



Overview

On the Draw™ is a seven-card poker game. Players get seven cards to make their best five-card poker hand. They compete against a pay schedule, not against the dealer, and win with two pair or better.

On the Draw rewards risk-taking. To maximize their chance of beating the game, players frequently commit to their hand before it is a guaranteed winner. In other words, if players want to win, they have to bet while they are...on the draw.

The game may also feature the optional “Cincy Pot,” which lets players compete against other players.

Getting Started

Players make equal bets on the Ante and Blind. The dealer will then give each player four cards. He will also place each player's final card, called “7th Street” in the marked area. Players only get to see this card if they make a Play bet.

After seeing their first four cards, players have a choice: check or make a Play bet of 3x their Ante. The dealer will then reveal the next card, called “5th Street.” If players have not made a Play bet, they may check or make a Play bet of 2x their Ante.

The dealer will then reveal the player's next card, called “6th Street.” If players have not made a Play bet, they have a choice: fold or make a Play bet of 1x their Ante. If a player has made a Play bet, he must place his four starting cards face down.

Winning and Losing

The dealer will reveal each player's four starting cards and then his “7th Street” card to determine the player's final hand. If the player's best five-card poker hand is less than two pair, his Play, Ante and Blind bets lose.

The Ante wins 1 to 1 if a player has two pair or better. The Play pays odds if their hand contains three-of-a-kind or better, but pushes if the player has two pair.

Rules and Dealing Procedures

1. Set the ACE or i-Deal shuffler to one of the following dealing modes: "On the Draw" or "Caribbean Stud Poker."
2. Players must make equal bets on the Ante and the Blind to begin the game. They may also make the optional Trips bonus bet for any amount within table limits.
3. The shuffler will dispense packs of five cards. The dealer, working clockwise from his left to his right, gives each player four cards and pulls the top card into the box marked "7th Street."
4. When all players have cards, the dealer places a packet of cards in the box marked "5th Street" and slides the packet to his right. The dealer will burn the top two cards, leaving one card each in the boxes marked "5th Street" and "6th Street."
5. Players now have a choice:
 - a. Check or make a Play bet of 3x their Ante.
 - i. Players may hold onto their four starting cards.
6. The dealer then reveals the card marked "5th Street."
7. Players who have not yet made a Play bet have a choice:
 - a. Check or make a Play bet of 2x their Ante.
 - i. Players may hold onto their four starting cards.
8. The dealer then reveals the card marked "6th Street."
9. Players who have not yet made a Play bet have a choice:
 - a. Fold or make a Play bet of 1x their Ante.
 - i. At this point, all players that have made Play bets must place their cards face down.
10. The dealer will immediately collect the cards and chips of all players who fold.
11. The dealer, working from his right to his left, will resolve the hands of players who stayed in the game.
12. The dealer will reveal the four starting cards, and then he will reveal the 7th Street card.
13. If a player has less than two pair, all bets (Play, Ante and Blind) lose.
14. The Play bet pays odds if the player has two pair or better. See sample payable for odds.
15. The Ante pays 1 to 1 if the player has two pair or better.
 16. The Blind pays 1 to 1 if the player has three-of-a kind or better, and it pushes if the player has two pair.

THE CINCY POT VERSION

- The Cincy Pot is player vs. player. Players make equal wagers (e.g. \$5, \$10, \$25) until it hits. A player wins the pot when he, among pot participants, has the highest hand and it's at least a flush. If no one has a flush or higher, the pot rolls over to the next round.
- The Cincy Pot is optional.
- The house makes its money by taking a rake on the action. Shuffle Master recommends a fixed-rake system, where, regardless of the size of the pot, the same amount is always raked. This will make it much easier for table-games dealers to administer. Recommended rakes:
 - An amount equal to one bet.
 - \$2
 - \$1
 - \$0.50
 - Casinos may consider splitting the rake with the dealer.
- When a new pot opens, players must place their wager in the dotted circle. The dealer will then replace their bets with a lammer indicating they are in action.
 - The dealer will then pull all the pot wagers into the big circle in the middle of the table.
- The pot is won when a player has the highest hand among pot participants, and it's at least a flush. Otherwise, the pot accumulates to the next round. Players must continue to make a pot bet each round to remain eligible.
- If the highest hand among pot participants is at least a flush and an exact tie, the dealer will evenly divide the amount among those players.
- When the Cincy Pot is won, the house will collect its rake for facilitating the action.
- If all the participants in the Cincy Pot drop out before it's won, the house does not collect it. The money can be won by new players (see below).
- New players can join a Cincy Pot after it has started. To do this, players must make up for the rounds they have missed, plus the new round. For example, if a player has missed four rounds and the contribution is \$5 per round, he must pay \$20 plus \$5 for the new round for a total of \$25.
 - To make this easier to administer, the dealer should use part of the Cincy Pot chips to manually track how many rounds have occurred.
- Players that had to leave the table in mid-pot can make up rounds they have missed. The dealer will track the number of rounds missed with lammers placed in front of the player's betting area. When that player returns, he can opt back into the pot by contributing for the rounds he missed, plus the new round.
- Players cannot transfer their pot contributions to a new player. For example, if Player A has contributed to the pot, but he decides to leave the table, Player B cannot assume his spot and his investment in the pot. To compete for the pot, Player B would have to make up for the rounds he missed.



PLAY PAYTABLES

Hand	OTD-01	OTD-02	OTD-03	OTD-04	OTD-05	OTD-06	OTD-07
Royal Flush	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1	100 to 1	50 to 1
Straight Flush	20 to 1	20 to 1	20 to 1	20 to 1	20 to 1	10 to 1	10 to 1
4 of a Kind	9 to 1	8 to 1	7 to 1	6 to 1	5 to 1	5 to 1	5 to 1
Full House	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Flush	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Straight	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
3 of a Kind	3 to 2	3 to 2	3 to 2	3 to 2	3 to 2	3 to 2	3 to 2
2 Pair	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1
Hit frequency	38.00%	38.00%	38.00%	38.00%	38.00%	38.00%	38.00%
House edge	1.67%	2.16%	2.65%	3.14%	3.63%	4.30%	4.70%
Estimated hold	20%	22%	24%	26%	28%	30%	32%