

Face-Up Chinese Poker

Type of Game

The players of Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player's back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Chinese Poker is played with one standard 52-card deck which does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.

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Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Dealt	Hand Requirements *
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind. Except as noted in the clean sweep section.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

*Straights and Flushes are not considered in the three card hand

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to five seated positions. However, in a five-handed game, only four players will receive a hand and 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 four hands chooses not to participate during that round of play. When five players are seated at the table, only the player that has both the action button and the dealer button, and the three players clockwise around the table from that player, shall receive cards. Also, if there are only two players at the table, they will have the option of playing two hands each. However, if both players do not agree to play two hands, each player will only receive one hand. The settling of hands will follow the same guidelines below. If a player does play two hands, their hands will only be compared to the other player's.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack.

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Dealing Procedures and Round of Play

After each player has placed their wager, the action button and the dealer button shall be placed. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button. Once a player has received both buttons, the house dealer shall complete the dealing procedures as described below.

The casino dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment. The initial five cards can be split up between the three segments. This process continues clockwise until all active players have placed their initial five cards in their respective segments. The casino dealer will then deal one card face-down to the active player to the left of the dealer button. That player must place the card face-up in either the top, middle or bottom segment of their hand. Once the card lays face-up on the table in any of the segments, it will be set and cannot be altered. This process continues clockwise to each active player until all active players have 13 cards face-up with three cards in the top segment and five cards in both the middle and bottom segments.

Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand. A player may bet no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once the hand is dealt. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy in. In addition, players may not remove any chips from their table stakes in between hands.

Dealer Button

The game shall utilize a flat white disk with the words dealer button on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play.

Action Button

The game shall also utilize a disk with the words action button on it to visually designate which player received first action on their wager. It also signifies that the player with this button is in position #1 and shall begin the comparison of his/her hands against all other players at the table, according to the settling of hands described below. The other players in clockwise rotation represent position #2, position #3, and position #4.

When a new game is opened, the player to the left of the house dealer shall receive both the action button and the dealer button. Both buttons shall stay with the same player at all times and shall rotate clockwise to the next player after each round of play. Wagers shall be settled according to the rules below.

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How Winners are Determined and Paid

Once each player has set their three hands, all three segments of a player's hand shall be compared to the next player's three segments, in the following order:

- The player in position #1 shall compare their hands against the position to their left, which is position #2.
- The player in position #1 shall compare their hands against the position to the left of the position #2, which is the position #3.
- The player in position #1 shall compare their hands against the position to the left of the position #3, which is the position #4.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #3.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to the left of the position #3, which is the position #4.
- The player in the position #3, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #4.

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a foul hand, that player must pay a penalty to each player. The penalty shall be three points to each player for each segment. No matter which segment has been fouled, the whole hand will be considered fouled and the penalty will be nine points. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand. However, the player with the foul hand is not eligible for bonus points according to the Bonus System or if they have a Clean Sweep.

When comparing each player's segments, each player shall be paid according to the point system, as described below.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push) and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below. All of these shall be offered together at all times that this game is being played.

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Bonus System

Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Pair of Sixes (6s)	1 point	N/A	N/A
Pair of Sevens (7s)	2 points	N/A	N/A
Pair of Eights (8s)	3 points	N/A	N/A
Pair of Nines (9s)	4 points	N/A	N/A
Pair of Tens (10s)	5 points	N/A	N/A
Pair of Jacks (Js)	6 points	N/A	N/A
Pair of Queens (Qs)	7 points	N/A	N/A
Pair of Kings (Ks)	8 points	N/A	N/A
Pair of Aces (As)	9 points	N/A	N/A
Three of a Kind (2s)	10 points	N/A	N/A
Three of a Kind (3s)	11 points	N/A	N/A
Three of a Kind (4s)	12 points	N/A	N/A
Three of a Kind (5s)	13 points	N/A	N/A
Three of a Kind (6s)	14 points	N/A	N/A
Three of a Kind (7s)	15 points	N/A	N/A
Three of a Kind (8s)	16 points	N/A	N/A
Three of a Kind (9s)	17 points	N/A	N/A
Three of a Kind (10s)	18 points	N/A	N/A
Three of a Kind (Js)	19 points	N/A	N/A
Three of a Kind (Qs)	20 points	N/A	N/A
Three of a Kind (Ks)	21 points	N/A	N/A
Three of a Kind (As)	22 points	N/A	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 points	6 points
Four of a Kind	N/A	16 points	8 points
Straight Flush	N/A	20 points	10 points
Royal Flush	N/A	40 points	20 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:

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

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 ten points for the four of a kind in the back for a total of twelve points.

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Clean Sweep

A Clean Sweep, also referred to as a Natural occurs when all thirteen cards dealt to a player make a qualifying hand, as shown below. 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 prior to the segments being compared. 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. 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:

Clean Sweep Hands	
Hand Dealt	Point Value
Super Dragon Ace (low) through king, One suit	26
Dragon Ace (low) through king, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

Clean sweep hands with the same value are pushed. Clean sweep hands with a higher value will be paid the full amount of the winning value. 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.

Fantasy Land

Fantasy Land gets triggered if a player gets a pair of Queens (Qs) or better, as their front hand segment without fouling. On the next hand, that player receives all 13 cards dealt face down right from the deal. The player must then place those 13 cards optimally into their 3 hands before the cards are dealt to the remaining players. To stay in Fantasy Land a player must make a straight flush or quads on the bottom hand, a full house or better in the middle or trips on top. If a player stays in Fantasy Land they must make a verbal announcement to the other players in the game.

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Collection Procedure

For **schedule options 1 through 8**, a collection fee is taken per player, per 40 minute down, based on the table limit. 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. Players who enter the game prior to the 20 minute mark of the 40 minute down will be charged the posted collection rate for that down. Players who enter the game after the 20 minute mark of the 40 minute down will be charged half the posted collection rate for that down. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Options	Table Limit	Player Fee (per 40 minute down)
1	\$1	\$10
2	\$5	\$10
3	\$10	\$12
4	\$20	\$12
5	\$30	\$15
6	\$40	\$15
7	\$50	\$18
8	\$100	\$18