
  - 4.1.2 The second Player to the left of the designated Dealer shall place the second blind bet ("big blind") which shall be equal to the value of the first round betting limit.
  - 4.1.3 The third Player to the left of the designated Dealer may make an optional "straddle" bet which must be at least twice the amount of the big blind.
    - 4.1.3.a The designated Dealer may not post a straddle bet.
    - 4.1.3.b Three raises are still available after the straddle bet.
  - 4.1.4 The optional straddle bet may be up to a maximum of two and one-half (2 1/2) times the big blind;
    - 4.1.4.a This is referred to as an oversize straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the Player pays the blind charge.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses only the small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered a "dead" bet (i.e. Not placed in front of any active Player).
  - 4.4.1 A Player who misses a blind by going broke shall not be required to make up the blinds.



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## 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount.

## 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips that are in front of them.

- 6.1.1 The all-in Player shall declare that they are “all-in”.

- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.

- 6.2.1 There is no limitation as to the number of side pots.

- 6.2.2 Player(s) only have an interest in the pot(s) to which they have contributed.

## 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with the first Player to the right of the Dealer.

- 7.1.1 A marker button is placed in front of this Player to identify the order of play.

- 7.2 The two Players to the immediate left of the Dealer will be the blind Players.

- 7.3 After each game, the designated Dealer button will be moved clockwise one position (active Player).

## 8 RAKE

- 8.1 The Dealer shall collect a fee (rake) of up to 10% of the pot for each game, to a maximum of \$15.00 from the pot.

- 8.1.1 Rake may be collected at the end of each betting round or at the end of the game.

- 8.1.2 Rake shall be rounded down.

- 8.2 The Dealer shall deposit the rake into the drop box at the end of each game.

## 9 DEALER BETS

- 9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

- 10.1 Prior to the commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blinds, respectively.

- 10.1.1 The optional straddle bet may be placed after the big blind.

- 10.2 The Dealer shall deal four cards one at a time, face down, to each Player seated at the table, beginning on the left of the designated Dealer (small blind) and continuing clockwise around the table.

- 10.2.1 If a Player is not seated at the table, a hand shall not be dealt to the seat.

- 10.3 The Player to the left of the big blind has the first option of calling, raising, or folding.

- 10.4 These same options will be available to the next Player and continue in a clockwise rotation.

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- 10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the blind Players may “chop” the blind bets (take back their blind bets).
- 10.6 If the blind bets have been called, the blind Players have the option of calling or raising.
- 10.7 If there was a raise, the blind Players have the option of calling, raising, or folding.
- 10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of their chip tray.
- 10.9 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting (if no bet is present), calling, raising or folding.
- 10.10 When all remaining Players have exercised their options, the Dealer shall burn one card and deal one card (the turn card) face-up beside the previous three community cards.
- 10.11 The remaining Players have the same options of checking, betting, calling, raising or folding.
- 10.12 When all remaining Players have exercised their options, the Dealer shall burn one card and deal one card (the river card) face-up beside the previous four community cards.
- 10.13 The remaining Players have the same options of checking, betting, calling, raising or folding.
- 10.14 When all options have been exercised, the remaining Players shall expose all four of their cards on the table in a showdown.
  - 10.14.1 If at least one of the four cards is face down or not on the table, then the hand is not a valid hand.
  - 10.14.2 If the hand does not contain the proper number of four cards, then the hand is not a valid hand.
  - 10.14.3 All Players are entitled to see any or all Player's hands that are active at the time of the showdown.
- 10.15 The Dealer shall read all active hands and determine the winning hands using two cards from the Player's hand and three cards from the community cards. The Dealer shall declare the winning high hand and qualifying low hand.
- 10.16 Once the winner(s) are determined and the pot is awarded, the designated Dealer button shall be moved to the next active Player to the left and a new game shall commence.

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27.0 Rules of Play – Community Poker – Omaha High		

## **27.0 Rules of Play – Community Poker – Omaha High**

### **1 GENERAL**

- 1.1 Omaha High is a nine-card poker game played with a single deck of standard playing cards dealt by hand by a Dealer.
- 1.2 No more than ten Players shall participate in the same game at one time.
- 1.3 The Dealer shall not participate in the game.
- 1.4 Each Player attempts to achieve the best five-card poker hand by using two of the four cards dealt to them and three of the five common cards dealt.
- 1.5 Each Player competes against all other Players in the game.
- 1.6 Ranking of Hands:
  - 1.6.1 Royal Flush
  - 1.6.2 Straight Flush
  - 1.6.3 Four of a Kind
  - 1.6.4 Full House
  - 1.6.5 Flush
  - 1.6.6 Straight
  - 1.6.7 Three of a Kind
  - 1.6.8 Two Pair
  - 1.6.9 One Pair
  - 1.6.10 High Card

### **2 PLAYER OPTIONS**

- 2.1 Fold – discard all cards dealt to them and forfeit all rights to the pot.
- 2.2 Check – retain all cards dealt to them and not bet while retaining all rights to the pot.
- 2.3 Bet – retain all cards and is a Player's initiating action by contributing to the betting pot.
- 2.4 Raise – retain all cards dealt and increase the bet by one multiple. A maximum of three raises is permitted when more than two Players remain in the game.
  - 2.4.1 A Player may only raise another Player's bet or raise.
- 2.5 Call – retain all cards dealt to them and place a bet to equal to the previous bet.

### **3 BETTING**

- 3.1 A Player shall not be permitted to play more than one position, nor more than one hand in any round of play.
- 3.2 Players shall not be permitted to share a betting position. No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting or side betting)
- 3.3 Betting ceilings, including the amount of the blind bets, shall be established and clearly posted prior to game commencement.

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#### 4 BLIND BETS

- 4.1 Prior to the commencement of each game, the first two Players to the left of the designated Dealer shall place blind bets (a bet prior to receiving any cards).
  - 4.1.1 The first Player to the left of the designated Dealer shall place the first blind bet ("small blind") for an amount up to half of the first round betting limit.
  - 4.1.2 The second Player to the left of the designated Dealer shall place the second blind bet ("big or large blind") which shall be equal to the value of the first round betting limit.
  - 4.1.3 The third Player on the designated Dealer's left may make an optional bet ("straddle") which must be at least twice the amount of the big blind.
    - 4.1.3.a The designated Dealer may not post a straddle bet.
    - 4.1.3.b Three raises are still available after the straddle bet.
  - 4.1.4 The optional straddle bet may be up to a maximum of two and one-half (2 1/2) times the big blind;
    - 4.1.4.a This is referred to as an oversize straddle bet.
- 4.2 If a Player is absent during either of the blinds, a button will be placed in the Player's position until the Player pays the blind charge.
- 4.3 A new Player to the game shall not receive a hand between the blinds. They shall wait for the button to pass.
- 4.4 If a Player misses only a small blind but returns to the game before their big blind, the small blind bet is placed in the game by the Player and is considered a dead bet (i.e. not placed in front of any active Player).
  - 4.4.1 A Player who misses a blind by going broke shall not be required to make up the blinds.

#### 5 BUY-INS

- 5.1 The house shall post a minimum buy-in amount

#### 6 ALL-IN BET

- 6.1 A Player confronted by a bet larger than their stack may call for the amount of chips that are in front of them.
  - 6.1.1 The all-in Player shall declare that they are "all-in".
- 6.2 The excess portion of the bet is returned, raised or used to form a side pot with Player(s) matching the amount raised.
  - 6.2.1 There is no limitation as to the number of side pots.
  - 6.2.2 Player(s) only have an interest in the pot(s) to which they have contributed.

#### 7 ROTATION OF DESIGNATED DEALER

- 7.1 The initial deal shall commence with active Players being dealt a card for the button position. The button will be awarded to the highest card by suit.
- 7.2 A marker button is placed in front of this Player to identify the order of play.
- 7.3 The two Players to the immediate left of the Dealer will be the blind Players.

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- 7.4 After each game the designated Dealer button will be moved in a clockwise manner one position (active Player).

## 8 RAKE

- 8.1 The Dealer shall collect a fee of up to 10% of the pot for each game, to a maximum of \$15.00 from the pot.

8.1.1 Rake may be collected at the end of each betting round or at the end of the game.

8.1.2 Rake shall be rounded down.

- 8.2 The Dealer shall deposit the rake into the drop box at the end of each game.

## 9 DEALER BETS

- 9.1 Dealer bets shall not be permitted.

## 10 SEQUENCE OF PLAY

- 10.1 Prior to the commencement of play, the first two Players to the left of the designated Dealer shall place the small and big blind bets, respectively.

10.1.1 The optional straddle bet may be placed after the big blind.

- 10.2 The Dealer shall deal four cards one at a time, face down, to each Player seated at the table, beginning on the left of the designated Dealer (small blind) and continuing clockwise around the table.

10.2.1 If a Player is not seated at the table, a hand shall not be dealt to the seat.

- 10.3 The Player to the left of the big blind has the first option of calling, raising, or folding.

- 10.4 These same options will be available to the next Player and continue in a clockwise rotation.

- 10.5 Should there be no calls or raises when the betting sequence reaches the big blind Player, the game is over and the blind bets are pushed to the big blind Player or the blind Players may “chop chop” the blind bets (take back their blind bets).

- 10.6 If the blind bets have been called, the blind Players have the option of calling or raising.

- 10.7 If there was a raise, the blind Players have the option of calling, raising or folding.

- 10.8 When all the Players have exercised their options, the Dealer shall burn one card and then deal three cards face up in front of their chip tray.

- 10.9 Beginning with the first remaining Player to the left of the designated Dealer, all remaining Players have the option of checking, betting (if no bet is present), calling, raising or folding.

- 10.10 When all remaining Players have exercised their options, the Dealer shall burn one card and deal one card (the turn card) face-up beside the previous three community cards.

- 10.11 The remaining Players have the same options of checking, betting (if no bet is present), calling, raising or folding.

- 10.12 When all remaining Players have exercised their options, the Dealer shall burn one card and deal one card (the river card) face-up beside the previous four community cards.

- 10.13 The remaining Players have the same options of checking, betting (if no bet is present), calling, raising or folding.

- 10.14 When all options have been exercised, the remaining Players shall expose all four of their cards on the table in a showdown.

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- 10.14.1 If at least one of the four cards is face down or not on the table, then the hand is not a valid hand.
- 10.14.2 If the hand does not contain the proper number of four cards, then the hand is not a valid hand.
- 10.14.3 All Players are entitled to see any or all Player's hands that are active at the time of the showdown.
- 10.15 The Dealer shall read all active hands and determine the winning hand using two cards from the Player's hand and three cards from the community cards. The Dealer shall declare the winning hand.
- 10.16 Once the winner(s) are determined, then pot will be awarded, the designated Dealer button shall be moved to the next active Player to the left and a new game shall commence.



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28.0 Rules of Play – Community Poker – Optional Jackpots - Bad Beat Jackpot		

## **28.0 Rules of Play – Community Poker – Optional Jackpots - Bad Beat Jackpot**

### **1 OVERVIEW**

- 1.1 Bad Beat is a jackpot game that is offered with a regular game of poker.
- 1.2 The Bad Beat jackpot is awarded when a specified hand loses to another specified hand in the regular poker game.
- 1.3 A portion of every pot in the regular game is accumulated to form the jackpot prize pool and this is paid back to the participants in prizes.
  - 1.3.1 Part of the prize fund is retained to seed the next jackpot.

### **2 GAME CONDITIONS**

- 2.1 A Bad Beat Jackpot shall apply only to a particular poker game.
  - 2.1.1 Players playing in the Stud games may only win the Jackpot for the Stud; Players playing in the Hold'em games may only win the Jackpot for the Hold'em, and so on.
- 2.2 Typically, jackpots are only offered in lower limit games.
- 2.3 No Player, whether or not involved in the play of the hand, may verbally communicate to another player that a Bad Beat jackpot situation is possible.
  - 2.3.1 Such verbal communication may void the jackpot.
- 2.4 A hand that has been mucked when facing action does not qualify for the Bad Beat jackpot.
- 2.5 In Texas Hold'em, to be eligible for a Bad Beat, both the winning and losing hands must meet the following conditions:
  - 2.5.1 There must be at least five active Players dealt into the hand;
  - 2.5.2 Players away from the table are not considered active Players;
  - 2.5.3 The hand must be the Player's best possible five card hand;
  - 2.5.4 The top two hands are the only hands that qualify.
  - 2.5.5 Two cards in each Player's hand must be used in making the best possible five card hand (if four of a kind is beaten, two of the four must be in the Player's two-card private hand);
    - 2.5.5.a Each hand must be a unique hand that requires both cards in the Player's hand to be used; i.e. the hand could not be duplicated by using just one card from the player's hand and the community cards.
  - 2.5.6 A qualifying Player's hand, which beats a second qualifying Player's hand, is eligible to win the Bad Beat;
  - 2.5.7 Qualifying hands must be the best and second best hand. A Bad Beat does not occur if a non-qualifying hand is either the best or second best hand.
  - 2.5.8 Kickers will not be considered as part of the qualifying hand.

### **3 GENERAL RULES OF BAD BEAT JACKPOTS**

- 3.1 At the start of each business day the jackpot total through the previous day shall be posted.
  - 3.1.1 This total shall represent the available jackpot until the next posting.



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28.0 Rules of Play – Community Poker – Optional Jackpots - Bad Beat Jackpot		

- 3.1.2 The change in available jackpot shall be effective as of the actual posting.
- 3.1.3 Regardless of the time, if the size of the pool has not been changed on the posting, then only the amount posted shall be eligible to be won.
- 3.2 Bad Beat Jackpot money shall be divided in accordance with the posted rules, to the nearest \$1 increment, with any overage being returned to the jackpot pool for the next jackpot fund.
- 3.3 While each establishment shall divide jackpot pools as it sees fit in its best business judgment, a typical and appropriate division of jackpots is as follows:
  - 3.3.1 When jackpot is divided among all Players dealt in (multiple tables):
    - 3.3.1.a Losing Hand 40%
    - 3.3.1.b Winning Hand 20%
    - 3.3.1.c Other players dealt in 40%
  - 3.3.2 When jackpot is divided among Players at a single table:
    - 3.3.2.a Losing Hand 50 %
    - 3.3.2.b Winning Hand 25 %
    - 3.3.2.c Other players dealt in 25 %
- 3.4 A Player must have been dealt a starting hand to be eligible for a portion of this distribution.
- 4 JACKPOT QUALIFIERS AND CONDITIONS
  - 4.1 Jackpot qualifiers and conditions shall be as authorized and posted.
  - 4.2 In Texas Hold'em, aces full of tens or better beaten by four of a kind or better shall qualify as a Bad Beat.

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29.0 Rules of Play – Community Poker – Optional Jackpots – Wide Area Bad Beat Jackpot		

## 29.0 Rules of Play – Community Poker – Optional Jackpots – Wide Area Bad Beat Jackpot

### 1 OVERVIEW

- 1.1 Bad Beat is a jackpot game that is offered with a regular game of poker.
- 1.2 The Bad Beat jackpot is awarded when a specified hand loses to another specified hand in the regular poker game.
- 1.3 A portion of every pot in the regular game is accumulated to form the jackpot prize pool and this is paid back to the participants in prizes.
  - 1.3.1 Part of the prize fund is retained to seed the next jackpot.
- 1.4 Wide Area Bad Beat Jackpot is a Bad Beat Jackpot that is linked to two or more properties where all jackpot monies collected contribute to the same fund and each table with players participating in the Bad Beat game is eligible to win the Jackpot.

### 2 GAME CONDITIONS

- 2.1 A Wide Area Bad Beat Jackpot shall apply only to the authorized type of poker game.
- 2.2 Typically, jackpots are only offered in lower limit games.
- 2.3 No Player, whether or not involved in the play of the hand, may verbally communicate to another player that a Wide Area Bad Beat jackpot situation is possible.
  - 2.3.1 Such verbal communication may void the jackpot.
- 2.4 A hand that has been mucked when facing action does not qualify for the Wide Area Bad Beat jackpot.
- 2.5 In Texas Hold'em, to be eligible for a Bad Beat, both the winning and losing hands must meet the following conditions:
  - 2.5.1 There must be at least five active Players dealt into the hand;
  - 2.5.2 Players away from the table are not considered active players;
  - 2.5.3 The hand must be the Player's best possible five card hand;
  - 2.5.4 The top two hands are the only hands that qualify.
  - 2.5.5 Two cards in each Player's hand must be used in making the best possible five card hand (if four of a kind is beaten, two of the four must be in the Player's two-card private hand);
    - 2.5.5.a Each hand must be a unique hand that requires both cards in the player's hand to be used; i.e. the hand could not be duplicated by using just one card from the player's hand and the community cards.
  - 2.5.6 A qualifying Player's hand, which beats a second qualifying Player's hand, is eligible to win the Wide Area Bad Beat;
  - 2.5.7 Qualifying hands must be the best and second best hand. A Bad Beat does not occur if a non-qualifying hand is either the best or second best hand.
  - 2.5.8 Kickers will not be considered as part of the qualifying hand.

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29.0 Rules of Play – Community Poker – Optional Jackpots – Wide Area Bad Beat Jackpot		

### 3 GENERAL RULES OF WIDE AREA BAD BEAT JACKPOTS

- 3.1 At the start of each business day the jackpot total of all participating properties through the previous day shall be posted.
  - 3.1.1 This total shall represent the available jackpot until the next posting.
  - 3.1.2 The change in available jackpot shall be effective as of the actual posting.
  - 3.1.3 Regardless of the time, if the size of the pool has not been changed on the posting, then only the amount posted shall be eligible to be won.
- 3.2 Wide Area Bad Beat Jackpot money shall be divided in accordance with the posted rules, to the nearest \$1 increment, with any overage being returned to the jackpot pool for the next jackpot fund.
- 3.3 While each Service Provider shall divide jackpot pools as it sees fit in its best business judgment, a typical and appropriate division of jackpots is as follows:
  - 3.3.1 When jackpot is divided among all Players dealt in (multiple tables):
    - 3.3.1.a Losing Hand 40%
    - 3.3.1.b Winning Hand 20%
    - 3.3.1.c Other players dealt in 40%
  - 3.3.2 When jackpot is divided among Players at a single table:
    - 3.3.2.a Losing Hand 50 %
    - 3.3.2.b Winning Hand 25 %
    - 3.3.2.c Other players dealt in 25 %
- 3.4 A player must have been dealt a starting hand to be eligible for a portion of this distribution.

### 4 JACKPOT QUALIFIERS AND CONDITIONS

- 4.1 Jackpot qualifiers and conditions shall be as authorized and posted.
- 4.2 In Texas Hold'em, quad eights or better beaten by a higher four of a kind or better shall qualify as a Wide Area Bad Beat.

### 5 LOCAL AREA BAD BEAT JACKPOT

- 5.1 Service Providers have the option of offering a Local Area Bad Beat Jackpot from the Wide Area Bad Beat Jackpot.
- 5.2 A Player who triggers the Wide Area Bad Beat Jackpot shall be paid only the top payout for which the hand is qualified and shall not also qualify for the Local Area payout.

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30.0 Rules of Play – Community Poker – Optional Jackpots – High Hand Progressive Jackpot		

### **30.0 Rules of Play – Community Poker – Optional Jackpots – High Hand Progressive Jackpot**

#### **1 OVERVIEW**

- 1.1 High Hand Progressive Jackpot (HHPJ) is a jackpot game that is offered with a regular game of poker.
- 1.2 The HHPJ's are awarded when Four of a Kind or better is made with both hole cards comprising the poker hand.
- 1.3 A portion of every pot in the regular game is accumulated to form the jackpot prize pool and this is paid back to the participants in prizes.
  - 1.3.1 Part of the prize fund is retained to seed the next jackpot.

#### **2 GAME CONDITIONS**

- 2.1
- 2.2 A HHPJ shall apply only to Texas Hold'em and Seven Card Stud games.
- 2.3 A hand that has been mucked when facing action does not qualify for any HHPJ.
- 2.4 To be eligible for any High Hand Progressive Jackpot, the following conditions must be met:
  - 2.4.1 There must be at least four active Players dealt into the hand;
  - 2.4.2 Players away from the table are not considered active Players;
  - 2.4.3 The hand must be the Player's best possible five card hand;
  - 2.4.4 Both hole cards must be used in making the best possible 5 card poker hand. In addition, to qualify for Four of a Kind (quads), the 2 hole cards must be a pocket pair.
  - 2.4.5 A minimum pot size of \$15 is require for jackpot eligibility;
  - 2.4.6 The qualifying hand must be the winning hand. Only one hand (winner) is eligible for every hand dealt.
  - 2.4.7 High Hand Progressive Jackpots shall be awarded as posted at the beginning of each business day.
  - 2.4.8 Once a specific high hand jackpot (23 distinct jackpots) is awarded for the day, the same jackpot will not be re-seeded until the next business day.

#### **3 GENERAL RULES OF HIGH HAND PROGRESSIVE JACKPOTS**

- 3.1 At the start of each business day the jackpot total through the previous day shall be posted.
  - 3.1.1 This total shall represent the available jackpot until the next posting.
  - 3.1.2 The change in available jackpot shall be effective as of the actual posting.
  - 3.1.3 Regardless of the time, if the size of the pool has not been changed on the posting, then only the amount posted shall be eligible to be won.
- 3.2 High Hand Progressive Jackpot money shall be divided in accordance with the posted rules, to the nearest \$1 increment, with any overage being returned to the jackpot pool for the next jackpot fund.

BCLC Rules of Play for Table Games		Section Page 4
30.0 Rules of Play – Community Poker – Optional Jackpots – High Hand Progressive Jackpot		

#### 4 JACKPOT QUALIFIERS AND CONDITIONS

- 4.1 Jackpot qualifiers and conditions shall be as authorized and posted.
- 4.2 Any winning Four of a Kind or Better shall qualify for the high hand jackpot.

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## 32.0 Rules of Play – Community Poker – Optional Jackpots – Daily High Hand Bonus

### 31.0 Rules of Play – Community Poker – Optional Jackpots – Daily High Hand Bonus

#### 1 OVERVIEW

- 1.1 Daily High Hand Bonus (DHHB) is a bonus game that is offered with a regular game of poker.
- 1.2 The DHHB's are awarded when Full House or better is made with both hole cards comprising the poker hand.
  - 1.2.1 In a hand with Four of a Kind, the hole cards must be a pair.
- 1.3 A portion of every pot in the regular game is accumulated throughout the day to form the bonus prize pool and this is paid back to the participants in prizes.
- 1.4 Qualifying time period shall be posted, e.g. 12:00 pm (noon) to 11:59 am, and winning players will be paid the following day.

#### 2 GAME CONDITIONS

- 2.1 A DHHB shall apply only to Texas Hold'em games.
- 2.2 A hand that has been mucked when facing action does not qualify for any DHHB.
- 2.3 To be eligible for any Daily High Hand Bonus, the following conditions must be met:
  - 2.3.1 There must be at least five active Players dealt into the hand;
  - 2.3.2 Players away from the table are not considered active Players;
  - 2.3.3 Player must take possession of their hand to be eligible for any part of the bonus.
  - 2.3.4 The hand must be the Player's best possible five card hand;
  - 2.3.5 Both hole cards must be used in making the best possible 5 card poker hand. In addition, to qualify for Four of a Kind (quads), the 2 hole cards must be a pocket pair.
  - 2.3.6 A minimum pot size of \$20 is required for bonus eligibility. House rake and bonus contribution are considered part of the pot for these calculations;
  - 2.3.7 High Hand Progressive Bonus winners from the previous day shall be awarded as posted at the beginning of each business day.

#### 3 GENERAL RULES OF DAILY HIGH HAND BONUSES

- 3.1 At the start of each business day the bonus total from the previous day shall be posted and all winning hands shall be displayed on the wait list monitor for Players' reference.

#### 4 BONUS QUALIFIERS AND CONDITIONS

- 4.1 Bonus qualifiers and conditions shall be as authorized and posted.
- 4.2 Any Full House or Better shall qualify for the daily high hand bonus.

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### **32.0 Rules of Play – Community Poker – Optional Jackpots – Limit and No Limit Texas Hold'em High Hand Progressive Jackpot**

#### **1 OVERVIEW**

- 1.1 Limit and No Limit Texas Hold'em High Hand Progressive Jackpot (LNLTHHPJ) is a jackpot game that is offered with Limit and No Limit Texas Hold'em games.
- 1.2 The progressive jackpots are awarded when Four of a Kind (quads) or better is made with both hole cards comprising the poker hand.
- 1.3 A portion of every pot in the regular game is accumulated throughout the day to form the progressive jackpot prize pool.
  - 1.3.1 Part of the prize fund is retained to seed the next jackpot.
- 1.4 The progressive jackpot will be updated at 11:00 am each gaming day based on the amount of money collected from the previous day's progressive jackpot rake.

#### **2 GAME CONDITIONS**

- 2.1 The Casino Service Provider shall publicize and post the approved game conditions prominently.
- 2.2 A High Hand Progressive Jackpot shall apply only to No Limit and Limit Texas Hold'em.
- 2.3 A hand that has been mucked when facing action does not qualify for the progressive jackpot.
- 2.4 To be eligible for any progressive jackpot, the following conditions must be met:
  - 2.4.1 There must be at least five active players dealt into the hand;
  - 2.4.2 Players away from the table are not considered active players;
  - 2.4.3 Player must take possession of their hand to be eligible for any part of the progressive jackpot.
  - 2.4.4 The hand must be the player's best possible five card hand;
  - 2.4.5 Both hole cards must be used in making the best possible 5 card poker hand. In addition, to qualify for Four of a Kind (quads), the 2 hole cards must be a pocket pair.
  - 2.4.6 A minimum pot size of \$20 is required for jackpot eligibility.
  - 2.4.7 The qualifying hand must be the winning hand. Only one hand (winner) is eligible for every hand dealt.
  - 2.4.8 The winning hand can be made either on the flop, turn or river.
    - 2.4.8.a Showdown is not required.
    - 2.4.8.b Only one winning hand is eligible for every hand dealt.
  - 2.4.9 In the event the same jackpot is hit on more than one table at approximately the same time, whichever table started the round first will be considered the qualifying hand.
    - 2.4.9.a For this purpose, the first card dealt by the dealer is considered the "start of the round".
  - 2.4.10 High Hand Progressive Jackpot winners shall be awarded as posted at the beginning of each business day;

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2.4.11 The winning hands are as follows:

- 2.4.11.a Royal Flush – Clubs
- 2.4.11.b Royal Flush – Diamonds
- 2.4.11.c Royal Flush – Hearts
- 2.4.11.d Royal Flush – Spades
- 2.4.11.e Straight Flush – King High
- 2.4.11.f Straight Flush – Queen High
- 2.4.11.g Straight Flush – Jack High
- 2.4.11.h Straight Flush – 10 High
- 2.4.11.i Straight Flush – Nine High
- 2.4.11.j Straight Flush – Eight High
- 2.4.11.k Straight Flush – Seven High
- 2.4.11.l Straight Flush – Six High
- 2.4.11.m Straight Flush – Five High
- 2.4.11.n Any Quads (Four of a Kind)

2.4.12 Once a specific high hand progressive jackpot is awarded for the day, the same jackpot will not be reseeded until the next business day at 11:00am.

### 3 FUND JACKPOT QUALIFIERS AND CONDITIONS

- 3.1 Jackpot qualifiers and conditions shall be as authorized and posted.
- 3.2 Any Four of a Kind (quads) or Better shall qualify for the high hand jackpot.



### 33.0 Rules of Play – Community Poker – No Limit/Pot Limit – includes Mississippi Straddle

#### No Limit and Pot Limit

All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No limit means that the amount of a wager is limited only by the table stakes rule and within the maximum single bet limit. The rules of no limit play also apply to pot limit play, except that a bet may not exceed the pot size. The dealer is responsible for determining the pot size at pot limit, and should enforce the pot size cap on wagers without waiting to be asked to do so by a player.

- In poker, 'table stakes' are a limit on the amount a player can win or lose in the play of a single hand. A Player may bet no more money than they had on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once a hand is dealt. A Player also may not take a portion of their money off the table, unless they leave the game and take their entire stack out of play.
- The 'maximum single bet limit' means the maximum bet allowed by the house for each action of bet or raise.

#### 1 NO-LIMIT RULES

- 1.1 The number of raises in any betting round is unlimited.
- 1.2 The minimum bet size is the amount of the minimum bring-in, unless the Player is going all-in. The minimum bring-in is the size of the big blind. The minimum bet remains the same amount on all betting rounds. If the big blind does not have sufficient chips to post the required amount, a player who enters the pot on the initial betting round is still required to enter for at least the minimum bet (unless going all-in for a lesser sum) and a pre-flop raiser must at least double the size of the big blind. At all other times, when someone goes all-in for less than the minimum bet, a player has the option of just calling the all-in amount. If a Player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet.
- 1.3 All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. (The half-the-size rule for reopening the betting is for limit poker only.)
- 1.4 Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a Player qualifies as a raise. Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)
- 1.5 At non-tournament play, a Player who says "raise" is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the Player's hands come to rest outside the pot area. (This rule is used because no-limit play may require a large number of chips be put into the pot.) In tournament play, the TDA rules require that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a string bet.
- 1.6 A wager is not binding until the chips are actually released into the pot, unless the Player has made a verbal statement of action.
- 1.7 If there is a discrepancy between a Player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.
- 1.8 If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.
- 1.9 A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a Player acting on a previous bet with a larger denomination chip is calling the previous bet unless this Player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)

- 1.10 If a Player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a Player who has unintentionally put too much in to call.
- 1.11 In non-tournament games, one optional live straddle is allowed. The Player who posts the straddle has last action for the first round of betting and is allowed to raise. To straddle, a Player must be on the immediate left of the big blind (or on the button, if playing Mississippi straddle) and must post an amount twice the size of the big blind. A straddle bet sets a new minimum bring-in; it is not treated as a raise.
- 1.12 In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on a player's hand. The clock may be put on a Player by the Dealer as directed by a floor person, if a player requests it. If the clock is put on a Player when facing a bet, Player has one additional minute to act on the hand. Player will receive a ten-second warning, after which the hand is dead if player has not acted.

## 2 POT-LIMIT RULES

- 2.1 A bet may not exceed the pot size. The maximum amount a Player can raise is the amount in the pot after the call is made.
- 2.2 If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.
- 2.3 The Dealer or any Player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all Players have acted on it.
- 2.4 If an oversize wager has stood for a length of time with a Player considering what action to take, that Player has had to act on a wager that was thought to be a certain size. If the Player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the floor person may rule that the oversize amount must stand (especially if the player now trying to reduce the amount is the player that made the wager).
- 2.5 In pot-limit, a Player who puts a chip or a bill larger than the pot size into the pot without comment is considered to be making a bet of the pot size (unless they are facing a bet).