## WASHINGTON STATE GAMBLING COMMISSION RED DOG POKER GAME RULES

## Overview

1. Red Dog Poker (Red Dog) is a variation of Acey-Deucey or In-Between. There are other card games that go by the same name (i.e. Red Dog) that are unrelated to these rules of play. Red Dog is played using up to eight decks of cards (52 cards each). Joker cards are not used in the game of Red Dog. Up to nine players can play on one table.
2. The cards are valued as follows from highest to lowest: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4,3 , and 2. The suits (spades, clubs, hearts, and diamonds) have no value in the game of Red Dog.
3. Decks of cards may be shuffled by the dealer or by an approved shuffle machine. Furthermore, card room operators must deal Red Dog from a dealing shoe or a shuffling device we have approved.
4. To begin play, players place a wager. Next, the dealer deals two cards face up on the table layout. These two cards are community cards. At this point there are three possible outcomes:
i. If the two cards are consecutive in number (e.g. 2, 3 or 9,10 ), the hand is a push and the player's wager is returned;
ii. If the two cards are a pair (e.g. 6, 6), a third card is dealt to each player. If the third card is the same valued card as the pair (e.g. another 6), then the player is paid 11 to 1 on their original wager. If the third card is not the same valued card as the pair, the hand is a push. Note: Players cannot place a "Raise" bet (explained below) before the third card is drawn when the first two cards are a pair;
iii. If neither of the above is the case (e.g. two cards are 4, 10), then a spread is announced and a third card will be dealt to each player. The spread is the number of cards that fall between the first two cards dealt (i.e. "end" cards). At this point, each player has the option to place an additional wager (i.e. "Raise") equal to their original bet before they receive a third card. If the player's third card falls between the first two (e.g. in this case a $5,6,7,8$, or 9 ), the player wins according to the paytable noted below; otherwise the bet loses. Exception: If the player's third card is the same card as either end card (e.g. in this case a 4 or 10), the hand is considered a push.

| Spread | Payout |
| :---: | :---: |
| 1- Card | 5 to 1 |
| 2- Card | 4 to 1 |
| 3- Card | 2 to 1 |
| 4 or more- Card | 1 to 1 (even money) |

## Irregularities

Card room operators must document in their internal controls how they will address various irregularities applicable to Red Dog (e.g. misdeals, cards exposed, incorrect number of cards, etc.).

Card room operators may make immaterial modifications to these game rules. However, the changes must be properly documented in their internal controls.

