



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

November 21, 2024

Sent via email to play2hh@gmail.com

Wayne Chiang
2 HH LLC
600 N Atlantic Blvd, #402
Monterey Park, CA 91754

Re: 2 Hand Hold'Em - Submission #3192

Dear Mr. Chiang,

We have reviewed the changes made to your 2 Hand Hold'Em card game rules. Based on our review of the documentation we received from 2 HH LLC, 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 2 Hand Hold'Em game rules you provided on November 15, 2024, 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.
- 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.

4565 7th Avenue SE
Lacey, WA 98503
wsgc.wa.gov

PO Box 42400
Olympia, WA 98504
360-486-3440

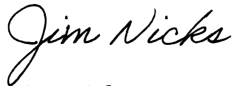
901 N Monroe St Suite 240
Spokane, WA 99201
509-325-7900

Mr. Chiang
November 21, 2024
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Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Brian Lane at (509) 387-7095. 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.

Respectfully,



Jim Nicks
Assistant Director
Enforcement Operations Division

Enclosures

cc: Tony Hughes, Special Agent in Charge, Regulation & Enforcement Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, Regulation & Enforcement Unit
Brian Lane, Special Agent, Regulation & Enforcement Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File

Dealing Operation Procedures for 2 Hand Holdem

1. Set up a standard casino game table that casino games such as blackjack, Baccarat can be played on.
2. Cover the casino game table with the 2 Hand Holdem mat.
3. The dealer should have chips to cover all player wagers including bonus bets. Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.
4. If a shuffling machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer. It is set up with the appropriate number of standard 52-card decks. Else have 2 standard 52-card decks to rotate being shuffled to play 1 deck at a time by the dealer.
5. A dealer is to be ready to deal the game of 2 Hand Holdem using the standard poker hand rankings to compare the player's hands against the dealer's hand.
6. Up to 6 players can play 2 Hand Holdem against the dealer using the attached mat. Alternatively, a five-player mat is available.
7. ANTE: Player must place 1 bet of equal value into the each of the two "Ante" betting circles.
8. 2 Hand Holdem offers four bonus wagers called Flounder 4, Nessie 9, 888 Flop Bonus and Community Bonus. Players may place wagers on any of these bets prior to the dealer dealing any cards to players. See pay tables for more details.
9. DEAL: Initial cards are dealt: Player receives 4 hole cards face down. 3 community cards are placed face up on the table representing "The Flop". Dealer is dealt 3 hole cards face down.
10. ARRANGE: Player arranges 4 hole cards into 2 separate holdem hands with 2 cards each. Player places 2 cards face down in the "Hand 1" box and the other 2 cards face down in the "Hand 2" box.
11. RAISE: Player decides if for each hand they would like to check (not increase their wager) or raise (increase their wager 2 additional antes) by placing chips exactly equal to 2x the initial bet in the "Raise 2x" circle. Player is allowed to check "Hand 1" and "Hand 2", check one hand while raising the other hand between "Hand 1" and "Hand 2" or raise both "Hand 1" and "Hand 2".
12. SHOWDOWN: 4th and 5th cards are added to the 3 flop community cards dealt face up on the table representing "The Turn" and "The River". Dealer reveals dealer's 3 cards and plays at most 2 of the 3 hole cards combined with the board to form dealer's best 5-card poker hand.

The dealer's hand plays against each of the player's two poker hands: "Hand 1" + the board and "Hand 2" + the board where the player uses the best 5-card poker hand using the 5 community cards and the player's "Hand 1" and "Hand 2"; against the dealer using one of the following to create the best poker hand: 2 of the 3 dealer hole cards combined with 3 cards on the board, 1 of the 3 dealer hole cards and 4 from the board, or 0 of the 3 dealer hole cards and 5 from the board. If the player wins "Hand 1" the player is paid 1 to 1 of units wagered for Ante and Raise in "Hand 1". If the player loses "Hand 1", the player loses 1 to 1 of units wagered for Ante and Raise in "Hand 1". If the player and dealer have identical poker hand ranks, it is a push and the units wagered for Ante and Raise in "Hand 1" are returned to the player. If the player wins "Hand 2", the player is paid 1 to 1 of units wagered for Ante and Raise in "Hand 2". If the player Loses "Hand 2", the player loses 1 to 1 of units wagered for Ante and Raise in "Hand 2". If the player and dealer have identical poker hand ranks, it is a push and the units wagered for Ante and Raise in "Hand 2" are returned to the player.

13. The bonus bets are settled as follows:

Flounder 4

To win the Flounder 4 bet, players use their four hole cards dealt to them to form a four-card hand. If the four-card hand is one of the qualifying hands in the pay table below, the player Wins.

Nessie 9

To win the Nessie 9 bet, players use the four hole cards dealt to them in combination with the five community cards to form a five-card hand. If the five-card hand is one of the qualifying hands in the pay table below, the player wins.

888 Flop Bonus

To win the 888 Flop Bonus bet, the "Flop" (first three community cards dealt) must contain an 8 or a combination of cards when added together total 8. 10's and face cards are valued at 0. Aces are valued at 1. All other cards are valued at their face value (e.g. a 5 is a 5, a 4 is a 4, an 8 is an 8 etc.). For example, if the "Flop" has an 8, 5, and 3, the payout would be for two 8's (i.e. one 8 valued card and then the 5 and 3 that add up to 8). See pay table below.

Community Bonus

To win the Community Bonus bet, players use the five community cards to form a five-card hand. If the five-card hand is one of the qualifying hands in the pay table below, the player wins.

Paytables:

Flounder 4

In your 4 hole cards:

4 of a Kind 500 to 1

Straight Flush 100 to 1

3 of a Kind 5 to 1

Straight 5 to 1

2 Pair 5 to 1
Flush 5 to 1
Pair 1 to 1

House Edge 10.96%

Nessie 9

In 5 board cards plus your 4 hole cards:

Royal Flush 200 to 1
Straight Flush 20 to 1
4 of a Kind 10 to 1
Straight 1 to 1
Full House 1 to 1
Flush 1 to 1

House Edge 10.75%

888 Flop Bonus

10's and face cards valued at 0. Ace valued at 1. Each Flop 8 is defined as 8 or non-8 cards totaling 8.

three 8s 100 to 1
two 8s 15 to 1
one 8 1 to 1

House Edge of 15.14%.

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Community Bonus

In 5 board cards:

Royal Flush:300 to 1
Straight Flush 100 to 1
Four of a Kind 50 to 1
Full House 25 to 1
Flush 20 to 1
Straight 15 to 1
Three of a Kind 10 to 1
Two Pair 2 to 1
One Pair 1 to 1

House Edge is 12.2%

POKER HANDS



Royal Flush

The best hand in poker. This is a straight flush from Ace to ten.



Straight Flush

A straight that is also a flush. The second best hand in poker. Rank is by highest card.



Four of a kind

Four of the same card. The hand is completed with the highest card on the table or in your hand.



Full House

A combination of three of a kind with a pair. Comparing full houses goes by the higher three of a kind.



Flush

Five cards that are the same suit. If two players have a flush, the player with the highest card in the flush wins.



Straight

A series of five consecutive cards that are not the same suit. Aces can follow a king, or start a straight followed by a two.



Three of a kind

Three cards of the same card rank. The hand is completed with the two highest cards that are available.



Two pair

Two sets of two cards of the same rank. Comparison is first from the higher ranked pair then second pair. If it is still a tie, comparing the fifth card decides who wins.



Pair

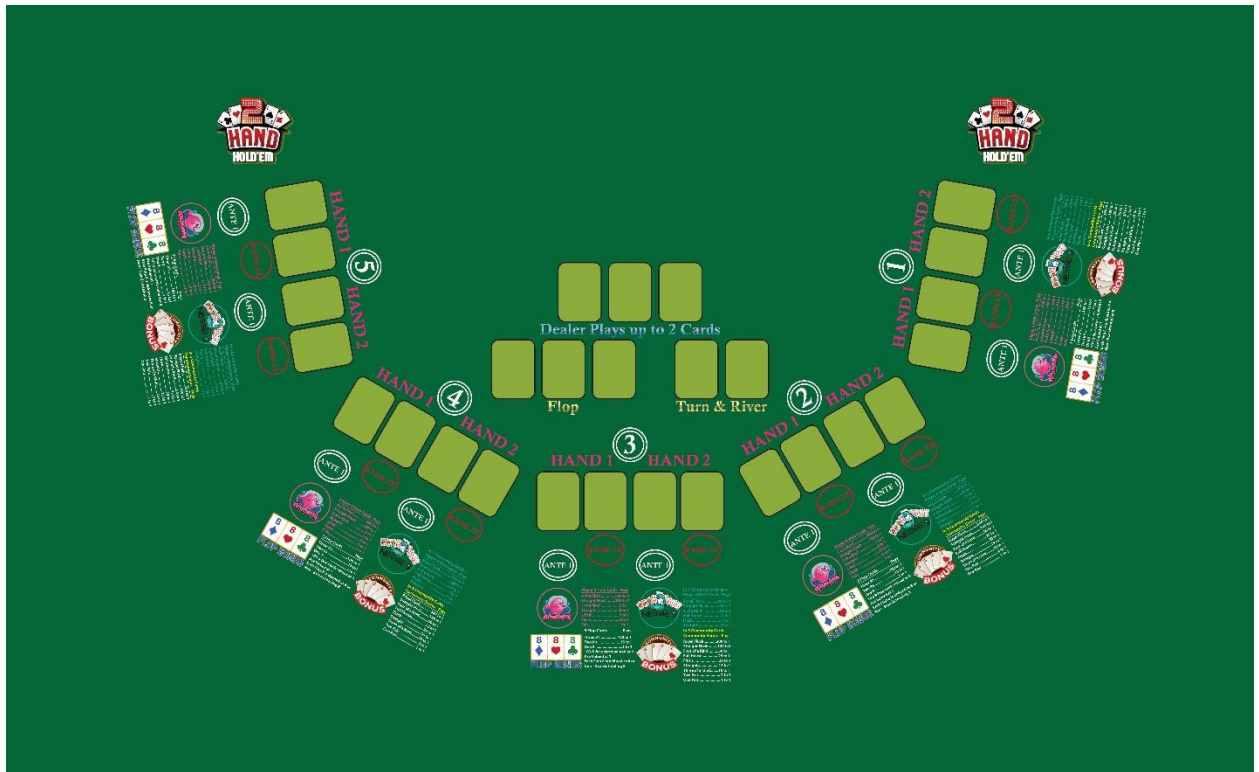
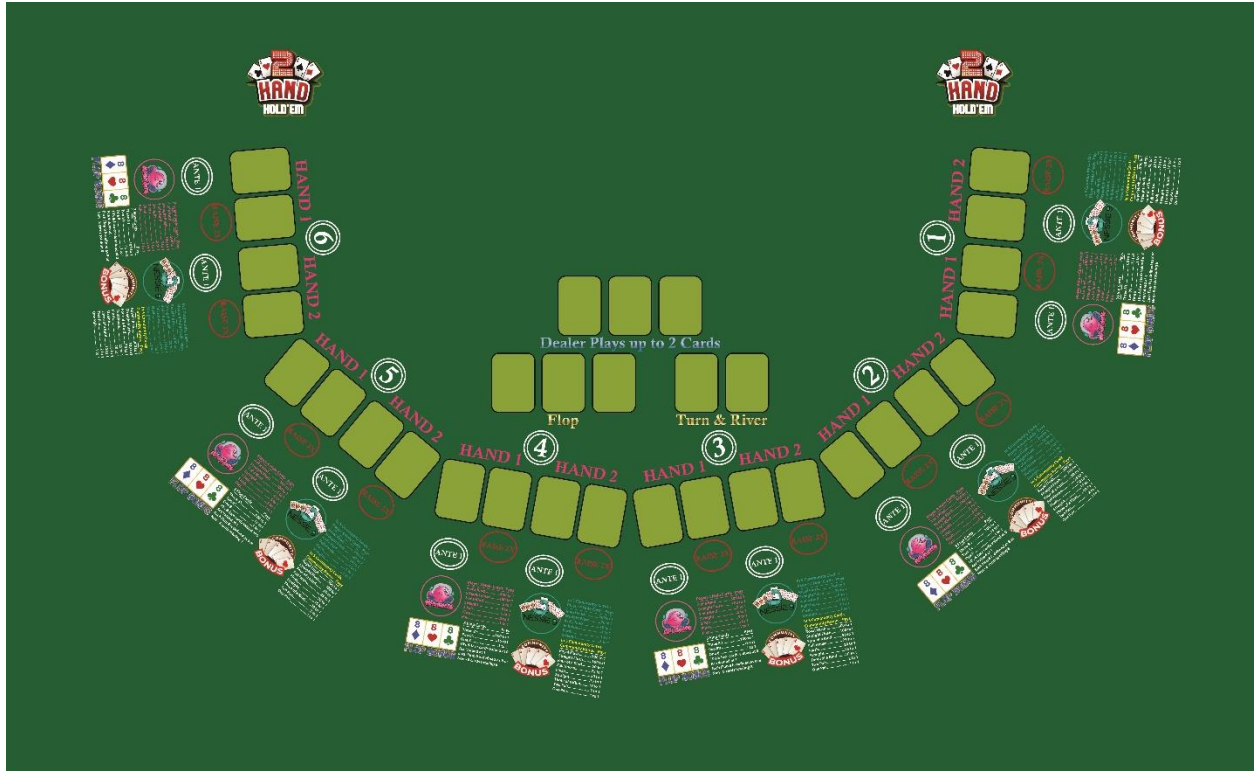
Two cards of the same rank. The hand is completed with the three highest cards that are available.



High card

If none of the above poker hands are reached, the highest card lead by subsequent highest cards is the poker hand.

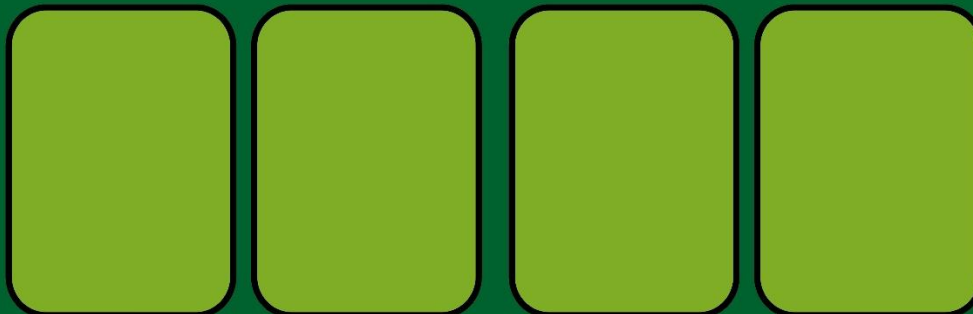




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HAND 1

HAND 2



ANTE 1

RAISE 2X

ANTE 1

RAISE 2X



Player 4 Hole Cards Pays
 4 of a Kind 500 to 1
 Straight Flush 100 to 1
 3 of a Kind 5 to 1
 Straight 5 to 1
 2 Pair 5 to 1
 Flush 5 to 1
 Pair 1 to 1

3 flop Cards Pays



FLOP BONUS

Three 8's 100 to 1
 Two 8's 15 to 1
 One 8 1 to 1
 10's & face cards valued at 0
 Ace Valued at 1
 Each Flop 8 is defined as 8 or
 Non - 8 cards totaling 8



**In 5 Community Cards +
 Player 4 Hole Cards Pays**

Royal Flush 200 to 1
 Straight Flush 20 to 1
 4 of a Kind 10 to 1
 Straight 1 to 1
 Full House 1 to 1
 Flush 1 to 1

Community Bonus Pays



Royal Flush 300 to 1
 Straight Flush 100 to 1
 Four of a Kind 50 to 1
 Full House 25 to 1
 Flush 20 to 1
 Straight 15 to 1
 Three of a Kind 10 to 1
 Two Pair 2 to 1
 One Pair 1 to 1