



## **RULES AND DEALING PROCEDURES**

Cincinnati Stud is a table game with head-to-head play against the dealer and an optional bonus bet and an optional community pot bet. Players and the dealer get seven cards to make their best five-card poker hands.

### **Rules and Dealing Procedures**

1. Set the i-Deal shuffler to “Cincinnati Stud.” This mode is specifically designed for this game.
2. To play against the dealer, players make equal bets on the Ante and Blind. To play against the bonus payable, players make a Trips bet. To play for the pot, make a Cincy Pot bet.
3. The dealer, working clockwise from his left to his right, gives each player a packet of seven cards, and pulls the top (“7<sup>th</sup> Street”) card back in front of each player. This card remains down until the dealer reveals it at the end of the game.
4. The dealer gives himself a packet of seven cards and presses the green button on the shuffler. This will eject the discards and start shuffling the next deck.
5. Players then look at their cards and make a choice:
  - a. Fold; or
  - b. Make a Play bet of 1x their Ante; or
  - c. Make a Play bet of 2x their Ante.
6. The dealer will then reveal his cards and announce his hand.
7. The dealer then compares his hand with each player’s.
  - a. If the dealer wins, the player’s Ante, Play and Blind bets lose.
  - b. If the player wins, the Ante and Play bets pay 1 to 1, and the Blind pays as follows:

Royal Flush	500 to 1
Straight Flush	50 to 1
4 of a Kind	20 to 1
Full House	3 to 1
Flush	2 to 1
Straight	3 to 2

8. The Trips bet wins if the player has three of a kind or better.
  - a. See layout for odds.
  - b. If players fold, the Trips bet receives action.

### **Cincy Pot Rules**

1. The Cincy Pot is an optional wager.
2. Players participating in the Cincy Pot wager are playing against the other participants and dealer, if allowed by internal control game rules, for the highest winning hand.
3. The contribution to the Cincy Pot is the same as the minimum bet on the main game (e.g. \$5, \$10).
4. When a new pot opens, players must place the Cincy Pot wager in front of their individual betting stations. The dealer will then replace their wagers with a lammer indicating they are in action.
5. The dealer, if allowed by internal control game rules, also contributes to the Cincy Pot bet each round.
6. The dealer will pull all Cincy Pot wagers and stack them in the designated Cincy Pot circle.
7. The Cincy Pot is won when someone has the highest hand amongst Cincy Pot participants, and it's at least two pair. If none of the Cincy Pot participants win with at least two pair, the Cincy Pot carries over to the next round of play. If the carryover pot has not been won by the tenth game, the dealer will divide it equally between the remaining players still participating in the pot and the house or, if allowed by game rules, only the players still participating in the pot. At this point, players may begin placing the Cincy Pot wager prior to the next round being dealt.
8. Players must continue to make a Cincy Pot bet each round to remain eligible.
9. If the highest hand among pot participants is at least two pair and an exact tie, the dealer will evenly divide the amount.
10. If all the participants in the Cincy Pot drop out before it's won or the tenth round is completed, the house collects the accumulated amount and places it in the chip tray.
11. Players cannot join a Cincy Pot after it has started.
12. Once players miss a round, they cannot rejoin the pot.
13. The Cincy Pot lammers will be collected, counted and placed in the chip tray after the Cincy Pot is paid or collected due to the lack of player participation.

*Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*



TRIPS PAYTABLES

	PAYTABLE 1	PAYTABLE 2	PAYTABLE 3
Royal flush	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1
Four of a kind	30 to 1	30 to 1	20 to 1
Full house	8 to 1	8 to 1	7 to 1
Flush	6 to 1	7 to 1	6 to 1
Straight	5 to 1	4 to 1	5 to 1
Three of a kind	3 to 1	3 to 1	3 to 1
House edge:	1.90%	3.50%	6.18%
Expected Hold:	24%	26%	30%

BLIND PAYTABLE

Royal flush	500 to 1*
Straight flush	50 to 1*
Four of a kind	20 to 1*
Full house	3 to 1*
Flush	2 to 1*
Straight	3 to 2*

\* Must beat dealer



1	2	3	4	5
6	7	8	9	10

**TRIPS**

**ANTE = BLIND**

**PLAY**

**CINCY POT**

Hand	Pay
Four of a Kind	100 to 1
Full House	30 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

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