

It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games at

Introduction

Three Card Poker uses a standard 52-card deck. There are three ways to play. The game allows the Player to wager against the Dealer, to wager only on the value of his own hand, or to wager both against the Dealer and on the value of his own hand.

Ranking of Hands

The ranking of the hands in Three Card Poker differs from traditional poker hands. In Three Card Poker, a STRAIGHT beats a FLUSH. Hands are ranked from highest to lowest as follows.

- 1st) STRAIGHT FLUSH
- 2nd) THREE OF A KIND
- 3rd) **STRAIGHT**
- 4th) FLUSH
- 5th) PAIR
- 6th) HIGH CARD- Ace is high except for 3-2-Ace straight.

If a hand does not contain a Pair or better, the hand that contains the highest ranking card(s) wins. Ace is high except in 3-2-Ace sequence.

Three Ways To Play

1. Playing Against the Dealer - ANTE WAGER

The object when playing against the Dealer is to get a three card poker hand with a value higher than the Dealer's qualifying hand of a Queen or better. Players place an ANTE wager. After looking at their three card poker hand, Players may fold or, if they believe their hand is high enough to beat the Dealer's hand, they will place an amount EQUAL to the ANTE on the PLAY spot.

The ANTE BONUS is paid when a Player is dealt one of the three highest ranking hands in the game. The ANTE BONUS is paid regardless of the Dealer's hand.

Playing Against the Dealer	
Player Folds.	LOSE.
The Dealer Does Not PLAY.	PLAY is a PUSH, ANTE wins 1 to 1.
The Dealer Plays and the Player's hand beats the Dealer's hand.	PLAY wins 1 to 1, ANTE wins 1 to 1.
The Dealer Plays and the Dealer's hand beats the Player's hand.	PLAY is a Loss, ANTE is a Loss.

1. Playing Against the Dealer - ANTE WAGER (cont.)

The ANTE BONUS payouts are as follows:

STRAIGHT... 1 to 1 THREE OF A KIND... 4 to 1 STRAIGHT FLUSH... 5 to 1

2. Playing the Hand Value - PAIR PLUS

The object of betting the PAIR PLUS wager is to receive a Pair or better. If the Player's hand contains a Pair or better the Player wins the PAIR PLUS wager. Players receive PAIR PLUS payouts regardless of the Dealer's hand.

PAIR PLUS payouts are as follows:

PAIR... 1 to 1 FLUSH... 4 to 1 STRAIGHT... 6 to 1 THREE OF A KIND... 30 to 1 STRAIGHT FLUSH... 40 to 1

3. Playing Both - PAIR PLUS and ANTE

The object of playing both the PAIR PLUS and the ANTE is to get a Three Card Poker hand that beats the Dealer's qualifying hand of a Queen or better and have a Pair or better. The ANTE and PAIR PLUS wagers do not have to be the same amount. Players can wager anywhere from the table minimum to the maximum allowed bet on either spot. However, the PLAY wager must always equal the ANTE wager.

If the Player has made the ANTE wager and the PAIR PLUS wager, he must make the PLAY wager or will forfeit both the ANTE and PAIR PLUS wagers.

DEALING THREE CARD POKER

Scan The Layout

Ensure all bets are placed. At this point, the customer should have a PAIR PLUS bet, or an ANTE bet, or both. The PAIR PLUS and ANTE bets do not need to be the same amount.

Deal The Cards

No wagers may be made, increased or withdrawn, after the first three cards have come out of the shuffler.

- 1. The shuffler will deal out three cards at a time. Working from left to right, deliver a three-card hand to each Player, face down. (One hand per Player only. Players may not bet on another Player's hand.) Spread the cards as they are placed to the left of each ANTE bet ensuring each Player has received three cards. After each Player has received cards, the Dealer will place the last three-card hand in designated area on the layout. The Dealer's hand should be spread slightly to prove there are three cards. Players may pick up their cards as soon as they receive them. A sign is posted that declares any misdeal to be a dead hand.
- 2. After examining their cards, the Players have the option to either make a PLAY wager equal to the ANTE wager, or forfeit the ANTE wager by folding. If a Player has placed an ANTE wager and a PAIR PLUS wager but does not make a PLAY wager, the Player forfeits both the ANTE wager and the PAIR PLUS wager. The Dealer will instruct the Players to place the folded hands to the Dealer's right of the PAIR PLUS betting area.
- When the Player folds, the Dealer may retrieve the cards and the Player's wager(s) immediately. If the Player chooses to play, they will lay the cards in the square marked PLAY and place their wager on top of the cards.
- After all decisions have been made, the Dealer's hand will be exposed by turning the cards over in one motion and rank them in order from left to right, high to low.
- 5. The Player's poker hands are revealed by the Dealer from right to left. The Player's cards will be spread in the center of the table near the PAIR PLUS circle of that Player. The cards will be spread so the entire card can be seen. Pay winning bets and take losing bets in order starting from the outside moving toward the Dealer. Pick up the cards and place in the discard rack before proceeding to the next hand.
- Upon completion of the round, the Dealer will remove all cards from the discard rack, shuffle once and place in shuffler to begin the next round.

MISDEALS

- An exposed card is not a misdeal turn card over and continue.
- If any Player or the Dealer is dealt an incorrect number of cards, it is a total misdeal. All hands are void and cards are reshuffled.
- If the Dealer did not take the last three cards, it is not a misdeal. The Dealer will notify the Floor Supervisor of the error and in the Floor Supervisor's presence, lift the deck from the discard rack and take the bottom three cards without exposing them. The Floor Supervisor may allow Players to choose to play or back out of the hand.

TAKING & PAYING

Refer to the Overview section for payoff odds.

Always take wagers or make payouts in the following order (back to front):

- 1. Take or pay PLAY
- 2. Pay the ANTE BONUS
- 3. Take or pay ANTE
- 4. Take or pay PAIR PLUS

When Dealer has less than Queen high, it is a non-qualifying hand and does not play.

No action on PLAY – it is a push. ANTE BONUS paid for Straight or better. All ANTE BETS are paid. PAIR PLUS paid for Pair or better.

When Dealer has Queen high or better, it is a qualifying hand and plays.

PLAY paid or taken as applies. ANTE BONUS paid for Straight or better. ANTE paid or taken as applies. PAIR PLUS paid for Pair or better.

- If the Dealer qualifies with a Queen or better and the Player's hand beats the Dealer's hand and includes a Pair or better, the Player wins the ANTE wager and the PLAY wager and the PAIR PLUS wager.
- If the Dealer qualifies and the Player's hand beats the Dealer's hand but does not include a Pair or better, the Player wins the ANTE wager and the PLAY wager and loses the PAIR PLUS wager.
- If the Dealer qualifies and the Dealer's hand beats the Player's hand, but the Player has a Pair or better, the Player loses the ANTE wager and the PLAY wager but wins the PAIR PLUS wager.
- If the Dealer qualifies and the Dealer's hand beats the Player's hand which does not contain a Pair or better, the Player loses all three wagers.
- If the Dealer does not qualify and the Player has a Pair or better, the Player wins the ANTE wager and the PAIR PLUS wager, and the PLAY wager is a push.

When the Dealer qualifies and the Player and Dealer hands are the same, it is a tie. ANTE and PLAY push, but ANTE BONUS is paid if applies and PAIR PLUS is paid or taken.

- The ANTE BONUS payoff is paid separately from the ANTE
- The ANTE BONUS is paid before the ANTE and heeled off to the rear of the Ante
- The ANTE BONUS is paid even when the ANTE loses.

HAND SHUFFLE

IN THE EVENT THE SHUFFLE MASTER IS NOT IN USE:

- The table will be open in accordance with standard CASINO procedure for card
 games. Cards will be checked by both the Dealer and the Floor Supervisor, and then spread face up on
 the layout.
- 2. Wash each deck.
- 3. At the beginning of play, the cards are shuffled as follows:

SHUFFLE STRIP SHUFFLE BOX TURN SHUFFLE STRIP SHUFFLE

- 4. After shuffling, the Dealer will cut the cards in a forward movement onto a cut card using one hand only. Players never cut the cards.
- 5. The cards will be dealt (PITCHED) from left to right.
- 6. The cards are dealt 3 cards face down one at a time to each Player including the Dealer.
- When the cards are finished being dealt the Dealer then places the remainder of the cards in the discard rack and continues with the normal procedure.

GAME PROTECTION

- ♦ Always keep your eyes on the layout and your head in the game
- Remove cards from shuffler carefully as to not expose or flash your bottom card.
- ♦ Make sure the cards are dealt correctly and kept in proper order.
- Closely observe the way the customers handle the cards.
- Players must be seated in order to handle cards.
- The cards must stay within the railing and in full view of the Dealer at all times.
- ♦ Make sure to complete all transactions before going on break.
- Watch the Players' hands and listen to conversations. Be alert to irregular play. If you are suspicious, call the Floor Supervisor.
- Be especially aware of betting amounts on first base and third base.

TOKES

Toke bets should be placed to left of Player bets.

Toke bet may be placed on ANTE or PAIR PLUS or both. Players who want to make a PLAY bet may, but are not required to match a toke bet on the ANTE.

A PLAY toke wager may not be placed unless ANTE toke has been placed.

Full odds and payoffs are paid to all toke bets. Includes ANTE BONUS for Straight or better even if Player loses. The maximum toke bet is \$5 on each of the three spots.

Both bet and payoff on all winning toke bets must be taken down. Toke bets may not be parlayed.

Always pay the Player's bet first and then the toke bet.

Always thank the Player for the bet regardless of win or loss.

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

§ 107 . Limitations on exclusive rights: Fair use⁴⁰

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
 - (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
 - (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.