

PUSH NINE RULES

1. English is the only language allowed to be spoken at the gaming table while a hand is in progress. Dealer must speak English when in box
2. Table stakes only. All chips must be on the table before the start of the hand.
3. Deck changes can be requested after one complete round of the table. A round being defined as nine hands.
4. At the beginning of the game each player will draw for the high card. The high card will be the person to start with the dealer button and will be the first person to act on his hand. After the game begins the person who wins the pot will receive the dealer button.
5. Each player will ante at the start of each hand.
6. A limit of one bet and three raises per betting round unless heads up. Heads up play is defined as when only two players remain in the pot.
7. All raises must at least equal the amount of the previous bet or raise.
8. If two or more cards of the same suit and value or cards with different colored backs appear in a deck, the deck is fouled and all hands are dead. All action on that hand is backed up and any player having put money in the pot shall receive a refund of said money from the pot. Action on all preceding hands stand.
9. A player is responsible to protect his own hand. If a player's card or cards comes in contact with discards or is accidentally taken by the dealer, the hand shall be deemed as a dead hand and the player forfeits all chips that he has put into the pot.
10. If a player drops a card or cards on his lap or the floor the hand is dead and player forfeits all chips that he has put into the pot.
11. Each player will receive three cards dealt face down. A player having less than three cards or more than three cards after the first person has acted on their hand will have a dead hand. A misdeal will be called.
12. A card being dealt face up and the player has not looked at any of his other cards will have the option of keeping the card or getting another card. If the player has looked at his cards, he must keep the card that was dealt face up.
13. A face up card that is to be replaced by another card will be given to the player after all the remaining players have received all of their cards from the top of the deck.
14. A boxed card constitutes a misdeal.
15. When no betting has occurred on a hand and there are only two remaining players left in the hand they may agree to split the pot.
16. Players who had the push hand (2 hands of same value) do not have to post the \$2.00 ante for the next hand (push-pot hand.) A push-pot will happen when two or more players have the same high hand of same value.

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17. Any player having been dealt in when the push pot occurred have the option of buying into the push pot.
18. To determine the amount of the push buy-in, the pot is counted down and divided by the number of players having pushed their hand (if two players push, the pot is divided in $\frac{1}{2}$ - if three players, the pot is divided in 3rds.
19. The first push player to the left of the dealer button becomes the dealer and the last push player to declare his hand becomes the cutter.
20. Only three pushes are allowed. After the third push no more buy ins will be allowed and the money in the push pot will be divided equally between the last players who had the push hands.
21. Two or more players may decide to go cow in a push pot. In this case each one will put up an amount which when totaled will add up to the amount of the buy-in for the push pot.
22. Only one hand will be dealt to the cow players. The cow players will decide among themselves who is to receive the hand.
23. Cow players must put up at least half of the money for the buy in for the betting round.
24. To play partners in a push pot each partner must put of the total amount of money for the buy-in to the push pot plus half the amount of the buy-in money for the betting round.
25. Each partner will be dealt a separate hand and use his own chips for betting purposes.
26. A partner must have an eight or better to raise his partner. If a partner raises his partner with less than an eight, both partners lose any right to the pot and the dealer will award the pot to the remaining player with the highest hand.
27. If one of the partners wins the push pot it is divided between them.
28. Players may back each other's play in a push pot, which means that if one of them wins the push pot they will give the other player back his buy-in. The rule for betting an eight or better applies in this situation also.
29. In a push pot situation if no other eligible players can meet the buy-in requirement, the push hands may elect to split the pot instead of playing a hand for it.
30. The decision of management is final in all cases.
31. Asian Push-Nine is played with a standard deck of poker cards (52) and no jokers.
32. There is always a drop in Asian Push-Nine predetermined by the number of players in the game.
33. Object of Asian Push-Nine is for a player to get nine (9) points or better based on the standard ranking of Asian Push-Nine poker. Three (3) of a kind being the best hand, followed by a straight, three (3) faces and total of nine (9) or less.

RANK OF HANDS

3 OF A KIND

AAA-Highest
2 2 2-Lowest

STRAIGHT

AKQ-Highest
3 2 A-Lowest

THREE FACES

KKQ, KKJ, QQK, QQJ, JJK, JJQ -All of these have same value

POINTS 0-9 (9 being the highest)

Face Card and 10's have a value of 0.
Ace has value of one (1).
All other cards have face value.

The three (3) cards will be added together to find a value 0-9.
(i.e. A-K-9 =0, 7-3-9 =9, K-10-8 =8, 5-5-6 =6, 8-8-9 =5)

ASIAN PUSH-NINE WAGER LIMITS

<u>GAME</u>	<u>BETTING LIMIT</u>	<u># OF PLAYERS</u>	<u>COLLECTION FEES</u>
Asian Push-9	\$2.-\$10.	6 - 9	\$2.00
		5 or less	\$1.00
There is always a drop based on the number of players.			
(First Push)	\$2 - \$20	6 - 9	\$2.00
		5 or less	\$1.00
(2 nd Push)	\$2 - \$30	6 - 9	\$2.00
		5 or less	\$1.00

CASINO CASHPOT ASIAN PUSH-9 INFORMATION

Cashpot for Asian Push-Nine is paid when certain hard to obtain hands are beaten by an even better hand.

In the case of Cashpot Asian Push-Nine, the Cashpot would be awarded when any three (3) of a kind is beaten by an even higher three (3) of a kind (based on the standard ranking of Asian Push-Nine poker hands.) Three AAA's being the highest and three 222's being the lowest.

In all Cashpot games, 50% of the posted jackpot amount goes to the loser of the hand, 25% to the winner of the hand and the remaining 25% is divided equally among the remaining players.

There must be six (6) or more players present at the table to act on their hand in turn to qualify for Cashpot.

Any exposing of cards or conversation relating to the possibility of a Cashpot hand may void the Cashpot.

Only the highest and lowest qualifying Cashpot hands will be awarded the Cashpot prize.

When a Cashpot is announced, the Floorperson will verify that both hands qualify for the Cashpot and then have the cards suited and ranked.

Any deviation from a standard deck will nullify the Cashpot. Marked or finger nail marks found on cards nullify Cashpot.

Management reserves the right to review security tape prior to awarding the cash prize.

Explanation of Games, Limits, Betting Structures, House Fee.

GAME

Asian Push-Nine poker.

BUY-IN

Minimum amount of chips needed to take a seat in game.

BETTING LIMITS

Lesser amount of the figure refers to the size of the ante prior to cards being dealt. Highest amount refers to the limit a player may bet after cards are dealt (up to \$10 first round). First Push Pot and 2nd Push Pot (should one occur) the limits apply as shown on table.

NUMBER OF PLAYERS

The number of active players dealt into a hand.

COLLECTION/HOUSE FEE

A pre-established fee collected by the House as revenue for services rendered (such as running of the games).

The fee is established according to the number of players in the game regardless of the size of the pot a player may win.

The Casino Club has two (2) pre-established fees ranging from \$2.00 - \$1.00 per hand for Asian Push-Nine. The collection is taken out of the pot made up from the antes placed in front of each player before the cards are dealt and chips are co-mingled. Collections for Push Pots are taken in the same manner.

GLOSSARY OF ASIAN PUSH-NINE POKER TERMS

ACTION: A fold, check, call, bet, raise or showdown.

ALL-IN: When all of a player's chips (legally playable when the hand begins) are in the pot.

ANTE: A required amount posted before the start of the hand by all players.

BET: The act of placing a wager in turn into the pot.

BLIND: A required bet made before any cards are dealt.

BLUFF: To bet an inferior hand in an attempt to eliminate all opponents.

BOARD: 1. Board on which a waiting list is kept for players wanting seats in specific games.

BOXED CARD: A card that appears face up in the deck where all others are face down.

BROKEN GAME: A game no longer in action.

BUTTON: A player who is in the designated dealer position.

BUY-IN: The minimum amount of money required to enter a game. Usually ten times the minimum bet.

CAGE: A cashier's window where chip or money transactions take place.

CARDS SPEAK: The face value of a hand in a showdown is the true value of that hand, regardless of a verbal announcement.

CAPPED: When the maximum number of raises on a betting round have been reached.

CHECK: To refrain from betting in a round, but to retain your right to act if another player bets.

COLOR CHANGE: A request to change the deck. Also a request to change the denomination of chips.

CUT CARD: The term for the bottom card used by the dealer for security purposes.

DEAD CARD: A card that is no longer playable.

DEAD HAND: A hand that is not legally playable.

DEALER BUTTON: A flat disk used to indicate the player who is in the dealing position for that hand.

DECK: A set of playing cards. 52 cards: Hold'em, Omaha, and format games.

DISCARD (S): Cards that are thrown away, the muck.

FACE CARD: A king, queen or jack.

FLASHED CARD: Card that is partially exposed.

FLOORPERSON: A cardroom employee who seats players and insures that all rules of games are followed, protecting all players equally.

FULL BUY: A buy-in equivalent to at least the required amount for that particular game.

HEADS UP: Only two players involved in a hand.

HOLECARDS: Cards dealt face down to a player.

IN TURN: When it is legally a player's turn.

LOCK-UP: To hold a seat for a player.

MISDEAL: A mistake in dealing procedure which causes a new hand to be dealt.

MUCK: The cards the players have discarded.

OPENER: First voluntary bet.

PUSH: A push pot will happen when two or more players have the same high hand of same value.

RACK: Used to hold chips. The tray in front of the dealer is also referred to as a rack.

RAISE: The act of doubling the previous bet.

ROTATION: When a new dealer replaces an existing dealer at a table.

SCOOP: To win the entire pot.

SCRAMBLE: The face down mix of the deck.

SET: Three of a kind, also called trips.

SIDE POT: A separate pot formed when one or more players goes all in.

SHORT BUY: Anything less than the required buy in for a particular game.

SPLIT POT: A pot that is divided among the players.

STUB: The part of the deck that has not been dealt.

TABLE STAKES: The amount of money you have on the table. The requirement that a player can bet only what's in front of him at the start of the hand.

TIME: The expression used to stop the action of a hand.

WAGER: Bet or raise.

ASIAN PUSH NINE POKER

How to Play

Asian Push Nine is played with up to nine players at a table. With a standard poker deck of 52 cards. Each card has a face value, with 10 through kings having a value of "0". The object of the game is to end up with a poker hand in which the sum of three cards in your hand equals to or is closest to a total of "nine" (for example; a 10-4-5 in your hand would equal to a value of "9" since the 10 has a face value of "0"). Three of a kind, flushes or three card straights are the next three ranking hands which may beat out a "9".

#1 In order to receive a playing hand, each player at the table antes \$2.

#2 The dealer deals out three cards face down to each player. At this point, the dealer comingles all antes to center of table, from which he takes a \$2 table fee and places it in the drop slot of the table, to be dropped at the conclusion of the round.

#3 The player closest to the button moving in a clock wise direction, opens the action by betting \$2 or throws his hand away. After this round of betting, the players remaining discard and draw up to three cards.

#4 Once all players have drawn their cards, there is a second round of betting. At the conclusion of this betting round, all players showdown their hands and a winner is declared. Cards speak for themselves.

In the event of a tie, where two or more players have the same rank of hands, a PUSH POT or "tie" occurs.

When there is a PUSH POT or "tie", the chips remain in the center of the table. The dealer counts down the amount of chips in the pot and divide them equally. This determines the amount of chips a player, (not involved in the "tied" hands) may ante, in order to participate in the next round or "PUSH-POT" round. The players whose hands tied, automatically qualify for the next round.

Once all players wishing to participate in the Push pot round have placed their bets, steps 1 through 4, are repeated. At this point in step #2, when the table fee is collected an additional "Cash-pot" (Jackpot) commission of \$1, is also taken and dropped into a separate drop box, at the conclusion of the round. (The Jackpot commission is collected only during a Push or tie round and accounted for separately from the table fees).

Up to three Push pot rounds may be played, in which the steps as described above will occur, before the pot is distributed amongst the final winning players.

In the event a "Cashpot" (Jackpot) hand occurs, where three of a kind is beaten by a better three of a kind, the jackpot is paid. Regardless of whether it occurs in the initial round of play or a Push round.

However, in all games at the Casino Club, in order for a hand to qualify as a Jackpot hand, there has to be a minimum of five players dealt into the round. This qualiffyer is posted, with our jackpot rules in the card room.

RANK OF HANDS3 OF A KIND

AAA-Highest
 2 2 2-Lowest

FLUSHES

Any three Diamonds
 Any three Spades
 Any three Clubs
 Any three Hearts

STRAIGHT

AKQ-Highest
 3 2 A-Lowest

THREE FACES

KKQ, KKJ, QQK, QQJ, JJK, JJQ – All of these have same value.

POINTS 0 – 9 (9 being the highest)

Face Card and 10's have a value of 0.
 Ace has a value of one (1).
 All other cards have face value.

The three (3) cards will be added together to find a value 0 – 9.
 (i.e. A-K-9=0, 7-3-9=9, K-10-8=8, 5-5-6=6, 8-8-9=5)

ASIAN PUSH-NINE WAGER LIMITS

<u>GAME</u>	<u>BETTING LIMIT</u>	<u># OF PLAYERS</u>	<u>COLLECTION FEES</u>
Asian Push 9	\$2.-\$10.	6 – 9	\$2.00
		5 or less	\$1.00
There is always a drop based on the number of players.			
(First Push)	\$2.-\$20.	6 – 9	\$2.00
		5 or less	\$1.00
(2 nd Push)	\$2-\$30.	6 – 9	\$2.00
		5 or less	\$1.00

COW: A term used, meaning to "play partners" when a Push-pot occurs in the Asian Push Nine game. Two or more players will "pool" equal amounts of money (chips), to cover the buy-in and subsequent betting round into the push pot. However, only one of the "partners" has say over how the hand will be played

CUT: To divide the deck into two sections to change the order of the cards.

CUT CARD: The term for the bottom card used by the dealer for security purposes.

DEAD CARD: A card that is no longer playable.

DEAD HAND: A hand that is not legally playable.

DEAD MONEY: Chips that are pulled into the pot because they are not considered part of a players bet.

DEAL OFF: To take all blinds and the button before changing seats or leaving the table.

DEALER BUTTON: A flat disk used to indicate the player who is in the dealing position for that hand.

DECK: A set of playing cards. 52 cards: Hold'em, Omaha, and format games.

DISCARD (S): Cards that are thrown away, the muck.

FACE CARD: A king, queen or jack.

FLASHED CARD: Card that is partially exposed.

FLOORPERSON: A cardroom employee who seats players and insures that all rules of games are followed, protecting all players equally.

FLOP: Three community cards that are turned simultaneously after the first round of betting in Hold'em.

FLUSH: Five cards all of the same suit.

FULL BUY: A buy-in equivalent to at least the required amount for that particular game.

FULL HOUSE: Three of a kind and a pair.

HEADS UP: Only two players involved in a hand.

HOLECARDS: Cards dealt face down to a player.

IN TURN: When it is legally a player's turn.

KICKER: The highest unpaired card that helps a players hand.

KILL: A blind doubled in amount.

KILL BUTTON: A button used in kill games to indicate the player who has won two pots in a row.

KILL POT: A pot with a forced double blind by the winner of the two previous pots.

LIVE BLIND: A blind bet giving the player the option of raising.

CASINO CLUB HOLD'EM CASHPOT INFORMATION

Poker Cashpots are paid when certain hard-to-obtain hands are beaten by an even better hand, (based on the standard ranking of poker hands). When monies have been awarded, the Cashpot fund is "seeded" from a back up account and raised weekly. The beaten hand must clearly be the second best hand.

If the Cashpot is awarded when there is only one live game in progress, 50% of the posted jackpot amount goes to the loser of the hand, 25% to the winner of the hand and the remaining 25% is divided equally among the remaining players.

In instances where there are more than one of the same game (Hold' Em) in progress the Cashpot award is divided as follows; 40% of the posted amount goes to the loser (the beaten hand), 20% to the winner (the winning hand) and the remaining 40% is divided equally and awarded as a table share among all other active players in the games.

THERE MUST BE FOUR (4) OR MORE PLAYERS PRESENT AT THE TABLE TO ACT ON THEIR HAND IN TURN TO QUALIFY FOR CASHPOT.

Any exposing of cards or conversation relating to the possibility of a Cashpot hand may void the Cashpot.

Only the highest two qualifying Cashpot hands (except where two hands are of equal rank) will share in the Cashpot award.

When a Cashpot is announced, the floor person will verify that both hands qualify for the Cashpot and then have the cards suited and ranked. Any deviation from a standard deck will nullify the Cashpot.

Management reserves the right to review security tape prior to awarding the cash prize.

HOLD'EM SUPER CASHPOT HANDS ✓

Four eights (8) or better beaten by four of a kind or better, (based on the standard ranking of poker hands).

However, in Hold' Em because of the community card feature, there are additional rules for qualifications. Each player must use both of their "hole" cards to make the best hand and if the qualifying hand is four-of-a-kind with a fifth card for a kicker in their hand, this card must beat or equal in rank the two kickers on board.

The prize money for the **SUPER CASHPOT** progresses until it's awarded. The **SUPER CASHPOT** will be "seeded" by the amount of funds available in the "back up" account less \$1,000 that will be held back to be available in the event more than one Cashpot is hit in a short period of time.

HOLD'EM CLUB CASHPOT HANDS ✓

Aces full of Ten's (3 A's & a pair of 10's) or Aces full of Jack's (3A's & a pair of J's) or Aces full of Queens (3A's & a pair of Q's) or Aces full of Kings (3A's & a pair of K's) beaten by four of a kind or better, (based on the standard ranking of poker hands).

However, in Hold' Em because of the community card feature, there are additional rules for qualifications. Each player must use both of their "hole" cards to make the best hand and if the qualifying hand is four-of-a-kind with a fifth card for a kicker in their hand, this card must beat or equal in rank the two kickers on board.

The award for the **CLUB CASHPOT FREEZES @ \$5,000** and is "seeded" at a range of \$1,000 to \$5,000 based on the amount being available in the "back up" account.

HOLD'EM "MINI" CASHPOT HANDS

Aces full deuces (2's) through nines (9's) beaten by four of a kind or better, (based on the standard ranking of poker hands).

However, in Hold' Em because of the community card feature, there are additional rules for qualifications. Each player must use both of their "hole" cards to make the best hand and if the qualifying hand is four-of-a-kind with a fifth card for a kicker in their hand, this card must beat or equal in rank the two kickers on board.

The award for the "Mini" Cashpot will be pre determined prior to the promotion taking place and will range from \$100 to \$1,000. The Casino Club will prominently display in a timely manner the amount to be awarded in all advertisement and literature as well as on signs in the poker room floor.

Prize will be funded from the "back up" Cashpot account.

OMAHA CASHPOT

Four (4) Jacks or better beaten, (based on the standard ranking of poker hands). All Omaha rules apply.

Prize for the Omaha Cashpot is funded solely by the Casino Club and there is no Cashpot commission collected from the players.

The amount of the Cashpot remains at \$1,000 and is divided as follows; 50% goes to the losing hand, 25% to the winner of the hand and the remaining 25% is divided equally among the remaining players.

All other Cashpot rules apply.

ROYAL FLUSH BONUS

Hold' Em games only including, "FREE" instructional table.
\$200.00 cash awards any suit.

Prize will be funded from the "back up" Cashpot account.

ALL CASHPOT RULES APPLY

PROGRESSIVE "QUADS" HANDS

Four deuces through Four Aces must have pocket pair in the hole.

Awards are seeded at \$25 and increased daily in \$10 increments.

Prize money will be funded from the "back up" Cashpot account.

Hold' Em games only including, "FREE" instructional table.

ALL CASHPOT RULES APPLY

Management of Cashpot Funds

1. The Casino Club increases the Prize Money from a player funded commission of \$1 per hand.
The Casino Club's drop collection of \$0 - \$4 (based on the number of players at the table) and the \$1 Cashpot commission are collected simultaneously from players commingled chips in the center of the table after the action has been established (board cards flopped). Each collection is dropped individually into separate drop boxes at the conclusion of play. In instances where there is no flop and no drop the \$1 Cashpot commission is not taken.
2. Separate accounting is maintained, to fund and manage the Cashpot Prize money. The amount increased derives from the collected monies based on the total amount of hours the games run each day. Included in the accounting is a "back up" account that is used to "seed" the Cashpot when the prize money has been awarded.
3. The Cashpot is paid in games where at least four (4) players have been dealt in, for this reason the Cashpot commission is not assessed in games with three (3) players or less.
4. We provide a "FREE" instructional table for players who ask to play Cashpot poker without participating in a live game.
The instructional table opens upon request and there is no purchase necessary. Dealers will push through rotation in the same manner as it's done in live games.
5. All rules which apply to Cashpot award in live games also apply to the "FREE" instructional table.

CASHPOT RULES

- E1. A \$1 "Jackpot Collection" will be taken as part of each round, unless game is 3 handed or less.
- E2. To qualify for a Jackpot, in Texas Hold' EM at least four (4) players must have been dealt in and acted on their hand in turn.
- E3. In Texas Hold' EM to qualify for the Cashpot both hands must use both hole cards.
- E4. A kicker that is copied on the board does not disqualify the hand.
- E5. All Cashpot awards require showdown of all hands on the river or Jackpot is invalid.
- E6. The beaten hand must clearly be the second best hand at showdown.
- E7. Discussion, exposing of cards or collusion between players that could lead to the Cashpot being hit is prohibited and will nullify the Jackpot award.
- E8. Any irregularity or discrepancy with the deck will void the Jackpot.
- E9. This promotion may be cancelled or modified at any time. All House decisions are final.
- E10. Tournament tables are excluded from Cashpot payouts. Only live H'E qualifies.
- E12. The Cashpot will be paid within 24 hrs. Casino Club management will do their best to pay all Cashpot awards on the same day. All hands involved in payouts are subject to camera review.
- E13. When a Cashpot is announced, the Floor person will verify that both hands qualify for the Cashpot. The dealer will count the remaining stub, sort and spread the deck of cards. Casino Club management will review the videotape.
- E14. In all Cashpot games, 50% of the posted Jackpot will be awarded to the losing hand, 25% to the winning hand and 25% divided evenly among the remaining players who were dealt in at the table or were eligible to receive a hand.
- E15. If more than one of the same type game is in progress when the Cashpot is hit, the Jackpot will be awarded as follows: 40% to the losing hand, 20% to the winning hand and 40% divided evenly between all remaining players who were dealt in or were eligible to receive a hand at other qualified tables.

- E16. If there is more than one losing hand, the highest ranking of the two hands becomes the qualifying losing hand for the Cashpot.**
- E17. Chip racks, reading material or any other item that may obstruct the visibility of a hand on the table may nullify a jackpot.
- E18. If a player chooses to play off their button and move they will still be eligible for the jackpot. But if a player moves away from the blind and chooses not to post or make it a "live bet", they will not be eligible for the jackpot.
- E19. Players away from the table to retrieve funds will not be considered eligible to participate in the Cashpot award unless live money remains in their seat and they have not received a missed blind button.
- E20. Required State and Federal tax forms must be filled out and signed by Cashpot winners prior to prize money being awarded. All mandatory taxes will be withheld from the prize money and sent to the corresponding agencies, as required, by the Casino Club.

Application for Gaming Activity Review: Section III: Question & Answer

1. Name of Proposed Gaming Activity:

High Hand Promotion.

2. Name each controlled game that is associated with this gaming activity:

Texas Hold'em.

3. Describe any Jackpot or any other type of prize awarded:

A Prize will be awarded when one player in a Texas Hold'em game obtains a designated qualifying high hand ("Qualifying Hand") during a predetermined and designated promotional period. Both hole cards must be used in order to qualify. When a high hand is announced, the floor person will verify that the hand qualifies for the promotion. Any deviation from a standard deck will nullify the promotional hand. Possible Qualifying High Hands are as follows:

Option A: Royal Flush

Option B: Straight Flush

Option C: Four of a Kind

In all instances, patrons will be provided with ample advance notice of the posted promotional prize for the game in which they are playing.

4. If a cash prize is involved, is the amount progressive or a fixed amount?

The promotional prize amounts are fixed. The range of the fixed prize amount is between \$25-\$100,000 for player(s) when they have made and such has been recorded by floor person; the high poker hand for that specific time period.

5. Explain if the gaming activity is House funded or player funded:

Player funded

6. Describe any special fee collection involved in this gaming activity, for example, a Jackpot collection fee.

A \$1.00 Jackpot collection will be taken from the total collection fees paid to the House during each round of play. The Jackpot collection will be added to the Jackpot fund.

7. Describe how the Jackpot will be seeded and how prizes will be awarded.

Jackpots will be seeded from jackpot fees collected; awards will be in the form of live chips that may be cashed out immediately by the player

- 8. Explain any prize distribution including prizes given to the winner, loser, or any other player or patron.**

Please see #3 above.

- 9. Explain any re-seeding of the fund once the prize is won.**

See #7 above

- 10. Explain any minimum or maximum number of players required to be dealt into the game for the table to be eligible for the gaming and activity prize.**

A minimum of four players is required in order to qualify for the promotional prize.

- 11. Explain if the house is retaining any administrative or any other type of fee operating the game activity.**

N/A

- 12. Describe any opportunity(s) for the person to play for the prize without placing any live wagers or paying any table fees.**

A no purchase necessary (NPN) option is available to any person who requests it. Any person wishing to participate without a purchase or live chips will have the same opportunity to play for the Promotional Prize as the player participating in the live game. Advertisements will advise all patrons that there is a general and indiscriminate opportunity to participate in an NPN game to qualify for the Promotional prize.

- 13. Provide copies of any published/proposed promotion or advertisement literature.**

N/A

- 14. Identify any entity or person other than those licensed as the house involved in the gaming activity.**

N/A

- 15. Describe the type of table and equipment utilized for the gaming activity.**

No special table or equipment is used for the promotion. The regular Texas Hold'em tables and equipment are utilized.

CASINO CLUB

POKER TOURNAMENTS

1. GAME (S):

TEXAS HOLD'EM, OMAHA HI / HI-LO, STUD HI / HI - LO, DRAW POKER HIGH AND LOW
(The low version being called Lowball)

2. STRUCTURE:

LIMIT, NO LIMIT, POT LIMIT

3. BUY-IN (S): \$0 - \$10,000.00

ADD-ON (S): \$0 - \$10,000.00 (0 – 10 allowed)

RE-BUY (S): \$0 - \$10,000.00 (0 – unlimited)

4. ENTRY: \$0 - \$100 (Revenue to Casino Club) STAFF POOL: \$0 - \$100 (Distributed as tips)

5. METHOD OF ENTRY:

- PAY FULL BUY-IN
- ADDITIONAL METHODS OF ENTRY FOR SPECIFIC EVENTS MAY BE ALLOWED

ENTRY VARIATIONS:

- ADVANCEMENT THROUGH TOP PLACEMENT IN OTHER TOURNAMENTS
- HOURS TOURNAMENT; (Multiple table tournaments, for which collected buy-in (s) may range in price from \$0 - \$500 into the event. Buy-in amount is determined through player participation. These events incorporate an added prize funded by the Casino Club. The prize may be a fixed cash amount, merchandise, jewelry, trips, tournament entries, extra tournament chips, food certificates, bonus chips for buy-ins in live games and vehicles.
House will prominently display what the added prize will be prior to event the taking place.
- FREE DRAWINGS FOR ENTRY (No purchase necessary)

- **SHOOTOUTS;** (Single table tournaments, for which a buy-in is collected, that include free entry or partial entry into an upcoming event as part of the prize. Award for such buy-ins may be funded from player buy - in prize pool or house funded. House will prominently display which method will be used prior to event taking place.
- **POKER RELAYS;** (Multiple table tournaments, such buy-ins may be funded from player buy- in prize pool or house funded. House will prominently display which method will be used prior to event taking place.
- **HEADS UP PLAY;** (Two person tournaments, for which a buy-in is collected, that includes free entry or partial entry into an upcoming event as part of the prize. Award for such buy-ins may be funded from player buy - in prize pool or house funded. House will prominently display which method will be used prior to event taking place.

6. GAMING ACTIVITIES THAT MAY BE OFFERED DURING EVENTS:**

- **BOUNTY (S);** If there is a bounty(s) offered for the tournament; when “player x” knocks out the “advertised bounty” player(s) by ending their play in the tournament, then “player x” will be awarded their bounty. The bounty(s) will be paid to “player x” during the tournament or as soon as their tournament play ends; casino will determine. The bounty amount will range from \$0.00 to \$1,000. If a bounty or bounties are advertised then this prize amount will be deducted from the total number of buy-ins, re-buy(s) and add-on(s) or the Casino Club will pay this prize amount. The funding source will be pre determined and posted in all signage and literature prior to event taking place.
- **LAST TABLE “REAL MONEY”** – These are multiple table tournaments in which the total prize money (based on the number of buy-ins) is “cashed” into “live” chips (actual cash value) and divided equally among the last ten participants (one table). These

tournament finalists resume their tournament play with equal amounts of live chips in front of them. After the first round (ranging from 15 – 20 minutes) at the final table, the player holding the “Least” amount of chips is allowed to “Opt” out of the tournament and cash out or continue playing. The choice to “opt” or continue playing is given to the player with the least chips at the end of each round and carries through the end of the tournament.

- PARTNER’S PLAY - These are multiple table tournaments in which players are allowed to buy-in with a partner (as a team), all teams “share” their tournament chips and each partner takes turns playing alternate rounds. In these tournaments the games played alternate with each round (Ie. ½ Hold’ Em, ½ Omaha)

7. PRIZE AMOUNT (S): SOURCES OF FUNDS:

The prize amounts will be calculated from the total number of the buy-ins, re-buy(s) and add-on(s). If a guarantee is advertised and the total number of the buy-ins, re-buy(s), and add-on(s) do not meet the guarantee, then the Casino Club will make up the difference. If added cash is advertised, this amount will be funded by the Casino Club. The prize may be a fixed cash amount, merchandise, jewelry, trips, tournament entries, extra tournament chips, food certificates, bonus chips for buy-ins in live games and vehicles. All prizes for a particular promotion will be pre-determined and posted on signage on gaming floor and in all literature promoting such an event.

8. PRIZE STRUCTURE:

The prize pool will be awarded via a flat amount or percentage. Whether a flat amount or percentage, the casino will clearly and prominently display such method prior to offering the tournament. The percentage is listed below:

	1	2	3	4	5	6	7	8	8	10	11	12	13	14	15	16	17	18	19	20	
1st	100%	70%	50%	50%	42%	40%	39%	38%	35%	30%	28%	27%	26.5%	26%	25%	25%	25%	25%	25%	25%	
2nd		30%	30%	25%	23%	20%	20%	19%	18%	15%	15%	15%	14.50%	14%	14%	14%	14%	14%	14%	14%	
3rd			20%	15%	15%	15%	15%	12%	12.00%	12%	12%	12%	12%	12%	12%	12%	12%	11.50%	11%	11%	
4th				10%	12%	11%	9%	9%	8.00%	10%	10%	10%	10%	10%	10%	10%	10%	9.50%	9.50%	9%	
5th					8%	8%	7%	7%	7.00%	8%	8%	8%	8%	8%	8.50%	8%	7%	7.50%	7.50%	7.50%	
6th						6%	6%	6%	6.00%	7%	7%	7%	7%	7%	6.50%	6.50%	6.50%	6.50%	6.50%	6.50%	
7th							4%	5%	5.50%	6%	6%	6%	6%	5.50%	5.50%	5.50%	5.50%	5.50%	5.50%	5.50%	
8th								4%	4.50%	5%	5%	5%	5%	5%	4.50%	4.50%	4.50%	4.50%	4.50%	4.50%	
9th									4.00%	4%	4%	4%	4%	4%	4%	4%	3.50%	3.50%	3.50%	3.50%	
10th										3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	2.75%	2.50%
11th											2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	1.75%
12th												1%	1%	1.50%	1.50%	1.50%	1.50%	1.50%	1.50%	1.50%	
13th													1%	1%	1%	1.25%	1.50%	1.25%	1.25%	1.50%	
14th														1%	1%	1%	1.25%	1.25%	1.25%	1.25%	
15th															1%	1%	1%	1%	1%	1%	
16th																0.75%	1%	1%	1%	1%	
17th																	0.75%	0.75%	0.75%	1%	
18th																		0.75%	0.75%	0.75%	
19th																			0.75%	0.75%	
20th																				0.50%	
Min-Max players	1/6	7/12	13/18	19/24	25/30	31/36	37/42	43/48	49/54	55/60	61/66	67/72	73/78	79/84	85/90	91/96	97/102	103/108	109/114	115/121	
Min # of Players	1	7	13	19	25	31	37	43	49	55	61	67	73	79	85	91	97	103	109	115	
Place	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	

Application for Gaming Activity Review: Section III: Question & Answer

1. **Name of Proposed Gaming Activity:**

Texas Hold'em Bad Beat Jackpot.

2. **Name each controlled game that is associated with this gaming activity:**

Texas Hold'em.

3. **Describe any Jackpot or any other type of prize awarded:**

A Jackpot Prize will be awarded when one player in a Texas Hold'em game obtains a designated qualifying hand ("Qualifying Hand"), which is beaten by a second designated hand held by another player. Both hole cards must be used in order to qualify. When a Bad Beat Jackpot hand is announced, the floor person will verify that both hands qualify for the jackpot and the cards will be suited and ranked. Any deviation from a standard deck will nullify the jackpot. Possible Qualifying Hands are as follows:

Option A: Aces full beaten by a four of a kind.

Option B: Full House beaten by a four of a kind.

Option C: Four of a Kind beat by a better four of a kind.

In all instances, patrons will be provided with ample advance notice of the percentage division of the posted Jackpot Prize for the game in which they are playing. Possible payouts and percentages are as follows:

Option A:

Losing Hand (Bad Beat)	Winning Hand	Table Share
50%	25%	25%

Option B:

Losing Hand (Bad Beat)	Winning Hand	Table Share
60%	40%	0%

Option C:

Losing Hand (Bad Beat)	Winning Hand	Table Share
40%	20%	40%

* Only one option will be used at any one time. Patrons will be given ample notice of which option is being used.

4. **If a cash prize is involved, is the amount progressive or a fixed amount?**

The Jackpot prize amounts are fixed. The range of the fixed prize amount is between \$25-\$100,000.

5. Explain if the gaming activity is House funded or player funded:

Player funded

6. Describe any special fee collection involved in this gaming activity, for example, a Jackpot collection fee.

A \$1.00 Jackpot collection will be taken from the total collection fees paid to the House during each round of play. The Jackpot collection will be added to the Jackpot fund.

7. Describe how the Jackpot will be seeded and how prizes will be awarded.

Jackpots will be seeded from jackpot fees collected; awards will be in the form of live chips that may be cashed out immediately by the player

8. Explain any prize distribution including prizes given to the winner, loser, or any other player or patron.

Please see #3 above.

9. Explain any re-seeding of the fund once the prize is won.

See #7 above

10. Explain any minimum or maximum number of players required to be dealt into the game for the table to be eligible for the gaming and activity prize.

A minimum of four players is required in order to qualify for the jackpot.

11. Explain if the house is retaining any administrative or any other type of fee operating the game activity.

N/A

12. Describe any opportunity(s) for the person to play for the prize without placing any live wagers or paying any table fees.

A no purchase necessary (NPN) option is available to any person who requests it. Any person wishing to participate without a purchase or live chips will have the same opportunity to play for the Jackpot Prize as the player participating in the live game. Advertisements will advise all patrons that there is a general and indiscriminate opportunity to participate in an NPN game to qualify for the Jackpot prize.

13. Provide copies of any published/proposed promotion or advertisement literature.

N/A

- 14. Identify any entity or person other than those licensed as the house involved in the gaming activity.**

N/A

- 15. Describe the type of table and equipment utilized for the gaming activity.**

No special table or equipment is used for the promotion. The regular Texas Hold'em tables and equipment are utilized.