CATFISH BEND CASINOS, L.C.

Rules of the Game/Procedures

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IRGC Signature   Date

SHUFFLE OF THE CARDS

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall riffle the deck. The cards shall then be placed in the automated card-shuffling device so that the cards are randomly intermixed.

DEALING and PLAYING THE GAME

1. To begin the game, players must make equal bets on the Ante and Blind. They may also elect to make a Trips bet.
2. The shuffler will first dispense five cards, which will be the community cards; they will be spread from right to left in front of the dealer.
3. The shuffler will then begin dealing out two cards at a time, and they will be placed face down in front of each player who has placed a wager, starting with the player furthest to the dealer's left and continuing clockwise around the table.
4. After all players have received their first two cards, the dealer will then deal himself two cards face down.
5. At this time the players may look at their cards.
6. The dealer will then press the green "End of Deal" button, which will cause the shuffler to eject the remaining cards. The dealer will place the stub in the discard rack without exposing the cards.
7. Players now have a choice:
    a. Check (do nothing); or
    b. Make a Play bet of 3x or 4x their Ante.
        Once players bet, they cannot bet again and they cannot change their bet.
8. The dealer will then turn over the first three community cards (Flop) face up in front of his two cards.
9. Players that **have not** yet made a Play bet have a choice:
    a. Check; or
    b. Make a Play bet of 2x their Ante.
10. The dealer will then turn over the next 2 cards (Turn, River) face up on the layout.
11. Players who **have not** yet made a Play bet have a choice:
    a. Fold; or
    b. Make a Play bet of 1x their Ante.
12. The dealer then exposes his two hole cards to determine his best five-card hand, which will then be indicated by pushing forward the community cards that complete his hand.
13. The dealer needs a pair to qualify.
    a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

WHEN THE DEALER QUALIFIES:

14. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
    a. If the player's hand beats the dealer's, the Play and Ante bets win even money.
    b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
    c. When the hands tie, the Play, Ante and Blind bets push.
    d. The Blind bet wins when the player wins with a straight or higher. **See layout for odds.**
    e. If the player wins with less than a straight, the Blind pushes.
    f. The Trips bet wins if the player has three of a kind or better**. See layout for odds.**

WHEN THE DEALER DOESN'T QUALIFY:

15. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
16. Working from right to left, the dealer will expose the players' hands to determine the outcome of each player's hand.
17. After determining the outcome of each player's hand, the cards will be immediately placed in the discard rack.
18. Once all hands are completed the dealer will remove the cards from the discard rack, place the cut card in the working area and proceed to riffle the deck and place it in the automated card-shuffling device.

HAND DEALING THE GAME

This game shall be dealt from an automated card-shuffling device. In the event the automated card-shuffling device is malfunctioning or becomes inoperable, the game may be dealt by hand. If it becomes necessary to deal the game by hand, only one (1) deck of cards shall be on the table for play. If the game is dealt by hand, the dealer shall riffle, strip, riffle, strip and riffle. The dealer shall cut the deck placing the top half on the cut card so the bottom of the deck will be covered at all times. The dealer will then deal the five community cards one at a time from left to right. The dealer shall then deal 2 cards commencing from the dealers left to right, and the dealer shall receive the house hand (2 cards) last. After every hand, the dealer will re-shuffle the deck as described herein above. Each time a new dealer taps in, the deck shall be counted to ensure the proper number of cards is present in the deck prior to the new dealer commencing play.

DEAD GAME

Whenever there is no gaming activity at the **Ultimate Texas Hold'em** table when open for gaming, one deck will be spread out (fanned) face down on the table in front of the money tray. The other deck will be placed in the shuffler with the cut card placed in front of the dealer.

BLIND BET

- The Blind bet wins when the player wins with a straight or higher.
- If the player wins with less than a straight the Blind pushes.
- If the player's hand loses to the dealer the Blind bet loses.
- When the players' hand ties the Blind bet pushes.

Hand	Blind
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

TRIPS BONUS

This is an optional side bet that the Player may wager on. The Player will be paid according to his final hand, regardless of the dealers' hand, and regardless of when he raises or if he Folds. If the Player wishes to fold, he can still be eligible for the Trips Bonus by tucking the cards under the Trips wager, thus signifying forfeiture of the Ante and Blind wagers.

Hand	Trips Bonus
Royal flush	50 to 1
Straight flush	40 to 1
Four of a kind	30 to 1
Full house	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a kind	3 to 1

PAYOUTS

- Supervisor is notified when a payout is $100.00 or more.
- Maximum aggregate payout is $25,000.

HAND RANKINGS

The hands are ranked as follows for Ultimate Texas Hold'em from highest to lowest:

Royal Flush - Ace, King, Queen, Jack and 10 of the same suit.

Straight Flush - Five cards in consecutive rank of the same suit. The highest-ranking Straight Flush is the Royal Flush. The rest follow in consecutive order from the King down.

Four of a Kind - Four cards of the same rank. Four aces are the highest ranking Four of a Kind.

Full House - Five cards consisting of a Three of a Kind and a Pair. Three Aces and two Kings is the highest-ranking full house.

Flush - Five cards of the same suit, regardless of rank. The highest-ranking card will determine the highest flush.

Straight - Five cards in consecutive rank, regardless of suit. The highest-ranking card will determine the highest straight. Ace, King, Queen, Jack, 10 is the highest ranking straight. The lowest ranked straight will be 5, 4, 3, 2, Ace.

Three of a Kind – Three cards of the same rank. Three Aces is the highest Three of a Kind.

GAME PROTECTION

Players must:
- Only play one wagering position.

The dealer will:
- Case the layout to ensure all wagers are properly located and meet the minimum of the table.
- Continually case the layout to ensure that the play bets are wagered at the proper time and for the proper amount.
- Maintain a clear view of the cards and wagers at all times.
- Make sure the cards are kept over the table at all times.
- Notify a supervisor when a violation of game protection is made.
- Continually case the layout to ensure the wagers remain the same amount after the first card is dealt.

IRREGULARITIES

The dealer monitors the game carefully and makes sure the following occurs:
- The players are responsible for recognizing their hand.
- Any player or dealer hand with the incorrect number of cards will constitute a dead hand.
- Players are allowed to wager on one hand only. Only one player plays in a single position.
- The cards must remain over the table in clear view of the dealer at all times.
- The Ante Bet must be the same amount as the Blind Bet. The dealer notifies the supervisor when there is a deviation from this rule.