

WASHINGTON STATE GAMBLING COMMISSION THIRTEEN CARD POKER (“CHINESE POKER”) GAME RULES

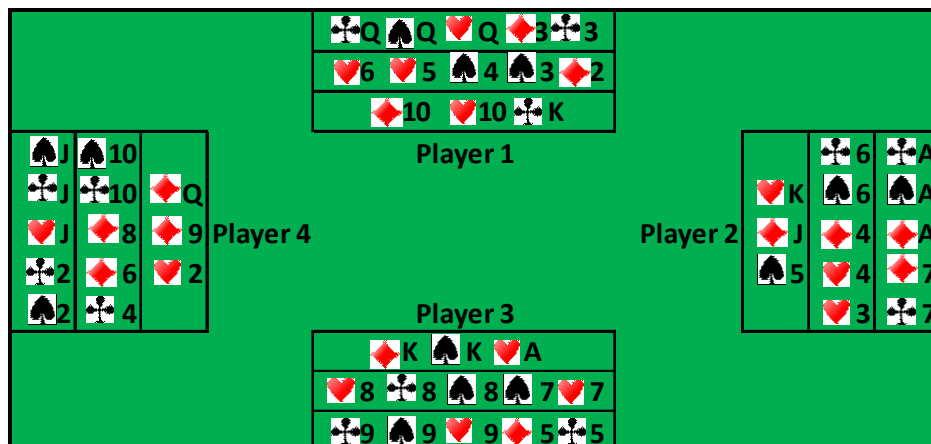
Overview

1. Chinese Poker is played using one deck of 52 cards. Joker cards are not used in the game. Up to four players can play on one poker table.
2. Cards may be shuffled by the dealer or by an approved shuffle machine. After the cards are shuffled, the dealer deals each player 13 cards.
3. Betting (“scoring”) are in terms of units where one unit is a defined amount of money (e.g. one unit= \$1). The maximum betting limit players can play for is \$10 per unit.
4. Each player must divide their 13 cards into three poker hands designated as follows:

Five Card Poker Hand (“Back”)
Five Card Poker Hand (“Middle”)
Three Card Poker Hand (“Front”)

5. The Middle hand must be higher in rank than the Front hand and the Back hand must be higher in rank than the Middle hand. Standard poker rankings apply where hand types from high to low are: royal flush, straight flush, four of a kind, full house, flush, straight, three of a kind, two pairs, one pair, high card. There are no wild cards. Straights and flushes for the three card Front hand are disregarded and do not count.
6. Players place their three poker hands face down on the table where the Front hand is nearest the center of the table and the Back hand nearest each player. After all players place their cards face down on the table, each hand is exposed for the other players to view. Each player compares their three poker hands to the other players’ poker hands at the table. Players earn one unit for each hand they win and lose one unit for each hand they lose. When hands are equal (i.e. a tie) players do not win or lose any units.

Example:



The result of the hands dealt in the illustration above would be the following:

Players	Front Winner	Middle Winner	Back Winner	Player 1	Player 2	Player 3	Player 4
1 vs. 2	Player 1	Player 1	Player 2	+1	-1		
1 vs. 3	Player 3	Player 3	Player 1	-1		+1	
1 vs. 4	Player 1	Player 1	Player 1	+3			-3
2 vs. 3	Player 3	Player 3	Player 2		-1	+1	
2 vs. 4	Player 2	Player 2	Player 2		+3		-3
3 vs. 4	Player 3	Player 3	Player 4			+1	-1
Total				+3	+1	+3	-7

When converted from units to dollars (one unit=\$1); Player 1 would win \$3, Player 2 would win \$1, Player 3 would win \$3, and Player 4 would lose \$7.

Other variations of “scoring” include the following:

2-4 Scoring

- A player who wins 2 out of 3 hands wins 2 units.
- A player who wins all 3 hands wins 4 units (a sweep).

1-6 Scoring

- A player who wins 2 out of 3 hands wins 1 unit.
- A player who wins all 3 hands wins 6 units

Bonuses

In addition to the basic payoff options noted above, bonuses may be paid for high ranking hands. Typical bonus payments include the following:

- Straight Flush in Back/Middle Hand: 4 units
- Four of a Kind in Back/Middle Hand: 3 units
- Full House in Middle Hand: 1 unit
- Three of a Kind in Front Hand: 2 units

If a player achieved a hand that qualified for a bonus payment, other players at the table would pay the bonus payments.

Automatic Winners/Naturals

Certain hands may be deemed automatic winners or “naturals.” A natural includes any three straights, three flushes, six pairs, or 13 unique cards (i.e. 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A) known as “Dragon.” A typical payment for a natural is 3 units. If a player

achieved a hand that qualified as an automatic winner or natural, other players at the table would pay the winning player.

A **surrender** scoring option is also permitted where a player agrees to fold their hand and pay a set amount to all remaining live players.

Irregularities

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

Card room operators may make immaterial modifications to these game rules, including the addition of various other scoring methods. However, the changes must be properly documented in their internal controls.