



STATE OF WASHINGTON  
**GAMBLING COMMISSION**

*PO Box 42400 Olympia WA 98504-2400 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3626*

November 28, 2018

Jerzy Lizak  
Omega Gaming USA  
8430 State Avenue  
Marysville, WA 98270

RE: Five Card Hold Out

Dear Mr. Lizak,

We have reviewed the changes made to Five Card Hold Out. Based on our review of the documentation we received from Omega Gaming USA, 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 “Five Card Hold Out Rules of Play” you provided on November 28, 2018, 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 (206) 786-3530. 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, Regulation and Enforcement Division

Enclosure

cc: Jim Nicks, Special Agent in Charge, Regulation Unit  
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit  
Jess Lohse, Special Agent, Regulation Unit  
Brian Lane, Special Agent, Regulation Unit  
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit  
File



### Five Card Hold Out is a community card POKER game

1. The dealer must deal five cards to each player, face downward and one at a time.
  2. The first player to receive a card is the player to the left of the player who has the button. The last player to receive cards is the player assigned the button.
  3. After all players have received their five cards, there is a betting round.
  4. The player to the left of the last blind bettor opens and each following player may call, raise or fold in a clockwise order.
  5. Players then have the option of discarding up to four of their cards.
    - a. Players must keep at least one of their originally dealt cards.
    - b. Players who do not discard must play all five dealt cards and cannot use any community cards.
    - c. Discarded cards are placed face down in front of each player so that all other players can see how many cards were discarded.
    - d. The dealer removes all discarded cards from the table.
  6. The betting structure is similar to Texas Hold'em with four betting rounds: The Pre-Flop, the Flop, the Turn, and the River. Please refer to Hoyle's Encyclopedia for Card Games for betting structure for Texas Hold'em. Licensees must follow the wagering limits outlined in WAC 230-15-135.
  7. The dealer burns the top card of the deck and deals two community cards from the deck face downward and turns them face upward, in the center of the table.
  8. After the flop, the betting continues for another two rounds. The first player still in the pot sitting left of the player assigned the button opens. After the opening, a player may call, raise or fold.
  9. The dealer burns a card and deals one community card from the deck face downward and turns it face upward, in the center of the table.
  10. Another betting round occurs.
  11. The dealer burns a card and deals one community card from the deck face downward and turns it face upward, in the center of the table.
  12. Another betting round occurs.
  13. After all bets are made and if there are two or more players remaining in the game, there is a showdown with the best high hand winning the pot.
  14. Players make the best five card hand they can. **All held cards must play.** Each player must use all the cards left in their hand, with the necessary number of community cards to make a five-card hand.
  15. This game can be played High only, High/Low split or Low only.
    - a. For High/Low split the low qualifier may be defined at the time the game is spread. (Often the low qualifier is eight or better, unpaired, straights and flushes being ignored).
    - b. If played High/Low a player can win both the high and the low.
- c. Aces play as high for the high hand and low for the low hand.