



# Rules of Play For Each Game

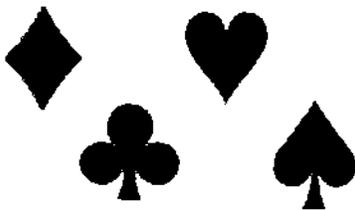
## Texas Hold-Em (High)

As the name implies, Texas Hold-Em reportedly originated in Texas in the early 1900s although there is no exact information on when or where it was first developed. Today, it is an exceedingly popular and widespread form of poker. It is a community game, meaning cards dealt on the hoard are shared by players to make their hands.

In Texas Hold-Em, each player gets two down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-Card Flop*. After a round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*) followed by another round of betting, then the fifth card, called *Fifth Street*, (also called the *River Card*). Fifth Street is followed by a final round of betting.

Basic Texas Hold-Em rules:

1. Two cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Texas Hold-Em has a total of four rounds of betting.
3. Players use any five of the community cards and one, two, or none of their hole cards to make a five-card hand.
4. The winner is determined by the player holding the highest poker hand.
5. All hands speak for themselves.





## Omaha (High)

This is the second most popular community game. Each player gets four down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-card Flop*. After another round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*). Fourth Street is followed by a round of betting, and then the fifth card, called *Fifth Street*, (also called the *River Card*) is exposed. A final round of betting follows Fifth Street.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand. This is the tricky part of Omaha. Don't get terribly excited about being dealt three or four of a kind!
4. All hands speak for themselves and the highest hand wins the pot.

Example:

Board	
6 ♣ 8 ♣ 6 ♦ 3 ♥ 6 ♠	
Final Players' Hands	
2 ♠ 4 ♣ J ♦ 9 ♥	Three 6s, Jack high LOSE
10 ♣ 5 ♣ Q ♣ A ♥	Three 6s, Ace high LOSE
K ♥ K ♦ 7 ♥ J ♥	Full House, 6s over Kings WINNER



## Omaha (High-Low Split)

This is the same game as Omaha only it also has a low hand. At Angie's it is played with an 8 qualifier and all Omaha rules apply. A player must have five cards 8 or below without pairing to qualify for low. The highest cards that can make a low hand are 8-7-6-5-4. The best low hand possible is A-2-3-4-5. Two cards from a player's hand may be used for high and two cards for low. The same cards may even be used for high and low. For example, A-2-3-4-5 could win for best high and low hand. This game is very popular and is the second most common game played at Angie's.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand.
4. All hands speak for themselves and the highest hand wins the pot.

Specific Omaha High-Low Split Rules:

5. In High-Low Split, high hand wins one-half the pot and low takes the other half. High hand gets the odd chip if the pot does not split equally.
6. In High-Low Split, straights and flushes do not count against the low hand.
7. In High-Low Split, any two of the hole cards may be used for the low hand and any two may be used for the high hand.



## Basic Seven Card Stud Rules

1. Three cards are dealt to the players face-down. Two cards in the beginning and then the final seventh card is dealt face-down as well. The other four cards are dealt face-up to players for a total of seven cards for each player who stays in the hand until the showdown.
2. A player who drops must immediately turn down all of his or her face-up cards.
3. It is the dealer's duty, after each round of cards is dealt, to designate the first bettor (as by saying, "First king bets," "Pair of sixes bets," etc.); and, after the third and fourth face-up cards are dealt, also to indicate holdings that may become straights or flushes ("Possible straight," "Possible flush").
4. If a bet or raise goes uncalled in any betting interval, the pot is taken by the player not called and the deal passes in rotation.
5. Highest hand wins the pot in Seven Card Stud High.
6. Highest hand and low hand split the pot in Seven Card Stud High-Low Split. The high hand gets the odd chip if the pot does not divide equally.
7. All hands speak for themselves.

## Seven Card Stud (High)

Seven Card Stud used to be the most popular form of poker. Each player gets two cards down, then a third one up. There is a round of betting, started by the player to the left of the big blind. Three more rounds of up cards follow, each round punctuated by a round of betting. The first bettor in each additional betting interval is the player with the highest card or the highest Poker combination showing. If two or more players are tied for highest, the one



nearest the dealer's left (that is, the one dealt first) is the first bettor.

The seventh and final card is dealt down, followed by a final round of betting. At the end of the hand, the players who have not folded and are still in the hand will have seven cards—three down and four up. After calling all bets, players then turn over their hands, and a winner is declared. Highest hand wins the pot.

## Seven Card Stud (High-Low Split)

The basic idea of high-low poker is that the best poker hand and the worst poker hand split the pot. Any form of poker may be played high-low. In a high-low split game there are usually two winners of the pot. The player with the highest hand takes one-half the pot and the player with the lowest hand takes the other half. Each player in the showdown may select any five of his or her cards as a high hand and any five cards as his or her low hand. In some cases a single player may win both ways and take the entire pot. The best low hand is a bicycle (A-2-3-4-5). This is played with an 8 qualifier at Angie's. The highest low hand allowed in Seven Card Stud would be 8-7-6-5-4. A player must have five cards 8 or below without pairing to qualify for low. Straights and flushes do not count against a low hand.

## Razz (Seven Card Stud, Low Only)

Razz is Seven Card Stud, low only. The best hand in Razz is a bicycle (A-2-3-4-5). However, a pair can win for low if it is the lowest hand. There is no qualifier. Hand speaks for itself. Straights and flushes do not count against players' hands.

Razz is usually played during a Seven Card Stud Choice game or a Dealer's Choice game. When a player has the dealer button, the player may choose one of the options (High-only, High-Low Split, or Razz) for Seven Card Stud. That game will then be announced to all.



## Five Card Stud

Essentially this game is the same as Seven Card Stud except that each player only receives a total of five cards instead of seven. A dealer gives each player a face-down card and then each player a face-up card. The first betting interval then begins. In the first betting interval, the player to the left of the dealer and not on a blind is first to act.

The first bettor in each additional interval is the player with the highest card or the highest poker combination showing. If two or more players are tied for highest, the one nearest the dealer's left is the first bettor.

Following the first betting interval, the dealer gives another face-up card to each active player in rotation, and there is another betting interval. Then another round of face-up cards to the remaining active players is dealt, and another betting interval occurs. Then a final round of face-up cards and a final betting interval takes place, followed by the showdown in which each player turns up his or her hole card. The best poker hand is declared the winner and all hands speak for themselves.

## Five Card Draw

Each player receives five cards, all dealt face down, one at a time, in rotation beginning at the dealer's left. Upon completion of the deal there is a betting interval. The player at the left of the big blind has the first right or obligation to bet. After finishing the first betting interval, each active player, in turn, beginning at the dealer's left, may discard one or more cards. Then the dealer gives the player from the top of the undealt portion of the pack, face down, as many cards as the player discarded. This is the draw. A player may also choose to stand pat (draw no cards). After the draw, there is another betting interval, followed by a showdown. The best poker hand wins, and all hands speak for themselves.



## Five Card Draw (High-Low Split)

This variation of five card draw allows both the high hand and low hand to win. If the winning hands belong to different players the pot is split with the odd chip going to the high hand. At Angie's it is played with an 8 qualifier, meaning a player must have five cards 8 or below without pairing to qualify for low. The highest low hand allowed is 8-7-6-5-4.

## Lowball

In Lowball, the lowest hand wins every pot. The ace is always low, and two aces are the lowest pair. Straights and flushes do not count, so the lowest possible hand is A-2-3-4-5 regardless of suits. This hand is called a "bicycle" or a wheel. The joker is added to the pack as the "bug" and represents the lowest card not actually held in the hand (or the lowest card in the hand without pairing). The betting starts on the left of the big blind. The game is "pass and out" before the draw. After the draw it is permissible to check. In Lowball, five cards are dealt to each player face down.

### Lowball Rules:

1. When playing Dealer's Choice, no joker will be added. During all other Lowball events one joker will be added to the pack.
2. Must bet a seven or better or lose all action after the draw. This means that if a player checks his or her hand that is a seven or better, then the player loses all bets placed after the draw.
3. Joker is the lowest card in your hand without pairing.
4. Five cards constitute a hand. A hand more or less than five cards is dead.
5. Straddles are permitted. May look at only two cards. Must be double the blind or the previous straddle and must be no more than half your chips.



### Lowball Rules continued:

6. Flashed card on the deal must be kept by the player if it is a five or lower. If the card is a six or higher it will be replaced after last player is dealt.
7. Flashed or boxed cards on draw cannot be kept and will be replaced after the last person acts.
8. Card faced by dealer after the draw is dead and player receives additional card after all players receive their cards.
9. A card off the table is dead. A card faced in deck, which is a boxed card, is also dead.
10. Only one cut is permitted per hand. Must be requested before any action is taken.
11. Do not expose any cards.
12. If a card is dropped by the player before the draw, then it is a dead card. If dropped after the draw, then it is a dead hand.
13. A misdeal is declared if six cards are dealt to two players or if dealer exposes more than one card face up.
14. Player must take number of cards requested. If the player says "Give me two—no, I mean three," the player still gets two cards.
15. If the player fouls his or her hand, then the hand is dead.
16. A player may draw up to five cards. However, only four cards can be given at one time. The fifth card will be dealt after the other players have received their requested cards.
17. All players must keep cards at table level and in sight. Hand held below table level is dead.
18. When a player calls for cards, the



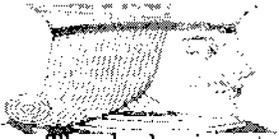
dealer "burns" (discards) top card face down and then fills the player's requirements.

19. All called hands must be shown as a full five-card spread.
20. A hand thrown away cannot be retrieved if any card touches any other card or cards. Player is responsible for his or her own hand. If a hand is fouled by another player, the hand is dead.
21. If a player makes an insufficient bet, the player must add additional chips or forfeit existing bet.
22. Money, once it is in pot, may not be removed.
23. No string bets. Player cannot go back to his or her stack in order to raise unless the player has announced "raise" clearly.
24. All hands must be played out.
25. No splitting of pots unless actual tie.
26. All hands speak for themselves and lowest hand wins.

### Option Alley

This game is better known as High-Low with a buy. It is Five Card Stud High-Low Split with a one card draw on the end, and is a very exciting game. After a normal one card down, four cards up game, each player gets to discard one card and buy a new one from the dealer. If the hole card is discarded, the player gets a down card back. Otherwise the new card is dealt face up.

Replacing one card may not seem like a big deal, but with only five cards, almost everyone will stay in for a shot at the high or low. Any player with an Ace and low cards may be going for the low until the last card, then pair up and take high. Or a player with a Jack and four low cards could discard the Jack and make a great low hand on the buy card.

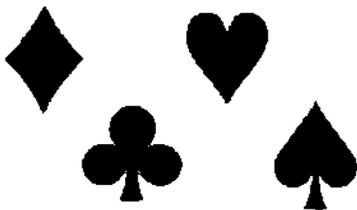


The dealer is not paid for the buy card. The buy card is obtained through an additional round of betting into the pot.

The best poker hand for high wins. The best low hand wins low and there is no qualifier so a pair could win for low as long as it is the lowest hand held. It is also possible for the low hand to win high and the high hand to win low. The hands speak for themselves.

## Dealer's Choice

This is played when a game cannot be agreed upon. The player located on the dealer's button is allowed to choose the game to be played for that hand. Any game offered at Angie's including variations such as High-Low Split and High-only may be selected. The rules for each game apply. Then the dealer button is rotated, and the game is chosen by the next dealer. This is a very slow game and is played as a last resort. Dealer's Choice is always very social and a good way for new players to learn new games.



## Betting Limits

The following betting limits can be posted as the betting limits for any and all of the games offered at Angie's:

\$1 - \$3/\$1 - \$6

\$2 - \$4

\$2 - \$4/\$2 - \$8

\$5 - \$10

\$6 - \$12

\$10 - \$20

Pot Limit

No Limit

With the exception of Pot Limit and No Limit, any and all games played at the other betting limits can be played with a half kill or full kill.

Kill Rules:

1. The game is played with a kill button added to the pot. The winner of the pot receives the kill button.
2. If the player with the kill button wins the very next pot in a row, the betting stakes for the next pot go up. The amount of the kill button blind will vary according to the stakes of the game. In a Half Kill game the stakes go up by one-and-a-half. In a Full Kill game the stakes double.  
Example: In a Half Kill game with a \$2 big blind, the big blind would be set at \$3 (one-and-a-half) if the player with the kill button won two pots in a row.
3. The kill blind must be paid.
4. The player with the kill button returns the button to the pot as soon as he or she loses or folds a hand.

Players should call Angie's Poker Club at (530) 892-2282 to verify the betting limits currently posted for play for various games.

# Collection Rate Schedule

\*Approved games include Texas Hold'em, Omaha, Omaha Hi/Lo, Seven Stud, Seven Stud Hi/Lo, Razz, Five Card Draw, Five Card Draw Hi/Lo, Lowball, Option Alley.

## Schedule A

### No-Limit and Pot Limit

Buy-In Limits	Number of Players	Table Fee
\$20-\$100	1-4	\$1
	5-6	\$2
	7-10	\$3
\$20-\$200	1-4	\$1
	5-6	\$2
	7-10	\$3
\$20-no max	1-4	\$1
	5-6	\$2
	7-10	\$3
\$50-\$500	1-4	\$1
	5-6	\$2
	7-10	\$3
\$100-\$500	1-4	\$1
	5-6	\$2
	7-10	\$3
\$100-no max	1-4	\$1
	5-6	\$2
	7-10	\$3
\$200-\$1000	1-4	\$1
	5-6	\$2
	7-10	\$3
\$200-no max	1-4	\$1
	5-6	\$2
	7-10	\$3
\$500-no max	1-4	\$1
	5-6	\$2
	7-10	\$3

# Limit

Betting Limits	Number of Players	Table Fee
\$2-\$4	1-4	\$1
	5-6	\$2
	7-10	\$3
\$3-\$6	1-4	\$1
	5-6	\$2
	7-10	\$3
\$2-\$4, \$2-\$8	1-4	\$1
	5-6	\$2
	7-10	\$3
\$4-\$8	1-4	\$1
	5-6	\$2
	7-10	\$3
\$4-\$10, \$4-\$20	1-4	\$1
	5-6	\$2
	7-10	\$3
\$5-\$10	1-4	\$1
	5-6	\$2
	7-10	\$3
\$6-\$12	1-4	\$1
	5-6	\$2
	7-10	\$3
\$9-\$18	1-4	\$1
	5-6	\$2
	7-10	\$3
\$10-\$20	1-4	\$1
	5-6	\$2
	7-10	\$3
\$20-\$40	1-4	\$1
	5-6	\$2
	7-10	\$3
\$50-\$100	1-4	\$1
	5-6	\$2
	7-10	\$3

# Schedule B

## No-Limit and Pot Limit

Buy-In Limits	Number of Players	Table Fee
\$20-\$100	1-4	\$2
	5-6	\$3
	7-10	\$4
\$20-\$200	1-4	\$2
	5-6	\$3
	7-10	\$4
\$20-no max	1-4	\$2
	5-6	\$3
	7-10	\$4
\$50-\$500	1-4	\$2
	5-6	\$3
	7-10	\$4
\$100-\$500	1-4	\$2
	5-6	\$3
	7-10	\$4
\$100-no max	1-4	\$2
	5-6	\$3
	7-10	\$4
\$200-\$1000	1-4	\$2
	5-6	\$3
	7-10	\$4
\$200-no max	1-4	\$2
	5-6	\$3
	7-10	\$4
\$500-no max	1-4	\$2
	5-6	\$3
	7-10	\$4

# Limit

Betting Limits	Number of Players	Table Fee
\$2-\$4	1-4	\$2
	5-6	\$3
	7-10	\$4
\$3-\$6	1-4	\$2
	5-6	\$3
	7-10	\$4
\$2-\$4, \$2-\$8	1-4	\$2
	5-6	\$3
	7-10	\$4
\$4-\$8	1-4	\$2
	5-6	\$3
	7-10	\$4
\$4-\$10, \$4-\$20	1-4	\$2
	5-6	\$3
	7-10	\$4
\$5-\$10	1-4	\$2
	5-6	\$3
	7-10	\$4
\$6-\$12	1-4	\$2
	5-6	\$3
	7-10	\$4
\$9-\$18	1-4	\$2
	5-6	\$3
	7-10	\$4
\$10-\$20	1-4	\$2
	5-6	\$3
	7-10	\$4
\$20-\$40	1-4	\$2
	5-6	\$3
	7-10	\$4
\$50-\$100	1-4	\$2
	5-6	\$3
	7-10	\$4

# Schedule C

## No-Limit and Pot Limit

Buy-In Limits	Number of Players	Table Fee
\$20-\$100	1-4	\$3
	5-6	\$4
	7-10	\$5
\$20-\$200	1-4	\$3
	5-6	\$4
	7-10	\$5
\$20-no max	1-4	\$3
	5-6	\$4
	7-10	\$5
\$50-\$500	1-4	\$3
	5-6	\$4
	7-10	\$5
\$100-\$500	1-4	\$3
	5-6	\$4
	7-10	\$5
\$100-no max	1-4	\$3
	5-6	\$4
	7-10	\$5
\$200-\$1000	1-4	\$3
	5-6	\$4
	7-10	\$5
\$200-no max	1-4	\$3
	5-6	\$4
	7-10	\$5
\$500-no max	1-4	\$3
	5-6	\$4
	7-10	\$5

# Limit

Betting Limits	Number of Players	Table Fee
\$2-\$4	1-4	\$3
	5-6	\$4
	7-10	\$5
\$3-\$6	1-4	\$3
	5-6	\$4
	7-10	\$5
\$2-\$4, \$2-\$8	1-4	\$3
	5-6	\$4
	7-10	\$5
\$4-\$8	1-4	\$3
	5-6	\$4
	7-10	\$5
\$4-\$10, \$4-\$20	1-4	\$3
	5-6	\$4
	7-10	\$5
\$5-\$10	1-4	\$3
	5-6	\$4
	7-10	\$5
\$6-\$12	1-4	\$3
	5-6	\$4
	7-10	\$5
\$9-\$18	1-4	\$3
	5-6	\$4
	7-10	\$5
\$10-\$20	1-4	\$3
	5-6	\$4
	7-10	\$5
\$20-\$40	1-4	\$3
	5-6	\$4
	7-10	\$5
\$50-\$100	1-4	\$3
	5-6	\$4
	7-10	\$5

# Chinese Poker

## **Detailed description of game**

### **Standards of play:**

The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

### **Type of card deck:**

Chinese Poker is played with one standard 52-card poker deck and no joker.

### **Dealing procedures:**

The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

### **Number of players:**

The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play.

### **How and when are house fees collected:**

By the house prior to cards being dealt.

### **Collection Procedure:**

Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

### **Table Fee- house fee collection**

The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee.

The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee. Additionally, the player that has the action button and the dealer button shall be required to pay a fee as well.

### **What is the betting scheme:**

The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit.

i.e., in a \$5.00 limit game each point would have a money value of \$5.00.

# Chinese Poker

## **How winners are determined and paid:**

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight ( A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

## **Round of Play**

The players wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2<sup>nd</sup> position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2<sup>nd</sup> position, which is the 3<sup>rd</sup> position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3<sup>rd</sup> position, which is the 4<sup>th</sup> position.
4. The player in 2<sup>nd</sup> position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3<sup>rd</sup> position.
5. The player in 2<sup>nd</sup> position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3<sup>rd</sup> position, which is the 4<sup>th</sup> position.
6. The player in the 3<sup>rd</sup> position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4<sup>th</sup> position.

## **Describe a "round of play"**

The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all

# Chinese Poker

hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

## Type of gaming table utilized for this game:

Standard poker table

**Point System:** The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand* and *Clean Sweep*. One of these or all of these may be won during each round.

**Bonus System:** additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a “Bonus” hand is present, points are added on the “Bonus” hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	3 Points	N/A	N/A
Full House	N/A	2 Points	N/A
Four of a Kind	N/A	8 Points	4 Points
Straight Flush	N/A	10 Points	5 Points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Must win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus.
- Bonus Hand values are always additional points.

*Example:* if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

**Clean Sweep:** "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep" hand must be declared after the player has received their cards but before the showdown. If a player has a “Clean Sweep,” the player is not required to set the back, middle, and front hands. Additionally, that player’s hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a “Clean Sweep” hand, all 13 cards are considered and are not

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required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

<b>Clean Sweep Hands</b>	
<b>Hand Dealt</b>	<b>Point Value</b>
<b>Dragon</b> Ace through King, Any Suit	13
<b>6 Pairs</b> Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
<b>Three Straights</b> Contains straights in all three segments (top, middle, bottom)	3
<b>Three Flushes</b> Suited cards in all three segments (top, middle, bottom)	3

\* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the "clean sweep" hand has been paid, all hands will be compared according to the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a "Clean Sweep" hand, it will be played as a regular hand and will not qualify for the "Clean Sweep."

## Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (10) times the value of one point of the game.

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2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.
3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, and any qualifying bonus or clean sweep hand that a player may have.
6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.
7. Before a showdown, a misdeal will be declared if:
  - a. Five or more cards of one player's hand are exposed by the dealer
  - b. Any player is dealt the wrong number of cards.
  - c. Five or more boxed cards appear in the deck
  - d. A foreign card appears.
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.
9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. Ace-2-3-4-5 is the smallest straight.
12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

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## Collection Fees

<b>Schedule Option</b>	<b>Table Limit</b>	<b>Player Fee (per hand)</b>
1	\$1 - \$100	\$1

<b>Schedule Options</b>	<b>Table Limit</b>	<b>Player # 1</b>	<b>Player #2</b>
2	\$1 - \$100	\$2	\$1
3	\$1 - \$100	\$3	\$2