



STATE OF WASHINGTON
GAMBLING COMMISSION

P.O. Box 42400 • Olympia, Washington 98504-2400 • (360) 486-3440 • TDD (360) 486-3637 • FAX (360) 486-3627

March 28, 2017

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 March 8, 2017 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, Regulation and Enforcement Division

Enclosure

cc: Josh Stueckle, Special Agent in Charge, Regulation Unit
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



Rules and Dealing Procedures

Five Card Hold Out is a Community Card Poker game. The betting structure is the same as in Texas Hold'em except that there are three betting rounds: the Pre-flop, the Flop, and the River. Please refer to Hoyle's Encyclopedia for Card Games for betting structure for Texas Hold'em.

1. The game uses a rotating dealer button.
2. The player directly to the left of the dealer button puts out the small blind. The player to his left puts out the big blind.
3. **Five cards are dealt face down** in rotation to each player starting with the player to the left of the dealer button. The player to the left of the big blind must call, raise or fold. Once all action is complete, the players remaining in the hand must decide which cards to discard and which cards to **Hold**. Players can discard **Up to Four** of the original five dealt cards—you must **Hold** at least one of the five cards dealt.
 - If you don't discard any cards, you must play all five **dealt** cards and cannot use any Community Cards
 - If you discard one card, you can use just one of the Community Cards. If you discard two cards, you can use just two of the Community Cards, if you discard three cards, you can use just three Community Cards, if you discard four cards, you must use all four Community Cards.
 - Cards discarded by players are removed from the table by the dealer.

ALL HELD CARDS MUST PLAY!

Discarded cards are placed face down in front of each player so all other players can see how many cards were discarded.

4. The dealer then burns a card and exposes three Community Cards in the center of the table (**the Flop**). The player closest to the left of the dealer button may check, bet, raise or fold. Once all action is completed, the dealer burns a card and exposes one more Community Card in the center of the table (**the River**). The player closest to the left of the dealer button starts the betting round. Once all action is complete, if there are two or more players still in the hand, the dealer will ask for the Showdown. Poker hands must be exactly five cards, and only those five cards are used to evaluate the winning hand. For example:

If the Community Cards are **2♣ Q♥ K♠ A♦** and:
Player 1 Holds **T♠ J♦**
Player 2 Holds **T♣ J♥ Q♦**
Player 3 Holds **T♦ J♣ 2♥**

Both players 1 and 2 have the very same hand: a straight from ten to ace. This means the pot is split between the two players. Player 3 loses with a pair of 2's. All Held cards must play.

Strategy: Players should pay close attention to how many cards the other players have discarded.

5. This game can be played High only, High/Low split or Low only.
 - 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).
 - If played High/Low a player can win both the high and the low.
 - Aces play as high for the high hand and low for the low hand.