

TEXASHOLD'EM BONUS  
PROGRESSIVE  
(MBS)  
Game Rules  
(Version 5)

w.e.f. 9 May 2013

1. Definitions
2. Mode of Play
3. How To Play
4. Settlement
5. Irregularities

## 1. Definitions

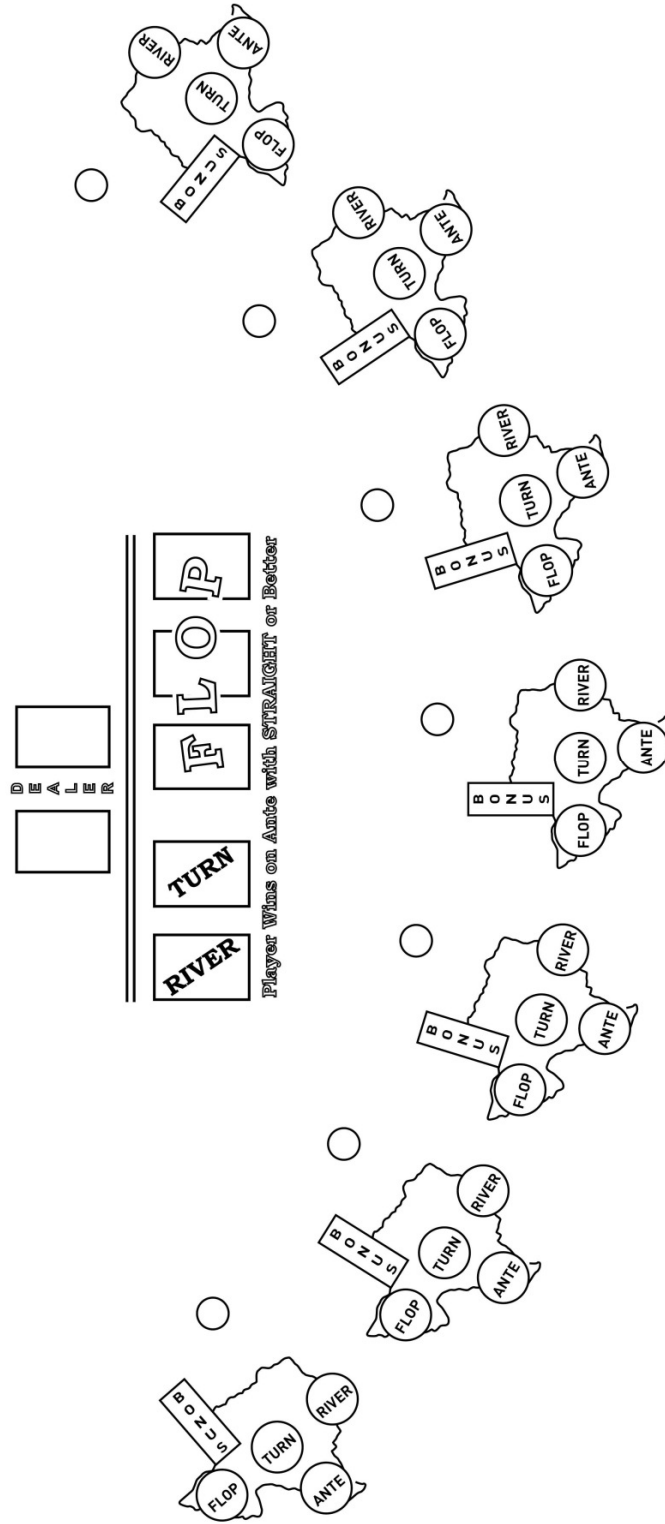
### 1.1. In these rules:

- 1.1.1. "Ante" means the Player's initial wager placed in a round of play.
- 1.1.2. "Bet" means an additional wager placed by the Player in order to continue in a round of play.
- 1.1.3. "Check" means to skip a bet without placing an additional wager.
- 1.1.4. "Community cards" are cards dealt to the table that may be used by the Players to make the best possible 5 card hand.
- 1.1.5. "Hole cards" are the first two cards dealt face down to each Player.
- 1.1.6. "Flop cards" are the first three community cards dealt to the table.
- 1.1.7. "Turn card" is the fourth community card.
- 1.1.8. "River card" is the fifth and final community card.
- 1.1.9. "Fold" means a decision by the Player to no longer continue in the current hand.
- 1.1.10. "Stand-off" means a wager that neither wins nor loses.
- 1.1.11. "Bonus" wager means an optional wager placed prior to the two initial cards being dealt that entitles the Player to a Bonus payout if the Player's Hole cards qualify.
- 1.1.12. "Progressive Jackpot" wager means an optional wager placed prior to the cards being dealt that entitles the Player to a Jackpot payout if the Player's hand qualifies.
- 1.1.13. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.

## 2. Mode of Play

- 2.1. The game of "Texas Hold'em Bonus Progressive" shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.
- 2.2. The layout for this game is as shown in Diagram "A" with:
  - 2.2.1. Betting areas for each Player at the game.
  - 2.2.2. Each betting box will have the following betting areas: "Ante", "Bonus", "Flop", "Turn", "River" and "Progressive Jackpot" wager.

Diagram "A"



3. How To Play
  - 3.1. Commencement of play shall begin when the Dealer announces "Place your bets, please".
  - 3.2. Closing of bets shall take effect when the Dealer announces "No more bets".
  - 3.3. The objective of the game for the Player is to obtain a poker hand which is of a higher rank than that of the Dealer's in accordance with rule 3.9.
  - 3.4. A Player must place an "Ante" wager to participate in the game of "Texas Hold'em Bonus Progressive".
  - 3.5. A Player may also place a "Bonus" wager and / or "Progressive Jackpot wager" provided they have placed an "Ante" wager on that round of play.
  - 3.6. Starting from the Dealer's left and continuing clockwise, the Dealer shall deal one card face down to each betting area containing a wager. Each Player shall receive in turn a second card face down. The Dealer shall then deal five community cards face down. After all the Players have made a decision on their respective hands in accordance to rule 3.7, the Dealer shall deal two cards to be designated as the Dealer's Hole cards.
    - 3.6.1. In the event the cards are dealt straight from an automated shuffling device, five Community cards shall be dealt face down in the appropriate area on the layout. After the Community cards are dealt, the Dealer shall deal two cards face down to each betting area containing a wager and two cards face down to the Dealer.
  - 3.7. After receiving and examining the 2 Hole cards, the Player may decide to:
    - 3.7.1. "Fold", which would result in the Player losing his "Ante" and "Bonus" wagers. If the Player folds, his Hole cards will no longer be in play, and correspondingly, the Player will not be eligible for any Progressive Jackpot Payout in accordance with the payout schedule stipulated in rule 4.1.2. However, the Player's wager on the Progressive Jackpot (if any) still qualifies for a payout in accordance with the payout schedule stipulated in rule 4.1.3 if there is a Community Royal Flush or Community Straight Flush or Community Four of Kind; or
    - 3.7.2. "Flop", which requires the Player to place a wager equivalent to twice the value of the "Ante" wager on the betting area marked as "Flop" on the table layout. The Dealer shall now flip over 3 Community cards (the Flop cards) followed by the Turn card and the River card. Before each of the Turn and River cards are exposed, the Player may choose to further wager an amount equivalent to the "Ante" wager on the respective Turn and River betting areas, or he may choose to "Check".
  - 3.8. The Dealer shall expose his Hole cards and compare his hand to each of the Player's hands. The winning hand shall be the higher ranking five card poker hand consisting of any combination of the five Community cards and the Player's or Dealer's Hole cards. If:
    - 3.8.1. The Player's hand is of higher ranking than the Dealer's hand, the Player wins on the "Flop", "Turn" and "River" wagers as stipulated in payout schedule stipulated in rule 4.1. If the Player's winning hand is a Straight or better, the Player also wins on the

“Ante” wager. A stand-off occurs on the “Ante” wager if the Player’s winning hand is ranked lower than a Straight.

3.8.2. The Player’s hand is ranked lower than the Dealer’s hand, the Player loses all wagers.

3.8.3. The Player’s hand is ranked the same as the Dealer’s hand, a Stand-off is declared where neither hand wins.

3.9. The order of hands from the highest to the lowest is as follows:

- |         |                 |   |
|---------|-----------------|---|
| 3.9.1.  | Royal Flush     | Is a hand containing an Ace, King, Queen, Jack and 10 of the same suit.<br>E.g. A♦, K♦, Q♦, J♦, 10♦                                     |
| 3.9.2.  | Straight Flush  | Is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush.<br>E.g. J♣, 10♣, 9♣, 8♣, 7♣           |
| 3.9.3.  | Four of a kind  | Is a hand containing four cards of the same rank.<br>E.g. A♣, A♥, A♦, A♠, J♥  |
| 3.9.4.  | Full House      | Is a hand containing three cards of the same rank and one “pair” .<br>E.g. K♣, K♥, K♦, A♠, A♥   |
| 3.9.5.  | Flush           | Is a hand containing five cards of the same suit but not in consecutive ranking.<br>E.g. J♥, 8♥, 6♥, 5♥, 2♥                             |
| 3.9.6.  | Straight        | Is a hand containing five cards of consecutive rank regardless of suit, an Ace may count high or low.<br>E.g. 9♣, 8♦, 7♣, 6♥, 5♠        |
| 3.9.7.  | Three of a kind | Is a hand containing three cards of the same rank.<br>E.g. 10♠, 10♥, 10♣, 6♥, 3♦  |
| 3.9.8.  | Two pairs       | Is a hand containing two “pairs” .<br>E.g. Q♠, Q♥, 6♣, 6♥, 3♦   |
| 3.9.9.  | One pair        | Is a hand containing two cards of the same rank.<br>E.g. A♣, A♥, 8♦, 6♥, 5♠   |
| 3.9.10. | Five odd cards  | Is a hand containing five cards of different rank that are at least two suits and that are not consecutive.<br>E.g. Q♣, 10♥, 6♦, 5♠, 2♥ |

4. Settlement

4.1. Settlement of wagers shall be as follows:

4.1.1. The payout odds of each winning wager shall be:

Winning Bet	Pays
Flop wins	1 to 1
Turn wins	1 to 1
River wins	1 to 1
Ante wins (Straight or better)	1 to 1

Bonus Bet – Player’s Hole Cards	Pays
A-A in both the Player’s hand and Dealer’s hand	1000 to 1
A-A in the Player’s hand only	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K, Q-Q or J-J (High Pairs)	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through to 2-2 (Low Pairs)	3 to 1

4.1.2. Progressive Jackpot Payouts

Winning Bet	Pays
Royal Flush on the Flop (after 5 cards)	100%
Royal Flush on the Turn (after 6 cards)	25%
* Royal Flush on the River (after 7 cards)	5%
* (Must include at least 1 Hole Card)	

Best of 7 Cards – Fixed Payout	Pays
Straight Flush	\$1,500
Four of a Kind	\$300

4.1.3. Progressive Jackpot (Community) Payouts

Based on the 5 Community Cards – Fixed Payout	
Community Royal Flush	\$10,000
Community Straight Flush	\$1,500
Community Four of a Kind	\$300

## 5. Irregularities

- 5.1. If a foreign card is found in the course of a game:
  - 5.1.1. The current round of play shall be void; and
  - 5.1.2. All results of the previous games will stand.
- 5.2. If there is any shortage or excess of cards in the deck, the round of play shall be void.
- 5.3. Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be void except if an incorrect distribution of cards can be reconstructed by moving complete hands from one betting area to another.
- 5.4. If there is an incorrect number of Community cards dealt or an incorrect number of cards dealt to the Dealer's hand, the round of play shall be void, provided that this is noticed before the commencement of play of the next game and the cards cannot be reconstructed.
- 5.5. If two or more cards are incorrectly exposed during the deal, the round of play shall be void.
- 5.6. After the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honoured.
- 5.7. After the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.