

WASHINGTON STATE GAMBLING COMMISSION

DOUBLE FLOP HOLD 'EM

Double Flop Texas Hold 'Em

Overview

Double Flop Texas Hold 'Em plays like nonpatented Texas Hold 'Em as explained in the most current version of *The New Complete Hoyle, Revised or Hoyle's Modern Encyclopedia of Card Games*, with the exception of the rules of play as described below.

In Double Flop Texas Hold 'Em, two sets of five community cards are dealt separately on what is known as "upper board" and "lower board."

Each player initially receives two cards (i.e. "hole cards") and a round of betting takes place. After the first round of betting is complete, the dealer deals two sets of three community cards face-up in the center of the table, commonly referred to as the "Flop." Each set of three community cards is its own "board." Another round of betting takes place. Then the dealer deals a fourth community card face up for each board, commonly referred to as the "Turn." Another round of betting takes place. Lastly, the dealer deals a final community card face up for each board, commonly referred to as the "River." Each board will have a total of five community cards. A final round of betting takes place.

Players use their two hole cards in combination with each board's five community cards to form a five-card poker hand. Players cannot mix and match cards from both boards to form five-card poker hands. A winner(s) is determined as follows:

Upper Board

Players' form five-card poker hands using their two hole cards and the five community cards from the "upper board." The player with the highest five-card poker hand wins half the pot (i.e. 50% of the pot).

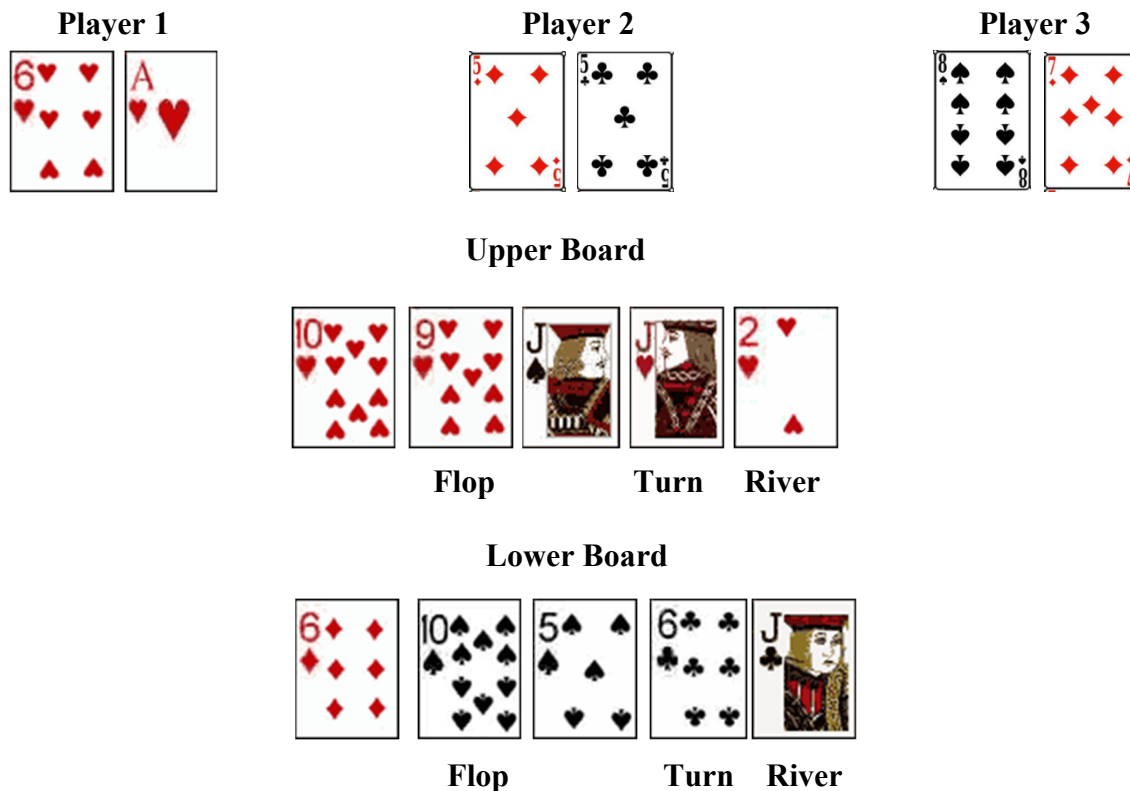
Lower Board

Players' form five-card poker hands using their two hole cards and the five community cards from the "lower board." The player with the highest five-card poker hand wins half the pot (i.e. 50% of the pot).

A player can win the entire pot (i.e. 100% of the pot) if they obtain the highest five-card poker hand for both boards.

In the event that two players receive the same best five-card poker hand for one of the boards, that portion of the pot would be split evenly. For example, if two players obtained the same best five-card poker hand for the "upper board," they would split that portion of the pot (i.e. 25% each of 50% of the total pot).

Example:



- Player 1: Flush on “upper” (Ace-10-9-6-2) and a Three of a Kind on “lower” (6-6-6-Ace-Jack).
- Player 2: Two Pair on “upper” (J-J-5-5-10) and Full House on “lower” (5-5-5-6-6).
- Player 3: Straight on “upper” (7-8-9-10-J) and Pair on “lower” (6-6-J-10-8).

Player 1 won the “upper board” with a Flush and would receive 50% of the pot. Player 2 won the “lower board” with a Full House and would receive the other 50% of the pot.

Double Flop Omaha Hold ‘Em

Overview

Double Flop Omaha Hold ‘Em plays like nonpatented Omaha Hold ‘Em as explained in the most current version of *The New Complete Hoyle, Revised or Hoyle’s Modern Encyclopedia of Card Games*, with the exception of the rules of play as described below.

Double Flop Omaha Hold ‘Em plays identical to Double Flop Texas Hold ‘Em with the exception that players start the game with four hole cards instead of two. Players choose two of their hole cards to be used in combination with three of the five community cards from the “upper board” and “lower board” to form two five-card poker hands.

Players cannot mix and match cards from both boards to form five-card poker hands.

Run It Twice

Overview

Run It Twice plays like Double Flop Texas Hold 'Em, with the exception of the rules of play as described below.

Run It Twice is a method of determining the winner of a Texas Hold 'Em game. It involves a dealer dealing out an "upper board" and "lower board" similar to Double Flop Texas Hold 'Em, but under different conditions. In practice, the option of two boards are only dealt out by the dealer when only two players are left in the game and one of the players' bet all their chips (i.e. "all-in") and the other player called the bet. "Run It Twice" means to play two boards instead of one thereby increasing your odds to win at least half of the pot. Dealers do not automatically deal out two boards like Double Flop Texas Hold 'Em. Instead, the two remaining players in the game as noted previously, must both agree to "Run It Twice."

Specific Rules:

-Card rooms can only Run It Twice when two players are left in the game. One of the players' must have bet all their chips (i.e. "all-in") and the other player must have called the bet.

-Card rooms can only Run It Twice before the Flop until after the Turn.

-Players must inform the card room dealer that they want to Run It Twice. Dealers are not allowed to automatically Run It Twice. In addition, both players left in the hand must agree to Run It Twice. If only one of the two remaining players who went "all-in" wants to Run It Twice and the other player does not, the dealer must deal out the game normally with only one board.

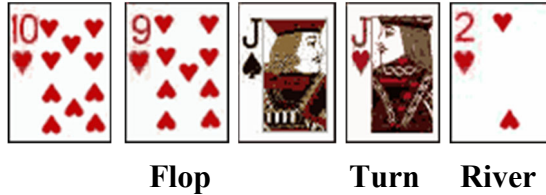
-If players Run It Twice, they form two five-card poker hands similar to Double Flop Texas Hold 'Em.

-The player with the highest five-card poker hand for the "upper board" wins half the pot. The player with the highest five-card poker hand for the "lower board" wins half the pot. If the same player has the highest five-card poker hand for both boards, they win the whole pot.

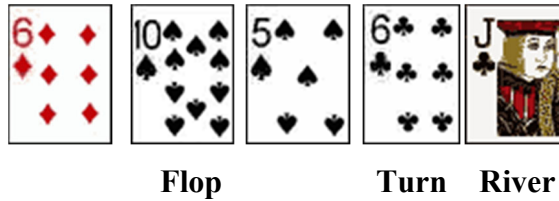
Example:

Run It Twice Before Flop: Each player receives two hole cards. One player goes “all-in” and one player calls the bet. They both agree to Run It Twice. The dealer will deal the Flop, Turn, and River to the “upper board” and then deal a separate Flop, Turn, and River to the “lower board.”

Upper Board (original)

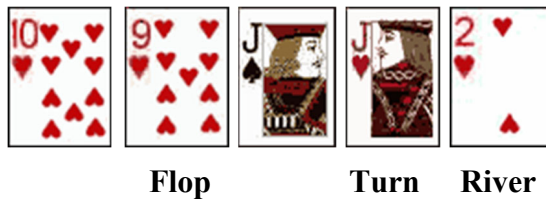


Lower Board

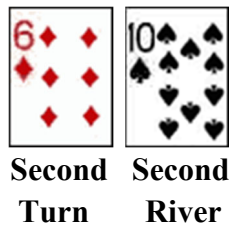


Run It Twice After Flop: One player goes “all-in” after the Flop and one player calls the bet. They both agree to Run It Twice. The dealer will deal out the Turn and River to the “upper board” or original Flop. The dealer then deals out a second Turn and River card for the “lower board.” The “lower board” consists of the original Flop and second Turn and River cards. The dealer does not deal out a new Flop for the “lower hand” in this case since the players decided to Run It Twice after the Flop took place.

Upper Board (original)



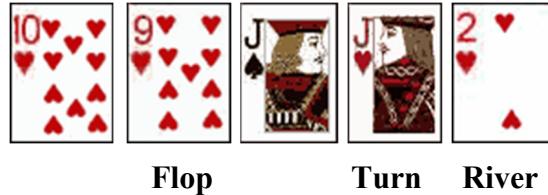
Lower Board



Note: In this case, the “lower board” consists of a 10h-9h-Js-6d-10s.

Run It Twice After Turn: One player goes “all-in” after the Turn and one player calls the bet. They both agree to Run It Twice. The dealer will deal out the River to the “upper board” or original Flop and Turn. The dealer then deals out a second River card for the “lower board.” The “lower board” consists of the original Flop and Turn and second River card.

Upper Board (original)



Lower Board



Note: In this case, the “lower board” consists of a 10h-9h-Js-Jh-6d.

Run It Twice can also be played with Omaha Hold ‘Em. The only difference being that players start the game with four hole cards instead of two.

Irregularities

Card room operators must document in their internal controls how they will address various irregularities applicable to Double Flop Texas Hold ‘Em, Double Flop Omaha Hold ‘Em, and Run It Twice (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. All other WAC rules related to the operation of nonhouse-banked card games must be followed where applicable.