



## **RULES AND DEALING PROCEDURES**

Rabbit Hunter is a table game with head-to-head play against the dealer and an optional bonus bet. Players and the dealer get five cards to make their best poker hands, but players have the option of buying a sixth card.

### **Rules and Dealing Procedures**

1. Set the i-Deal or ACE shuffler to “Rabbit Hunter” or “Six Card Poker.” This mode will dispense packets of six cards.
2. To begin the game, players must make an Ante bet.
3. Players may also make the optional “Tens Up” bonus bet to compete for bonus payouts. Players may not wager more on Tens Up than they do on Ante.
4. In addition, players may also make the Two Way Bad Beat wager.
5. The dealer, working clockwise from his left to his right, gives each player a packet of cards, dragging the top card back and keeping it face-down in the marked area.
6. When the dealer gets his packet, he burns the top card. The dealer then presses the green button on the shuffler, which dispenses the remaining cards and begins shuffling the next deck.
7. Players may now look at their five cards.
8. Players have a choice:

- a. Fold and lose their Ante, and (if bet) the optional Tens Up and Two way Bad Beat wagers.
  - b. Stay in the game by making a Play bet of 1x their Ante.
    - i. If players make the Play bet, they have the additional option of buying the sixth card for an amount of 1x their Ante.
      1. This money is placed on the “Rabbit Hunter” logo next to the sixth card.
9. When players fold, the dealer will immediately collect their chips and their cards.
  10. When players make a Play bet but do not buy the sixth card, the dealer will remove that card and place it in the discard rack.
  11. When players make a Play bet and buy the sixth card, the dealer will:
    - a. Verify the amount (1x Ante) is correct; and
    - b. Collect that money and put it in the tray.
  12. The dealer then reveals his five cards and announces his hand.
  13. The dealer qualifies with Ace-high. If the dealer has less than Ace-high, he immediately, working counter-clockwise from right to left, refunds each player’s Ante bet. All other bets receive full action.
  14. The dealer then, working counter-clockwise from right to left, reconciles the action. The dealer reveals each player’s original five cards and, if applicable, turns over the sixth card.
  15. If the player beats the dealer, the Ante (if applicable) and Play bets pay 1 to 1.
  16. If the dealer beats the player, the Ante (if applicable) and Play bets lose.
  17. If the dealer and the player tie, the Ante (if applicable) and Play push.
  18. Players win the Tens Up bet if they have a pair of 10s or better. The dealer’s hand has no effect on this bet. Sample payable below:

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Full House	30 to 1
Flush	10 to 1
Straight	7 to 1
Three of a Kind	5 to 1
Two Pair	2 to 1
Tens Up	1 to 1

19. The Two Way Bad Beat wager wins 10 to 1 if the dealer beats the player or the player beats the dealer and the losing hand is a Pair of Tens or higher.



