



TEXAS HOLD'EM POKER – RULES

Texas Hold 'Em (or Texas Holdem) is the primary version of Poker played in many casinos, and it's the version seen on television shows like the Travel Channel's World Poker Tour and ESPN's World Series of Poker.

These are the basic rules for Texas Hold 'Em Poker.

The Shuffle, The Deal and The Blinds

The dealer shuffles a standard 52-card deck.

(In casinos, the dealer never plays. A round disc -- known as a "dealer button" -- moves clockwise from player to player with each hand. The button marks which player would be the dealer if the deal were advanced from player to player as the game went along.)



Most Texas Hold 'Em Poker games start with the two players to the left of the dealer (the button) putting a predetermined amount of money into the pot before any cards are dealt, ensuring that there's something to play for on every hand.



This is called "posting the blinds." Most often, the "first blind" -- the player to the left of the dealer -- puts up half the minimum bet, and the "second blind" puts up the full minimum bet.

Each player is dealt two cards, face down. These are known as the "hole cards."

Betting Begins

A round of betting takes place, beginning with the player to the left of the two who posted the blinds. Players can call, raise or fold when it's their turn to bet.

The Flop

After the first betting round, the dealer discards the top card of the deck. This is called burning the card and is done to ensure that no one accidentally saw the top card, and to help prevent cheating.

The dealer then flips the next three cards face up on the table. These cards are called the "flop."

NOTE: Eventually, a total of five community cards will be placed face up on the table. Players can use any combination of the community cards and their own two hole cards to form the best possible five-card Poker hand.

After the flop, another round of betting takes place, beginning with the player to the left of the dealer (the button). During this and all future rounds of betting, players can check, call, raise or fold when it's their turn to bet.

Fourth Street

The dealer burns another card and plays one more face up onto the table. This, the fourth community card, is called the "turn" or "Fourth Street."

The player to the left of the dealer (the button) begins the third round of betting.

Fifth Street

The dealer burns another card before placing the final face-up card on the table. This card is called the "river" or "Fifth Street."

Final Betting and The Winner

Players can now use any combination of seven cards -- the five community cards and the two hole cards known only to them -- to form the best possible five-card Poker hand.

The fourth and final round of betting starts with the player to the left of the dealer (the button).

After the final betting round, all players who remain in the game reveal their hands. The player who made the initial bet or the player who made the last raise shows their hand first.

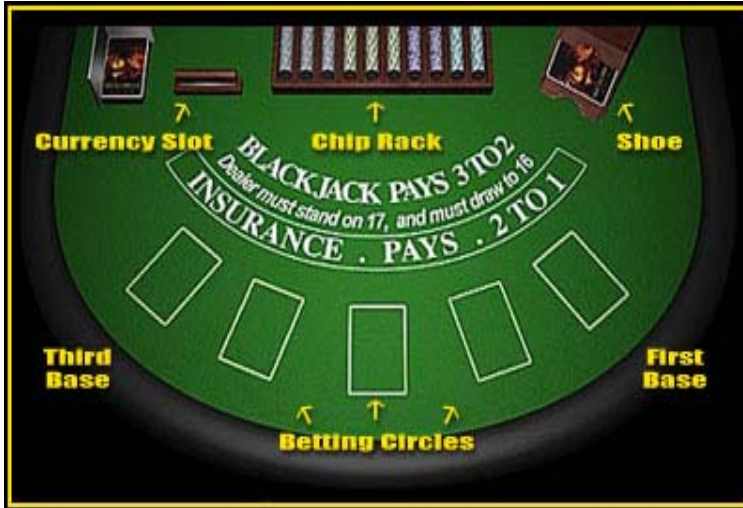
The player with the best hand wins.

Standard five-card Poker hands are ranked below in order of strength, from the strongest Poker hand to the weakest.

1. Royal Flush: This is the best possible hand in standard five-card Poker. Ace, King, Queen, Jack and 10, all of the same suit.
2. Straight Flush: Any five-card sequence in the same suit (e.g.: 8, 9, 10, Jack and Queen of clubs; or 2, 3, 4, 5 and 6 of diamonds).
3. Four of a Kind: All four cards of the same value (e.g.: 8, 8, 8, 8; or Queen, Queen, Queen, Queen).
4. Full House: Three of a kind combined with a pair (e.g.: 10, 10, 10 with 6, 6; or King, King, King with 5, 5).
5. Flush: Any five cards of the same suit, but not in sequence (e.g.: 4, 5, 7, 10 and King of spades).
6. Straight: Five cards in sequence, but not in the same suit (e.g.: 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of diamonds).
7. Three of a Kind: Three cards of the same value (e.g.: 3, 3, 3; or Jack, Jack, Jack).
8. Two Pair: Two separate pairs (e.g.: 2, 2, Queen, Queen).
9. Pair: Two cards of the same value (e.g.: 7, 7).
10. High Card: If a Poker hand contains none of the above combinations, it's valued by the highest card in it.



BLACKJACK / 21 - RULES



The purpose of blackjack (also called "21") is to get a hand as close to 21 as possible without going over.

A hand with a value over 21 is called a "bust," and it is an automatic loser.

Your opponent in blackjack is the dealer, and in order to win, you must beat the dealer's hand. So whatever hand you get must be less than 21, but still higher than what the dealer has. The dealer must "hit" or accept another card on 16 and "stay" on 17.

Blackjack is achieved when two cards total 21 (an "Ace" and any other "10 value" card) and is the highest possible hand. If the dealer also has "Blackjack" it is regarded as a tie or "push" and no one wins or loses.

BLACKJACK - is a 2 card 21, and the payoff is 2 to 1 on your original bet.

TIES - all ties between a Player and the Dealer **PUSH** (no one wins, no one loses). You do not win or lose. A third card is not drawn. You may leave your bet for the next hand, increase it, or remove it.

DEALER BLACKJACK vs. PLAYER BLACKJACK - This is considered a **PUSH**. The Player does not win or lose his bet.

DOUBLE DOWN - A Player may Double Down on his hand. When Doubling Down the Player must match his original bet, and is then dealt only one additional card. The optimum hands for Doubling Down are 9, 10 or 11.

SPLITTING - A Player may Split his hand if his two cards are of the same numerical value. The Player then matches his original bet and plays his cards as two hands. A Player may Split his hand more than once if he is once again dealt a card of the same numerical value.

SPLITTING ACES - Aces are considered extremely valuable cards and may be Split only once. Because they are so valuable, Players are dealt only one additional card per Ace. When Aces are Split and a Player is dealt a face card or a ten, the hand is considered 21 - not Blackjack - and the payoff is 1 to 1.

DOUBLE DOWN AFTER SPLIT - A Player may Double Down after Splitting his cards.

FIVE CARD CHARLIE - When the fifth card dealt to a Player brings the total of his cards to 21 or less, the Player automatically wins the hand (no matter what the Dealer's hand totals). The payoff for a Five Card Charlie is 2 to 1.



ROULETTE - RULES

Roulette, the classy game with European origins, involves a fancy spinning wheel that contains slots numbered 1 to 36, and well as two additional slots, 0 and 00. A white ball is spun around the wheel as the wheel rotates, and when the ball loses speed, it drops, falling into one of the numbered slots.



Of the slots 1 to 36, half are black and half are red. The 0 and 00 slots are green.

The purpose of the game is to try and guess which numbered slot the ball will fall into next. You place your bets on the roulette layout according to where you think the ball might land.

There are numerous bets you can place on a roulette wheel, but all bets fall into one of two categories: inside bets and outside bets. You can place as many different bets, and as many different types of bets as you want for each spin of the wheel, as long as your bets do not exceed the table limit.



Typical layout of a Roulette table and betting opportunities.

Roulette Inside Bets

Example Position | Description | Pay Off

1. | Each number including 0 and 00 | 35 to 1
2. | Split Two-number bet | 17 to 1
3. | Street Three-number bet | 11 to 1
4. | Corner Four-number bet | 8 to 1
5. | Five Numbers 0,00,1,2,3 | 6 to 1
6. | Line any group of 6 #'s in 2 rows | 5 to 1

Roulette Outside Bets

Example Position | Description | Pay Off

1. | Dozen Set of twelve numbers | 2 to 1
2. | Column Bets (all 12 #'s in column) | 2 to 1
3. | 1st 18 (1 through 18) | Even money
4. | 2nd 18 (19 through 36) | Even money
5. | Red or Black (winning # color) | Even money
6. | Odd or Even | Even Money



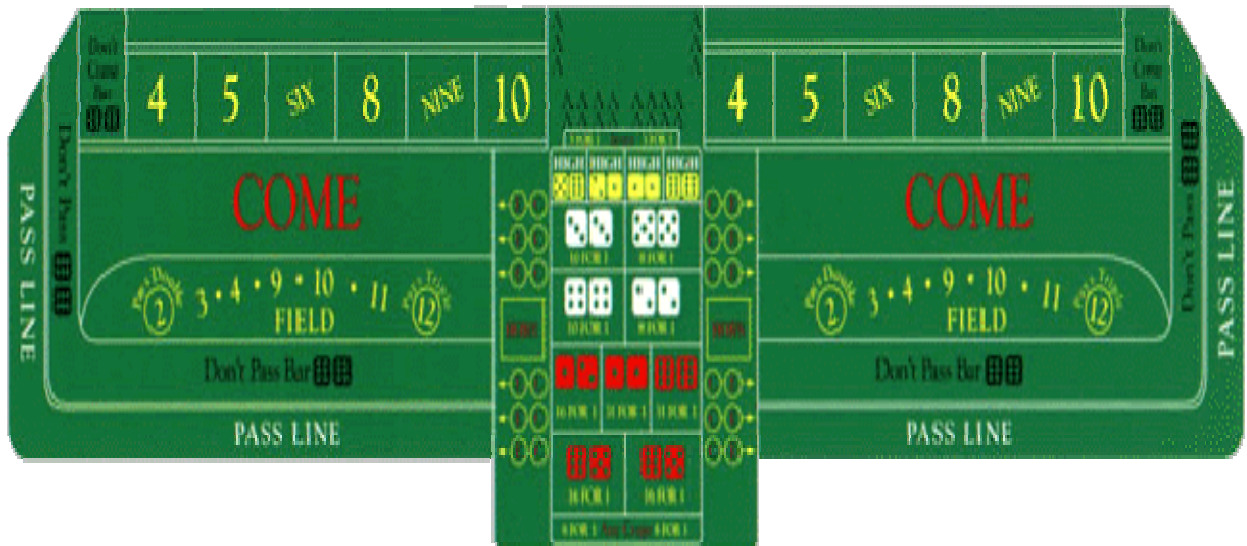
CRAPS TABLE - RULES

How to Play:

At the start, the shooter rolls the dice, and this beginning roll is called a "come-out" roll. The shooter continues making "come-out" rolls until something OTHER than a 2, 3, 7, 11, or 12 shows up. When this happens, the number rolled is called the "point." So if a shooter rolls a 2, 7, and then an 8, the 8 becomes the point. Then, the shooter continues to roll the dice until the point (in this case, 8) repeats, or a 7 comes up. When either of these things happen, that particular round of play is over, and the shooter makes a new come-out roll.

The game is tracked using a plastic "puck." The puck is black on one side, and white on the other. If the puck is turned black side up, it simply means that the shooter is making a come-out roll. After the shooter makes a point, the puck is flipped over, with the white side up, and placed in a box that corresponds to the point.

Typical Layout of Craps Table



Prior to the "come-out" roll a player must make a wager on the pass line or don't pass line. After shooter has established the "point" players can also place "odds bets.

Available bets are shown in the following table.

AVAILABLE CRAPS BETS	
<p>Pass Line</p> <p>An even money bet, made on the first roll of the dice (known as the "come-out roll"). You win if a 7 or 11 roll, or lose if 2, 3, or 12 roll (also known as "craps"). Any other number that rolls becomes the "point" and the point must roll again before a 7 to win.</p>	<p>Don't Pass Line</p> <p>An even money bet, which is the opposite of the pass line bet. You lose on the "come out roll" if the shooter rolls a 7 or 11. You win on a 2 or 3. A 12 is a tie. Once a point is established, you lose if the point is thrown and win if a 7 rolls.</p>
<p>Come Bets</p> <p>Made anytime after the first roll when the shooter has a point to make. You win on 7 or 11 and lose on 2, 3, or 12. Any other number becomes your "come point" and must be repeated for you to win before a 7 rolls.</p>	<p>Don't Come Bets</p> <p>Made anytime after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if a 2 or 3 roll (12 is a tie), and lose if 7 or 11 roll. Any other number becomes your "come point" and if repeated you lose. If a 7 rolls you win.</p>
<p>Field Bets</p> <p>A one roll bet. You win even money on 3, 4, 9, 10, 11. You win 2 to 1 on 2 and 12. You lose on 5, 6, 7, or 8.</p>	<p>Big 6 and Big 8</p> <p>These are a bet that the appropriate number (6 or 8) will be rolled before the next seven. It pays even money.</p>
<p>Any Seven</p> <p>You win if a seven is rolled on the first throw after you have placed your bet.</p>	<p>Hardways</p> <p>A hardway bet is not a one-roll bet. You are betting that the shooter rolls a pair. Hardways win if the dice roll as a pair and lose if a 7 rolls or a number is thrown "the easy way." Example: If you bet a hard 8 and the dice roll 4,4 you win. If the dice roll "easy" 5,3 or 6,2 you lose.</p>
<p>Eleven</p> <p>You win if an 11 is rolled on the first throw after you have placed your bet.</p>	
<p>Craps</p> <p>You win if a 2, 3 or 12 is rolled on the first throw after you have placed your bet.</p>	



EASY CRAPS - RULES

EZ Craps is a dice game combining the rules of Beat the Dealer & Craps!



Rules:

Place your bets on the Passline. The Dealer rolls for his Point.

- If your bet is on the Passline and the Dealer rolls a 7 or 11 - you win.
- If the Dealer rolls a 2, 3 or 12 (these are CRAPS numbers) - you lose.
- If the Dealer rolls any of the following numbers: 4, 5, 6, 8, 9 or 10, that number becomes the Point and the Shooter must now roll that number to push, or a greater number to win.

Each Shooter tries to roll the Point number, or roll numbers to payoff on the other bets.

Available Bets:

Passline (NOTE: Passline bets must be made before the Dealer establishes his Point.)

- The Dealer starts the game by rolling his Point: If he rolls 7 or 11, everyone on the line wins. If he rolls 2, 3 or 12 (CRAPS) everybody on the line loses. Any other number is the Dealer Point. The Shooter now has one roll to beat this Point: If the Shooter beats the Dealer Point he and everyone on the Passline rolls a new Point and the same Shooter tries again to beat it. Ties push and the Dealer rolls a new Point and the same Shooter tries again. If the Shooter doesn't beat the Point, he and all Passline bets lose. The Dealer now starts over and rolls a new point, rotating the dice clockwise to the next Shooter.

Field

- This One bet gets you all the numbers listed, one of those numbers must come up on the very next roll of the dice after the bet is placed. (Field is available to bet anytime, even on Dealer's Comeout Point.)

Over/ Under 7

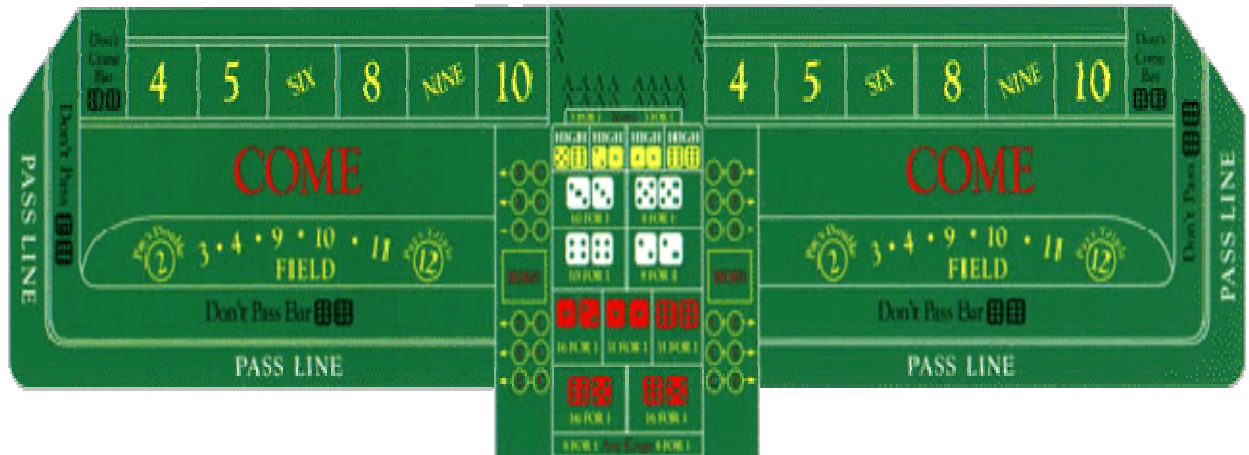
- A bet that the next dice roll after you place your bet on this spot will be Over 7 or Under 7. If a 7 is rolled it is a tie (or a push) - no one wins, no one loses. (Over/Under 7 can be bet anytime, even on the Dealer's Comeout Point.)

6 or 8 Before 7

- A bet that a 6 or 8 will be rolled before a 7 is rolled. Bet on each individually - not combined. You can bet on both if you choose. This bet stays there until 6 or 8 (whichever one you have bet) is rolled; then you are paid even money. If a 7 is rolled before a 6 or 8 your bet loses. (6 or 8 Before 7 is available only after the Dealer Point is established.)



BEAT THE DEALER - RULES



Beat the dealer is an easier dice game that is played as follows:

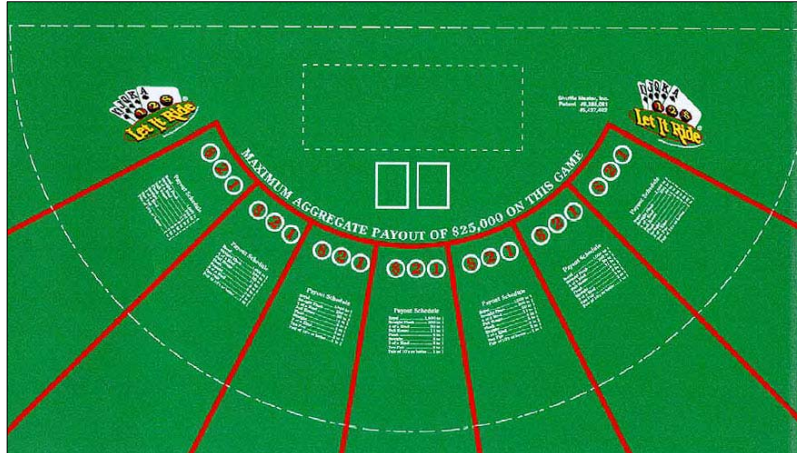
Rules:

- The Players place their bets on the Passline.
- The Dealer rolls for his point.
- If the Player's bet is on the Passline and the Dealer rolls a 7 or 11 you win.
- If the Dealer rolls a 2, 3, or 12 (these are CRAPS numbers) - you lose.
- If the Dealer rolls any of the following numbers - 4, 5, 6, 8, 9, or 10 - that number becomes the Point, and the Shooter must now roll that number to push, or a greater number to win.

Each Player tries to roll the Point number to beat the Dealer's Point. The payoff odds differ from 1 to 1 when a Player beats the Dealer's Point by rolling doubles - all the Players win 3 to 1.



LET IT RIDE - RULES



How to Play:

Bets

- Each player places three equal bets in three spaces labeled (1), (2) and (\$).
- Optional side bet. This side bet offers an additional payout if the player's first three cards contains a winning hand.

The deal

- Each player receives three cards, face down. The dealer receives two cards face down.

The play

- Let It Ride compares the player's poker hand with a payout chart, rather than comparing it with the other players' hands or the dealer's hand. The player's hand consists of the player's three cards and the dealer's two cards.
- Each player is required to keep the three cards in full view of the dealer at all times.
- Winners are paid according to the payout schedule.
- After looking at his three cards, each player has the option of pulling back the first bet or leaving the wager there. To leave the bet live is to "let it ride".
- The dealer then exposes one community card. The players then each have the option of pulling back the second bet or letting it ride (they can't add their first bet back on if they get a better hand, however.) After each player decides whether or not to pull back the second bet, the cards are placed face down on the designated area of the layout and may not be touched again.

Payout Schedule	
Hand	Payout
Royal flush	1,000 to 1
Straight flush	200 to 1
Four of a kind	50 to 1
Full house	11 to 1
Flush	8 to 1
Straight	5 to 1
Three of a kind	3 to 1
Two pair	2 to 1
Pair of 10's or better	1 to 1

- The dealer then turns up the second community card and in a counterclockwise direction, turns the three cards of each player face up.
- All losing wagers are then collected, and then all winning hands are paid by the dealer according to the payout schedule.
- Regardless of the decision made concerning the first or second bets, a player may not take back the third bet.
- Players are not allowed to show their hands to the other players, as this gives them an advantage by increasing their chances of knowing what cards the dealer is likely to turn up.

Strategy and house edge

- Player decisions in this game affect the house edge. With correct strategy, the casino's edge in Let It Ride is about 3.5%.
- When deciding whether or not to let bet (1) ride, you should pull your bet back unless you have one of the following:
 - Any paying hand. (A pair of tens or better.)
 - Any three cards to a royal flush.
 - Any three suited connectors where the lowest card is three or above.
 - Three to a straight flush, spread four, with at least one card that's ten or higher.
 - Three to a straight flush, spread five, with at least two cards ten or higher.
- When deciding whether or not to let bet (2) ride, you should pull your bet back unless you have one of the following: (a) any paying hand = a pair of tens or better, (b) any four to a flush, (c) any four to an outside straight, (d) any four to an inside straight, if the four cards are ten or higher.
 - An outside straight is a draw to a straight that can be completed by two different cards, like 4-5-6-7. Any 3 and any 8 will complete the straight. There are eight cards in the deck that will complete an outside straight draw.
 - An inside straight is a draw to a straight that can only be completed by one specific card, like 4-5-6-8. Any 7 will complete the straight. There are only four cards in the deck that will complete an inside straight draw.



BIG MONEY WHEEL - RULES



How to Play:

The player bets on any number that they want and the wheel is spun. The Wheel will stop and the indicator will show the "winning number", with all other numbers losing.

For example if the Wheel stopped on "5", anyone betting on the 5 would be paid "5 times their original bet" (if one chip is bet, the winner gets paid back 6 chips - their own chip plus 5 more, for total of 6).

If 20 was the number bet on the and it is the winning number, and the bettor had one chip bet, they would the get back 21 chips.

If the "flag" or the "Joker" are bet and the are winning number, anyone betting on them would be back 35 to 1 on their bet.



MONEY VAULT / MONEY MACHINE / CASH CUBE - RULES

How to Play:

"Grab for Cash" rounds are 30 seconds and allow contestants to grab as much money from the air as possible before time expires.

After entering the "Cash Cube", contestants must stand upright and cannot bend at the waist or knees to pick up cash from the floor.

Cash must be grabbed from the air and cannot be trapped on the sides of the "Cash Cube".

Contestants may, if necessary, use their feet to "kick up" cash that may accumulate in the bottom corners of the "Cash Cube" and cause the cash to blow up toward them.

Contestant will be directed to exit "Cash Cube" after time expires.

Contestant must be in good physical condition to participate. Persons with back, neck, knee or joint injury, respiratory problems or who may be pregnant should not participate. If you are currently under medical care, please consult your physician before participating on this event.





RODENT RUN™ - RULES

It's the micro version of thoroughbred racing! The action is fast and wagering furious. Great all by itself or with a casino party. RODENT RUN™ has really been a crowd pleaser since we invented it in 1985!

The program includes race track, racing forms and betting slips. Use your own announcer & handler or ours to run the races.

THE DAILY RACING FORM.

A race "day" consists of six races and then a final championship race of the 1st place winners from the first six races.

Betting slips & racing forms can be customized with any company or group name and logo and the thoroughbred racers can be named after your guests - the sillier the better! (15-day lead time needed and \$25 printing fee required.)

HANDLING GERBILS. Handle and transport gerbils with care, they are fragile animals. Gerbils are epileptic and will have seizures, especially when the rules below are not followed.



- Take at least 28 Gerbils. This will be 5-6 cages. DO NOT MIX GERBILS from these cages! Gerbils must be segregated by age and temperament to avoid injury.
- Put grapes or apples in the cages before transporting. This will provide food & liquid for when they travel.



SETTING UP RACETRACK. Connect the lanes together by the locks. Open the track up and clean out the lanes with cloth and clean glass with window cleaner.

Layout the Racing Forms on table or in front of Racing Track.

BEGINNING A RACE.

Load Gerbils in lanes (1 per lane).

Keep track which cage they came out of - DO NOT MIX GERBILS- they WILL harm eachother.

Announce: "Welcome to _____ for the Rodent Run for the Roses. There are a couple of rules we have for the races. Our racers a tempermental throughbreds and their purebred breeding can lead to problems, so we ask the following:"

1. No camera Flash – Gerbils are epileptic and will have seizures triggered by flashes. Photos by natural light are fine.
2. Do not hold gerbils very long – this may also trigger a seizures.
3. First gerbil to cross the finish line wins. No matter if it is by a whisker or tail.
4. A single dice roll after the race determines the pay-off.

PREPARE TO RELEASE

1. Announce gerbils for the race.
2. Collect bets
3. Release gerbils
4. Announce the 1st, 2nd and 3rd places in the ongoing race using the gerbils' assigned names and track # as much as possible.
5. Announce winner by assigned name and track #.
6. Roll Dice to get pay off (Multiply dice roll by the bet)
7. Repeat for the remaining 5 semi-final races and the last championship race (7 races total).

SUPPLIES NEEDED

- Gerbils in transportation cages.
- Race Track
- Front Tables (2) w/Skirting
- Betting Slips – Lot
- Gerbil Forms – With all the names
- Microphone, amplifier, speaker
- Cleaning supplies
- Apples or Grapes

