



STATE OF WASHINGTON
GAMBLING COMMISSION

PO Box 42400 Olympia WA 98504-2400 (360) 486-3440 TDD (360) 486-3637 FAX (360) 486-3626

September 12, 2019

Bally Technologies
Attn: Bo Zarach
6601 South Bermuda Road
Las Vegas, NV 89119

RE: Fast Action Hold 'Em

Dear Ms. Zarach,

Thank you for requesting approval to market the card game "Fast Action Hold 'Em" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the game under the conditions listed below:

Commercial Card Rooms

- The game shall be played and operated under the terms and conditions set forth under the "Fast Action Hold 'Em" rules of play you provided and are enclosed.
- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- The game shall be played and operated under the terms and conditions set forth under the "Fast Action Hold 'Em" rules of play you provided and are enclosed.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.



- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Jess Lohse at (206) 786-3530. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing, Regulation and Enforcement Division

Enclosure

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Cathy Harvey, Special Agent in Charge, Tribal Gaming Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
File



- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *If the below game is to be hand dealt with or without a dealing show, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*
- *Additional Scientific Games equipment can be used on this game. This equipment will be the i-Deal Shuffler v3.8.024 or higher.*

RULES OF PLAY SINGLE-DECK VERSION

Fast Action Hold'em features head-to-head play against the dealer and an optional bonus bet. Players and the dealer each receive four cards. The game is played with one standard deck of 52 cards.

Dealing Procedures

1. Set the i-Deal shuffler to "Fast Action Hold'em." This mode deals an initial packet of five cards (for the community) and then packets of four cards for players and the dealer.
 - a. If the "Fast Action Hold'em mode isn't available for selection, set the i-Deal to a custom mode that deals sets of four cards from a 52-card deck. The dealer will give each player and themselves four cards, and then four cards for the community. From the next set of four cards, the dealer will take the top one and add it to the community.
2. To begin the game, players make an Ante bet and the optional Bonus bet.
3. Players may bet any amount within table limits on the Bonus wager; however, a Bonus bet of at least \$5 qualifies them for **Envy Bonus** payouts. If the player makes a \$5 or higher Bonus wager the dealer will place an "Envy" lammer next to the Bonus wager.
4. Once all player wagers have been made, the dealer will press the green button on the shuffler. The shuffler will dispense a single packet of five Community cards and the dealer will place them face down in front of the dealer.

Note: The Community cards are shared by all players and the dealer.

5. All subsequent packets will contain four cards. The dealer, working clockwise from their left to right, will give each player and themselves a packet of four cards.
6. If the table is full of participating players, the shuffler will automatically dispense the remaining cards and begin shuffling the other deck. If the table is not full of participating players, it will be necessary for the dealer to press the green button on the shuffler to dispense all remaining cards and begin the shuffling of the other deck.
7. Players must discard two of their hole cards.
 - a. Exception: Players may split their cards into two hands. They play a split hand against the dealer by making a Split bet for an amount equal to their Ante. They may play a split hand against the payable by making a Split bet for an amount equal to the Bonus. They may split their Ante, their Bonus or both.
8. The dealer, again working clockwise from their left to right, will pick up the two discards from each player that has not made the Split and/or Split Bonus wagers.
9. Once all players act, the dealer will reveal their hand and keep two of the hole cards according to the house way:

A pair of 8's or higher. Q♥, Q♠

High card is an ace and low card is jack or higher. A♥, Q♠

Any unsuited pair 2's to 7's. 6♠, 6♥

Ace high and suited. A♥, 4♥

Both cards ten or higher and suited. K♦, 10♦

Both cards ten or higher and unsuited. K♦, 10♣

Ace high unsuited. A♥, 4♣

Face card high suited. J♠, 7♠

Face card high unsuited. J♠, 7♦

Connected cards suited. 4♠, 5♠

Connected cards unsuited. 6♠, 7♥

Two highest cards suited. 8♣, 10♣

Two highest cards unsuited. 9♠, Q♥

10. The dealer now reveals the five Community cards.
11. The dealer, working counter-clockwise from their right to left, now reconciles the action.
12. Players and the dealer combine their hole cards with the community cards to make their best five-card poker hand. Players and the dealer may use 0, 1 or 2 of their hole cards.
13. Players win 1 to 1 on their Ante and (if played) Split bet/s if they beat the dealer. Players lose their Ante and (if played) Split bet/s if the dealer beats or ties them.

Note: The house wins ties.

14. While reconciling the standard Fast Action Hold'em wagers, the dealer also reconciles Bonus bets.

15. Both the Bonus and (if played) Split Bonus bets pay according to a payable.
Paytables are submitted separately.

- a. If the player's hand qualifies for payouts, the dealer pays the player according to the posted payable and if applicable will leave the "Envy" lammer next to the Bonus bet spot.
 - i. Notwithstanding to the payout odds on the approved payable options and subject to gaming regulations, a casino licensee may establish a maximum aggregate amount that is payable per round or per hand. It remains the casino licensee's sole responsibility to post a sign at the table explaining the details and the ramifications of the aggregate win limit. The **Envy Bonus** payout is not an odds based payout and therefor it is not subject to an aggregate limit.
- b. If the player's hand does not qualify for payouts, the dealer takes the players Bonus wager.
 - i. The dealer leaves the "Envy" lammer, if applicable, next to the player's original wager and payouts.

Note: The dealer will not pick up the envy lammer(s) until all wagers have been reconciled.

16. The dealer pays all Envy Bonus payouts at the end of the round. If at least one player during the current round has a qualifying hand, all players with envy lammers win. In the event more than one player during the current round has a qualifying hand, then all players with envy lammers win multiple payouts.

A player cannot win an **Envy Bonus** for their own or the dealer's hand.

Fast Action Hold'em

Single-Deck

Hand	4*	5*	6*	Envy
Royal Flush	500	500	500	\$250
Straight Flush	100	100	100	\$50
Four-of-a-Kind	30	30	30	
Full House	5	5	6	
Flush	4	3	3	
Straight	2	2	1	
Three-of-a-Kind	1	1	1	
Combined House Edge	6.88%	11.47%	11.28%	

*Pays to 1



- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *If the below game is to be hand dealt with or without a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

RULES OF PLAY MULTI DECK VERSION

Fast Action Hold'em features head-to-head play against the dealer and an optional bonus bet. Players and the dealer each receive four cards. The game is played with 6-8 decks of cards.

Dealing Procedures

1. To begin the game, players make an Ante bet and the optional Bonus bet.
2. Players may bet any amount within table limits on the Bonus wager; however, a Bonus bet of at least \$5 qualifies them for **Envy Bonus** payouts. If the player makes a \$5 or higher Bonus wager the dealer will place an "Envy" lammer next to the Bonus wager.
3. The dealer, working clockwise from their left to right, will give each player and themselves one card face down and continues this process until all participants have four cards.
4. Players must discard two of their hole cards.
 - a. Exception: Players may split their cards into two hands. They play a split hand against the dealer by making a Split bet for an amount equal to their Ante. They may play a split hand against the payable by making a Split bet for an amount equal to the Bonus. They may split their Ante, their Bonus or both.
5. The dealer, again working clockwise from their left to right, will pick up the two discards from each player that has not made the Split and/or Split Bonus wagers.

6. Once all players act, the dealer will reveal their hand and keep two of the hole cards according to the house way:

A pair of 8's or higher. Q♥, Q♥

High card is an ace and low card is jack or higher. A♥, Q♠

Any suited pair 2's to 7's. 6♠, 6♠

Any unsuited pair 2's to 7's. 6♠, 6♥

Ace high and suited. A♥, 4♥

Both cards ten or higher and suited. K♦, 10♦

Both cards ten or higher and unsuited. K♦, 10♣

Ace high unsuited. A♥, 4♣

Face card high suited. J♠, 7♠

Face card high unsuited. J♠, 7♦

Connected cards suited. 4♠, 5♠

Connected cards unsuited. 6♠, 7♥

Two highest cards suited. 8♣, 3♣

Two highest cards unsuited. 9♠, 7♥

7. The dealer will then deal the five community cards and place them face up in the middle of the table.
8. The dealer, working counter-clockwise from their right to left, will reconcile the action.
9. Players and the dealer combine their hole cards with the community cards to make their best five-card poker hand. Players and the dealer may use 0, 1 or 2 of their hole cards.
10. Players win 1 to 1 on their Ante and (if played) Split bet/s if they beat the dealer. Players lose their Ante and (if played) Split bet/s if the dealer beats or ties them.

Note: The house wins ties.

11. While reconciling the standard Fast Action Hold'em wagers, the dealer also reconciles Bonus bets.
12. Both the Bonus and (if played) Split Bonus bets pay according to a payable. Paytables are submitted separately.
 - a. If the player's hand qualifies for payouts, the dealer pays the player according to the posted payable and if applicable will leave the "Envy" lammer next to the Bonus bet spot.
 - i. Notwithstanding to the payout odds on the approved payable options and subject to gaming regulations, a casino licensee may establish a maximum aggregate amount that is payable per round or per hand. It remains the casino licensee's sole responsibility to post a sign at the table explaining the details and the ramifications of the aggregate win limit. The **Envy Bonus** payout is not an odds based payout and therefore it is not subject to an aggregate limit.

- b. If the player's hand does not qualify for payouts, the dealer takes the player's Bonus wager and if applicable will leave the "Envy" lammer next to the Bonus bet spot.

Note: The dealer will not pick up the envy lammer(s) until all wagers have been reconciled.

13. The dealer pays all Envy Bonus payouts at the end of the round. If at least one player during the current round has a qualifying hand, all players with envy lammers win. In the event more than one player during the current round has a qualifying hand, then all players with envy lammers win multiple payouts.

A player cannot win an **Envy Bonus** for their own or the dealer's hand.

Fast Action Hold'em

Multi-Deck

Hand	1*	2*	3*	Envy
Five-of-a-Kind Suited	5000	1000	1000	\$1,000
Royal Flush	500	200	200	\$250
Straight Flush	100	75	75	\$50
Five-of-a-Kind	50	40	40	\$10
Four-of-a-Kind	5	7	7	
Full House	3	3	3	
Flush	2	2	2	
Straight	1	1	2	
Three-of-a-Kind		Push	Push	
Combined House Edge	17.80%	7.78%	4.63%	

*Pays to 1

Paytable #3 Ante and Bonus must be equal amounts

