



## RULES OF PLAY

1. High Five Poker is played with a 53-card deck that includes one Joker.
  - a. Casinos should set the ACE or iDeal shuffler to “pai gow poker.” In this mode, the shuffler will dispense sets of seven cards.
2. The joker is used as an Ace, or to complete straights or flushes.
3. Players and the dealer each get seven cards to make their best five-card poker hand. Rankings below:

Five Aces
Royal Flush
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
Pair
High Card

4. To start the game, players make an Ante bet to compete against the dealer. They may also make a Trips bet to compete against a bonus payable.

5. The dealer, working from his left to his right, will give each player and himself a set of seven cards. The dealer keeps his cards face down.
6. Once everyone has a set of cards, the dealer will press the green button on the shuffler, dispensing the remaining cards and shuffling the second deck.
7. Players now look at their hands and make a decision: Play or fold.
  - a. If the player folds, his Ante loses. His Trips bet would win if he had three of a kind or higher.
  - b. If the player plays, he makes a Play wager equal to his Ante.
8. Once all players act, the dealer reveals his cards and makes his best five-card poker hand.
9. The dealer will then work from his right to his left and reconcile all player bets left in action.
10. If the dealer has less than a pair of 6s, he does not qualify.
  - a. The player's Play bet pushes and the Ante wins 1 to 1.
  - b. Exception: If the player has a straight or better, the Play also wins 1 to 1.
  - c. The Trips bet wins if the player has three of a kind or better. See layout for odds.
11. If the dealer qualifies, he compares his hand to each player's.
  - a. If the dealer wins, the player's Play and Ante lose.
  - b. If the player wins, the Play and Ante win 1 to 1.
  - c. The Trips bet wins if the player has three of a kind or better. See layout for odds.
12. If the dealer and player tie, the Ante and Play bet push.
  - a. The Trips bet wins if the player has three of a kind or better. See layout for odds.

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



### Trips Payouts

Hand	APP-01	APP-02	APP-03
Five Aces	200 to 1	200 to 1	200 to 1
Royal Flush	100 to 1	100 to 1	100 to 1
Straight Flush	50 to 1	50 to 1	50 to 1
Four of a Kind	40 to 1	40 to 1	40 to 1
Full House (Aces Up)	20 to 1	25 to 1	15 to 1
Full House (Other)	7 to 1	7 to 1	7 to 1
Flush	4 to 1	4 to 1	4 to 1
Straight	2 to 1	2 to 1	2 to 1
Three of a Kind	1 to 1	1 to 1	1 to 1
House edge:	4.81%	2.62%	7.01%
Hit Frequency:	19.19%	19.19%	19.19%

