



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

April 21, 2015

Alex Maceda
Omega Gaming
8430 State Ave.
Marysville, WA 98270

RE: Classic Five Card HoldOut

Dear Ms. Maceda,

We have reviewed the changes made to Five Card Poker USA (now Classic Five Card HoldOut). Based on our review of the documentation we received from Omega Gaming, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Classic Five Card HoldOut Rules of Play" you provided on April 8, 2015 and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.



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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing Operations Division

Enclosure

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File

Classic
FIVE CARD
HoldOut

Five Card HoldOut

Operations & Training Manual

**Rules & Procedures
For Casino Gaming**

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Game Overview

One (1) to six (6) players play. Players play against pay tables, not against the dealer.

1. Classic Five Card HoldOut is a house-banked poker table game. The game is played using one standard 52 card deck, a single deck shuffler, and the Classic Five Card HoldOut layout.
2. Five cards are dealt face down to each player and four community cards are dealt face down in the front of the dealer after each player has placed his wagers.
3. Up to three (3) wagers can be made. The first wager is always based on the five cards dealt to the player. The wager on these five cards is placed in the **FIRST 5 CARDS BET** circle. If the player wishes to make a **FINAL 5 CARDS BET** wager, the player has the option of: 1) keeping all five dealt cards or, 2) discarding up to four of the first five cards and placing them in the OUT box on the layout. The cards the player keeps are placed in the **HOLD** box on the layout. The **FINAL 5 CARDS** hand is made by using **ALL the HOLD** cards and the number of Community Cards needed to make the best five card poker hand. **All HOLD cards must play**.

The First 5 Cards and Final 5 Cards wagers are independent from one another and do not have to be the same amount. The player must make a wager on either the **FIRST 5 CARDS**, the **FINAL 5 CARDS**, or wagers on both.

4. As an option, the player may place a wager on the **COMMUNITY CARDS BONUS**, but this wager cannot be the only wager made. This is a four card poker hand and has a separate pay table.
5. The casino has the option of allowing a player to play more than one hand. If a player plays more than one hand, the player must complete the action of the first hand before any action is allowed on the next.

Players are not to share information about their cards with other players.

6. For the **FIRST 5 CARDS** wager, the dealer reveals all the player's dealt cards. Winning hands are paid according to the posted **FIRST 5 CARDS** pay table. The discarded cards are then placed in the dealer's discard rack. Only the highest hand is paid.
7. The dealer then reveals all four community cards face up on the table.
8. The best five card poker hand is made from the **HOLD** cards and the community cards. **All the HOLD cards MUST play**. For example, if the player discarded two cards, only two community cards can be used to make the player's best five card hand. Winning hands are paid according to the posted **FINAL 5 CARDS** pay table. Only the highest hand is paid.

9. If the player made a wager on the **COMMUNITY CARDS BONUS** and the Community Hand is a winning hand, the winning hand is paid according to the posted Community Cards Bonus pay table.

Dealing Procedures

1. Each Player makes wagers as described below subject to the limitations and definitions in WAC 230-15-040 and WAC-230-15-140 prior to receiving their cards.
 - **FIRST 5 CARDS** wager
 - **FINAL 5 CARDS** wager
 - **Both FIRST 5 CARDS & FINAL 5 CARDS** wagers. These bets do not have to be equal and are based on the casinos posted table betting limits.
 - **COMMUNITY CARDS BONUS** – this is an optional bet and can be made only if the player made the **FIRST 5 CARDS** and/or the **FINAL 5 CARDS** wagers.
2. Each player receives five cards from the single deck shuffler and the dealer places them face down in front of the player beneath the bettor spot.
3. Community Hand: Dealer deals five cards from the shuffler, burns a card, and places the remaining four (4) cards face down in the designated Community Cards area on the layout.
4. If the player made a wager on the **FINAL 5 CARDS** bet, the player may keep all five cards dealt to him or select from one (1) to four (4) of the cards to discard. The player's **held** cards are placed face down on the **HOLD** box; discards are placed face down on the **OUT** box.
5. The casino has the option of allowing a player to play more than one hand. If a player plays more than one hand, the player must complete the action of the first hand before any action is allowed on the next.
6. If the player placed a wager on the **FIRST 5 CARDS** bet, the dealer reveals all of the player's cards. Winning hands are paid according to the posted **FIRST 5 CARDS** pay table. Only the highest hand is paid. All cards from the **OUT** box are then placed in the dealer's discard rack.
7. The dealer now reveals the Community Cards face up in the community cards spot on the layout. The **COMMUNITY CARDS BONUS** is paid if the player made a bet.
8. The Final 5 Cards hand is now determined. **All HOLD cards MUST play** along with the number of community cards needed to make the best five card hand. Winning hands are paid according to the posted **FINAL 5 CARDS** pay table. Only the highest hand is paid.

TABLE PAYOUTS

FIRST 5 CARDS BET

Hand	Combinations	Probability	Frequency	Pays (to 1)
Royal Flush	4	0.000002	1 in 649,740	250
Straight Flush	36	0.000014	1 in 72,193	100
Four of a Kind	624	0.000240	1 in 4165	50
Full House	3,744	0.001441	1 in 694	30
Flush	5,108	0.001965	1 in 509	20
Straight	10,200	0.003925	1 in 255	10
Three of a Kind	54,912	0.021128	1 in 47	8
Two Pairs	123,552	0.047539	1 in 21	4
JJ - AA	84,480	0.032505	1 in 31	2
2,2 - 10,10	84,480	0.032505	1 in 31	-1
Ace High or Lower	1,302,540	0.501177	1 in 2.0	-1
Total	2,598,960	1		-0.038953
House Edge:				3.8953%
Hit Frequency				20.6275%

FINAL 5 CARDS BET

All Payouts are on a "to 1" basis. A payout of "0" is a push.

Pay Table 1

Hand	Pays (to 1)	Combinations	Probability	Frequency	Return
Royal Flush	100	44,711,436	0.0096%	1 in 10,368	0.9645%
Straight Flush	30	382,690,380	0.0826%	1 in 1,211	2.4766%
Four of a Kind	15	1,926,464,496	0.4156%	1 in 241	6.2337%
Full House	3	18,561,745,224	4.0041%	1 in 25	12.0124%
Flush	2	31,066,414,680	6.7017%	1 in 15	13.4033%
Straight	1	28,169,026,260	6.0766%	1 in 16	6.0766%
Three of a Kind	1	37,181,032,728	8.0207%	1 in 12	8.0207%
Two Pairs, JJ-AA up	0	53,568,955,332	11.5559%	1 in 8.7	0.0000%
Two Pairs, 33-TT up	0	57,880,533,780	12.4860%	1 in 8.0	0.0000%
Pair or Lower	-1	234,781,926,084	50.6472%	1 in 2	50.6472%
Total		463,563,500,400	1		-1.4593%
House Edge					1.4593%
Hit Frequency					49.3528%

COMMUNITY CARDS BONUS BET

Hand	Pays	Combinations	Probability	Frequency	EV
AAAA	1000	1	0.000004	1 in 270,725	0.003694
KKKK	750	1	0.000004	1 in 270,725	0.002770
QQQQ	750	1	0.000004	1 in 270,725	0.002770
JJJJ	750	1	0.000004	1 in 270,725	0.002770
2222-TTTT	750	9	0.000033	1 in 30,081	0.024933
JQKA Suited	500	4	0.000015	1 in 67,681	0.007388
Straight Flush (A234-TJQK)	100	40	0.000148	1 in 6,768	0.014775
AAA	30	192	0.000709	1 in 1,410	0.021276
KKK	20	192	0.000709	1 in 1,410	0.014184
QQQ	20	192	0.000709	1 in 1,410	0.014184
JJJ	20	192	0.000709	1 in 1,410	0.014184
222-TTT	20	1728	0.006383	1 in 157	0.127657
Flush	15	2816	0.010402	1 in 96	0.156025
Straight	10	2772	0.010239	1 in 98	0.102392
Two Pairs	5	2808	0.010372	1 in 96	0.051861
AA	4	6336	0.023404	1 in 43	0.093615
KK	2	6336	0.023404	1 in 43	0.046808
QQ	2	6336	0.023404	1 in 43	0.046808
JJ	2	6336	0.023404	1 in 43	0.046808
22-TT	-1	57,024	0.210634	1 in 4.7	-0.210634
High Card Hand	-1	177,408	0.655307	1 in 1.5	-0.655307
Total		270,725			-0.071039
House Edge Hit Frequency					7.10%
					13.41%