



King High

Dealers Manual

&

Pit Procedures

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1. DEFINITIONS

“**Action Round**” means a complete cycle that commences when a single card is dealt face-up from the dealing shoe (excluding the card burned at the start of each round of play when dealing from a hand held dealing shoe) and is completed when all wagers have been appropriately actioned.

“**Dealer**” means the person responsible for dealing the game at a King High table.

“**Distinctive Marker**” means a marker button labelled with, but not limited to, the words personal limit or higher limit.

“**High Run**” is a betting option, placed prior to the commencement of a round of play, which wins if the first 3, 4 or 5 drawn cards have a high value.

“**Inspector**” means a person who is responsible for the supervision of the operation of the game/s according to the approved rules.

“**King High**” means the game.

“**Low Run**” is a betting option, placed prior to the commencement of a round of play, which wins if the first 3, 4 or 5 drawn cards have a low value.

“**Manual Dealing Shoe**” means a device from which 6 decks of cards are dealt. Manual shuffling is required after a set number (4) of rounds of play.

“**Mechanical shuffle device**” means a dealing device in which the cards, from the end of a round of play, may be re-inserted into the device.

“**Pit Boss**” is the person responsible for overseeing the operation of a pit of tables and staff.

“**Pokerpot**” is a betting option that the 5 drawn cards for a round of play will form a qualifying poker hand (a pair of jacks or higher).

“**Round of Play**” means a complete cycle from the time the dealer announces no more bets may be placed (prior to the first action round) until ALL wagers have been settled. A round of play may consist of up to 5 action rounds.

2. BASIC GAME OUTLINE

King High has been designed and developed so that anyone entering your casino will be able to play comfortably, without the fear of embarrassment or intimidation, within a couple of minutes. There are no confusing, complicated rules or strategies for players to learn and the available wagering options are readily recognizable.

King High successfully enables players to wager on certain characteristics of each drawn card, until a 5 card Poker hand is formed which creates a unique and exciting jackpot option (Pokerpot). Unlike other jackpots, where one lucky player may win, every participating player will win at the qualifying payout odds.

Played using a 6 deck mechanical shuffle device or a manual dealing shoe, 5 cards are drawn (round of play) one at a time (action round), before cards are replaced in the shuffler. The 5 cards form a poker hand which will qualify for a payout with a pair of Jacks or better.

Players may wager on characteristics of each drawn card, or action round:

- Higher or lower than 7;
- The suit - heart, club, diamond, or spade;
- Any seven (7).

The King is the highest card, Ace is low. Seven (7) is the middle (or house) card.

Players may also participate (before a round of play) in a run of either high or low cards.

Explanation of the game to new players:

“Place a participating wager, minimum \$1, on the Pokerpot which qualifies with a pair of Jacks or better in a 5 card poker hand. Then you are eligible to wager on each individual card. Ace is Low, King is the highest card, and seven is the middle card.

Wagers include higher or lower than seven, the suit of the next card or any seven the next card. You may also wager on a Run, prior to the first drawn card, that the first 3 cards will be either High or Low with incrementing payouts for 4 and 5”.

3. PHYSICAL CHARACTERISTICS OF TABLE, LAYOUT AND EQUIPMENT.

King High will be played at a table having places for seven players and a place for the dealer.

The King High table shall have a layout cloth fitted which will be similar in design to the diagram shown in the appendix at the back of this manual.

The table must have the following equipment:

- A mechanical shuffle device and/or a manual dealing shoe;
- A drop box;
- A manual dealing shoe, in the event of mechanical malfunction;
- A cutting card for manual dealing shoe use only;
- A discard holder;
- Table signage stating the following:-
 - Minimum and maximum wagers;
 - Payout scales;
 - Only one player is permitted to wager per box;
 - Ace is a low card;
 - For pokerpot purposes only, ace can be high or low;
 - Maximum player payout for pokerpot wager.

4. THE CARDS.

King High is played with 6 decks of standard playing cards with backs of the same colour and design.

As players can wager on characteristics of each individual card, it is vital that the cards are thoroughly inspected for marks, blemishes or any distinguishing feature.

This will be done:

- Prior to opening the table;
- When new cards are introduced;
- At the completion of a round of play (before replacing 5 cards into shuffler);
- At the request of an inspector or above.

Any or all of the cards may be replaced, at the completion of a round of play, if in the opinion of an inspector the card/s has become unfit for further use. If all 6 decks are replaced they will be checked and shuffled according to these procedures.

5. CARD CHECKING PROCEDURE.

New cards, or cards designated for reuse, will be placed on the gaming table when,

- The table is opened initially for play;
- The card/s have marks, blemishes, or distinguishing features;
- Requested by an inspector or above;
- At designated intervals– approximately every 4 hours;

Cards will be checked in accordance with the following procedure:

- Upon receiving the decks of cards, the dealer or above shall inspect the cards (front and back), for imperfections, and to ensure that the decks are complete:
 - If the decks have been pr-checked and/or pre-shuffled, the dealer will still inspect the cards for imperfections.
- The dealer and inspector or above will sign a card and dice slip, entering the date, the table number and the time the cards were put into play. When the cards are removed from the table the card and dice slip will be signed by the dealer or inspector or above.

NOTE:

The dealer and inspector or above will be accountable for the cards being in proper condition when being placed on the table. They will focus on identifying any imperfections that could distinguish a card.

6. SHUFFLE PROCEDURE

The 6 decks will be shuffled, according to the shuffle used on Blackjack, so that the cards are randomly intermixed in the following circumstances (and prior to loading into the mechanical shuffle device):

- Immediately upon opening the table;
- Whenever new decks are introduced to the table (approximately 4 hour intervals);
- Whenever the decks have been removed from the shuffler (e.g. maintenance or cleaning);
- At other times when in the opinion of the inspector or above there is reasonable cause to believe that a shuffle is warranted.

When a manual dealing shoe is in use the cards will be shuffled:

- Immediately prior to the start of play;
- At the completion of each 4 rounds of play;
- Immediately prior to the recommencement of play following any period that the table has been vacant.

7. PERMISSIBLE WAGERS

It is the dealer's responsibility to ensure the correct table signage is displayed upon opening the table. Dealers should be aware of the minimum and maximum wagers associated with each wagering option, the correct payout odds, and player compliance.

A wager under the minimum permissible wager for a particular bet will be paid or taken according to the amount wagered. The owner will be advised of the minimum permissible wager and further wagers under the minimum may be returned regardless of the result.

A wager that is greater than the permitted maximum for a particular bet will be paid or taken to the maximum only, and the player advised of the maximum permissible wager.

Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed, by a Pit Boss or above, for individual players. The position occupied by the player will be denoted by a distinctive marker.

Round of play wagers, which must be placed prior to the commencement of the first action round, include:

- High Run
- Low Run
- Pokerpot

Wagers placed after the first action round will not be accepted under any circumstance.

Action round wagers, which can be placed prior to each individual card drawn, include:

- High
- Low
- Suit
- Seven (7)

Players may wager on any combination of available bets, and may change, re-arrange or remove wagers once their box has been settled, and prior to the next action round.

NOTE:

A player may only participate in action round wagering provided they have placed a permissible Pokerpot wager for the round of play.

8. PAYOUT ODDS

Action round wagers and payout scale for 6 decks:

High	8 – queen	1-1	king	3-2
Low	2 – 6	1-1	ace	3-2
Suit		3-1	7 of suit	Standoff
Any 7		11-1		

Round of play wagers and payout scale for 6 decks:

Run wager;

High run	3-1	first 3 cards are high
	10-1	first 4 cards are high
	20-1	all 5 cards are high
Low run	3-1	first 3 cards are low
	10-1	first 4 cards are low
	20-1	all 5 cards are low

Pokerpot;

Pair of tens or better	1-1
2 pairs	2-1
3 of a kind	3-1
Straight	5-1
Flush	10-1
Full house	15-1
4 of a kind	50-1
5 of a kind	500-1
Straight flush	1000-1
Royal flush	2500-1

9. DEALING THE CARDS

All cards dealt in the game will be dealt from a 6 deck mechanical shuffle device or a 6 deck manual dealing shoe.

When a manual dealing shoe is in use, 2 cards will be burnt, face down onto the next position in the card holding area, prior to each action round and round of play. The burn cards will not be shown to players. The dealt face-up card will be placed on top of the prior burn cards at the completion of the action round. At the completion of a round of play, the dealer will turn the 5 exposed cards face-down on to the underlying burn cards, prior to placing all cards into the discard holder. A cut card will be inserted by the dealer, approximately 50 cards in from the front of the shuffled decks. When the cut card is drawn, the round of play in progress will be completed prior to a shuffle taking place. Approximately 4 rounds of play will be dealt prior to a shuffle.

When a mechanical shuffle device is in use, no cards will be burnt.

Only one card will be dealt, face up on the layout, for each action round. This card will be placed in the designated action round box in the middle of the table layout. Each participating player may wager on specified characteristics of this tabled card.

Commencing with the first active betting box to the dealers right (boxes numbered 1 to 8), the dealer will:

- Remove losing wagers;
- Pay winning wagers the appropriate odds.

Each individual betting box will be settled prior to moving to the next active betting box.

- The losing Run wagers are taken after all action round wagers have been settled.
- Winning Run wagers will be settled, at the appropriate payout level, at the completion of the Run, and after all action round wagers have been settled.

At the completion of each action round the dealt card will be moved to the appropriate holding box on the layout. These are the 5 vacant boxes in front of the chip float, which form a poker hand. The cards will be placed, one at a time, from right to left.

The Pokerpot wager is to be:

- paid at the particular qualifying odds;
- or taken if it does not qualify;

At the completion of the 5th action round and after all other wagers have been settled. This will conclude a round of play.

At the conclusion of a round of play the 5 cards will be inspected by the dealer for blemishes or imperfections, and then re-inserted into the mechanical shuffle device.

10. PROCEDURE FOR PAYING AND TAKING WAGERS

When taking losing wagers from the individual betting boxes commence with the furthest betting area from the dealer. Acting on box 1, to the dealer's right:

- Remove losing High/Low wagers first;
- Remove losing Suit wagers;
- Remove losing Seven (7) wager;
- Pay winning wages prior to moving to the next box.

With the exception of box 1, which is to the dealer's right, two hands may be used when paying and taking individual betting boxes. However, each winning wager should generally be paid with the one hand. Preferably, the winning wager will be paid with the hand that corresponds with the side of the betting box that it appears in:

- High wager will be paid with the right hand;
- Low wager will be paid with the left hand;
- A red suit (diamonds or hearts) will be paid with the right hand;
- A black suit (clubs or spades) will be paid with the left hand;

Action round wagers of 3-1 or less will be paid directly to the wager:

- 3-1 by sizing in three times, or sizing in twice and capping (for 5 chips and under of the same denomination),

Action round wagers of 3-1 or less will not be paid directly to the wager, when:

- The winning wager is made up of 3 or more denominational chips;
- The wager is paid in total;
- The payout requires Game Supervisor approval.

Under these circumstances, the payout will be made up in the dealer work area prior to placing next to the winning area.

Action round wagers of greater than 3-1 (seven pays 11-1) will be:

- Made up in the dealer work area;
- Placed next to the winning area.

NOTE:

Box 1, closest to the dealer's right, will be paid and taken with the right hand only. This is to ensure that active, unsettled betting areas to the left hand side of the table are not obscured from the dealer's view.

Round of play wagers of 3-1 or less can be paid directly to the winning area:

- Then passed to the player with the original bet.

Round of play wagers greater than 3-1 will be:

- Made up in the dealer work area;
- Passed, with the winning wager, to the player.

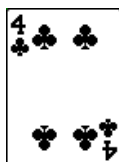
All round of play wagers will be paid from right to left or box 1 to box 8.

11. CALLING THE GAME

The action round wagers for King High are High, Low, Suit, or Seven. Therefore, when calling the card for the game the relevant characteristics are:

- High or Low, followed by;
- The Suit.

e.g.



"Low Club"



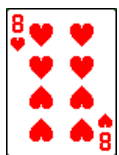
"Low Diamond"



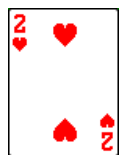
"High Diamond"



"Low Spade"



"High Heart"



"Low Heart"



"High Spade"



"High Club"

The only exceptions to this rule are:

- King – High pays 3-2;
- Ace – Low pays 3-2;
- Seven – pays 11-1 & standoff for the 7 of Suit.

e.g



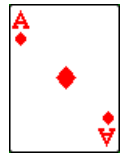
“King High Club”



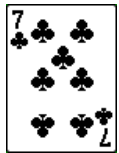
“King High Heart”



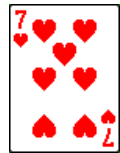
“Ace Low Spade”



“Ace Low Diamond”

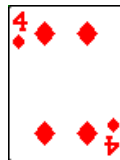
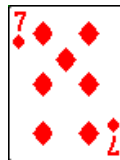


“Seven of Clubs”

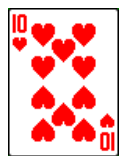
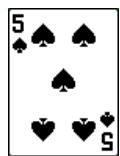


“Seven of Hearts”

Under no circumstances should the dealer offer an opinion as to what they believe will be the next card, however, it is important to educate players as to possible pokerpot qualifying hands and potential payouts. This can be announced from the 3rd card onwards:

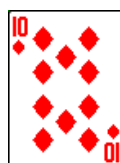
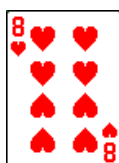


“Possible Flush – pays 10-1”



“Another 5 needed for 3 of a kind – pays 3-1, or a King or 10 for 2 pair – 2-1.”

It is important also, to highlight potential Run wager winning hands and payouts:



“Another High card for a guaranteed payout of 3-1 for the High Run”



“High Run is guaranteed 3-1! Another High card will guarantee a payout of 10-1!”

When calling the game it is important to educate new players, highlight winning areas, and create a welcoming and friendly atmosphere. However, never offer an opinion as to the next card!

12. IRREGULARITIES

MECHANICAL SHUFFLE DEVICE

- A card found face up in the shuffler, will not be used and immediately returned to the shuffler prior to commencing an action round or round of play.
- If during a round of play, the mechanical shuffle device does not deliver cards to complete the round of play, an inspector or above may attempt to fix the problem.
- If the fault cannot be readily fixed, the round of play will be declared void;
 - Results of previous action rounds will stand;
 - Live run wagers will be paid to the next qualifying payout odds e.g. if there are 3 high cards already exposed, high run wagers will be paid as if the next card is high 10-1;
 - Pokerpot wagers will be paid according to the qualifying level achieved, or returned if a qualifying level is not achieved.
- If the mechanical shuffle device malfunctions, and cannot be readily fixed, a substitute shuffler may be brought to the table or the game may continue using a 6 deck manual dealing shoe.

MANUAL DEALING SHOE

- Where the dealer fails to burn 2 cards, prior to any action round, results of previous action rounds will stand and that round of play will continue.
- If a card is found face-up in the manual dealing shoe or inadvertently exposed;
 - If the card is one of the designated burn cards, it will be turned face down and burnt.
 - If the card is to be used in the normal course of play, after the 2 burn cards and after the dealer has announced ‘no more bets’, the card will be used as though it had been drawn face-down.

- If the dealer fails to shuffle the decks, once a round of play has been completed following the exposure of the cut card;
 - Results of previous action rounds will stand;
 - Live run wagers will be paid to the next qualifying payout odds e.g. if there are 3 high cards already exposed, high run wagers will be paid as if the next card is high 10-1;
 - Pokerpot wagers will be paid according to the qualifying level achieved, or returned if a qualifying level is not achieved.
 - A shuffle will immediately take place.

10. GAME PROTECTION

The integrity of the cards is vital to protecting the game. Any distinguishing feature which would enable a player or players to identify a card could have a substantial effect on the bottom line. Please refer to sections 4 & 5.

Once the card is drawn, winning areas become immediately apparent, therefore a dealer who lacks concentration or becomes distracted may be susceptible to 'past posting'. Resist the temptation to look straight at box 1 (or the first active betting box), and preferably pause and look at the whole layout, paying particular attention to boxes 7 & 8 (or the furthest left active boxes), as these will be settled last.

Prior to announcing 'no more bets' for each action round, it is important to ensure that players hands and chips are well back from the betting areas. Hands that remain close to betting areas can easily disguise a finger moving a losing wager onto a winning area. If properly enforced, it will be easier to identify a suspicious movement toward a betting area. Players should be educated to keep hands back from sensitive, unsettled betting areas, until their individual box has been settled.

11. APPENDICES

LAYOUT

