

Free Raise Hold'Em Rules and Procedures

1. Overview:
    a) Free Raise Hold'em is a poker-based game in which each player competes against the dealer to form the best five-card poker hand from two hole cards and five community cards
    b) There is no requirement for a player or dealer to use either of their hole cards in the final 5-card combination
    c) The hand comparison is based on standard five-card poker rankings, with ties broken in the usual fashion using the rank of a poker hand, hierarchy of card ranks, and then highest singletons if needed to break a tie
    d) Each player may make only one Raise wager per round
    e) The player can make a Raise wager 3X their Ante if they wager before the flop, 2X their Ante if they wager after the flop, or equal to their Ante or Fold after all community cards are revealed.
    f) Players with qualifying hole cards are eligible for a Free Raise
    g) Free Raise Hold'em is played with a single 52-card deck

2. Game Play
    a) The players must make equal wagers on the Ante and Ante Bonus to start the game
    b) The players can also bet an optional Trips wager
    c) The players can also bet an optional Dealer King High Bonus
    d) The players can also bet an optional Pocket Aces Plus wager (if offered)
    e) Two cards are dealt face down to each Player Hand and Dealer Hand and the dealer will place five community cards face down in the designated section
    f) After reviewing their two cards, Players can make a Raise wager 3X their Ante wager or check. Players may qualify for a Free Raise (see section 3, Free Raise)
    g) The dealer will turn over the first three community cards (Flop)
    h) Players who have not placed a Raise wager or received a Free Raise can make a Raise wager 2X their Ante wager or check
    i) The dealer will turn over the final 2 community cards (Turn and River)

j) Players who have not placed a Raise wager or received a Free Raise can make a Raise wager equal to their Ante wager or Fold
k) If the player folds, they forfeit their Ante and Ante Bonus wagers
l) Side wagers will remain active and will settle based on the wager's criteria

3. Free Raise
    a) A Free Raise is a wager where the player does not use their own money for a Raise wager
    b) If the player's hole cards form any of the qualifying combinations listed below, they will be eligible for a Free Raise of the indicated multiplier for their Ante wager

Player's 1st Two Cards

Hand	Free Raise Amount
Pair of Aces, Kings, or Queens	6x
All Other Pairs	3x
Any Ace-King, Ace-Queen, Ace-Jack	3x
All Suited Hands containing an Ace	3x

    c) If a player qualifies for a Free Raise, the dealer will verify the player's hand and will place either a 6X or 3X Free Raise lammer on the Player's Raise betting area
    d) Players using a Free Raise may not place any other Raise wagers for the remainder of the game
    e) If the player does not qualify for a Free Raise, the game will proceed as in 2.f under Game Play

4. Pay and Take
    a) Using the best 5-card hand out of two hole cards and the five community cards, the player's best 5-card hand will be compared to the dealer's best 5-card hand for the higher-ranking poker hand
    b) Ante Wager
        i. If the dealer's best five-card hand does not have a poker rank of at least a pair of better, the Ante wager will be a push, and the dealer will return each player's Ante wager before comparing the player and dealer hand
        ii. Otherwise, if the player's hand beats the dealer's hand, the player's Ante wager will win 1 to 1
        iii. If the player's hand loses than the dealer's hand, the player's Ante wager will lose
        iv. If the player's and dealer's hand are tied, the player's Ante wager will push
    c) Ante Bonus Wager
        i. If the dealer's five-card hand is a King High, the Ante Bonus wager will push and there will not be a comparison of the player's and dealer's hand
        ii. If the dealer's best five card hand is not a King-High, resolve the game as follows

iii. If the player's hand beats the dealer hand with a Straight or better, then the Ante Bonus wins and pays out according to the player's best five-card hand rankings.

Player's Winning Hand	Pay
Royal Flush	250 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

iv. If the player's hand beats the dealer hand with a Three of a Kind or less, or if the player and dealer hands tie, then the Ante Bonus wager pushes.
v. If the player's hand loses to the dealer hand, then the Ante Bonus wager will lose

d) Raise Wager
   i. If the dealer's five-card hand is a King High, the Raise wager will push (tie) and there will not be a comparison of the player's and dealer's hand
   ii. If the dealer's best five card hand is not a King-High, resolve the game as follows
   iii. If the player's hand beats the dealer hand, the Raise wager wins and pays 1 to 1
   iv. If the player and dealer hands tie, then the Raise wager pushes
   v. If the player's hand loses to the dealer hand, then the Raise wager will lose

e) Player Qualifies for a Free Raise
   i. If the dealer's best five-card hand is not a King-High and the player's hand beats the dealer hand, the player is paid an amount equal to the value of their Free Raise lammer (either 3x or 6x the Ante wager, depending on the player's qualifying hole-card combination). After being paid out, the Free Raise lammer is collected by the House.
   ii. In all other scenarios, the lammer is collected by the House without the player receiving any pay for their Free Raise.

f) Trips
   i. The Trips wager wins if the player's best 5-card hand has a poker rank of a three of a kind or better and pays according to one of the available pay tables listed below

Best Five-Card Hand	Paytable 1	Paytable 2	Paytable 3	Paytable 4
Royal Flush	100 to 1	100 to 1	200 to 1	100 to 1
Straight Flush	40 to 1	50 to 1	50 to 1	50 to 1
Four of a Kind	30 to 1	40 to 1	30 to 1	30 to 1
Full House	8 to 1	8 to 1	8 to 1	8 to 1
Flush	7 to 1	6 to 1	6 to 1	6 to 1
Straight	4 to 1	4 to 1	4 to 1	4 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1	3 to 1

ii. If the player's best 5-card hand is less than a three of a kind, the Trips wager will lose

g) Dealer King High Bonus

i. The Dealer King High Bonus (Option 1) wager wins if the dealer's best 5-card hand is a King-High hand and pays are based on if the player qualified for a Free Raise. Payouts are according to one of the available pay tables listed below.

Free Raise Amount	Paytable 1	Paytable 2
6X Free Raise	200 to 1	150 to 1
3X Free Raise	50 to 1	50 to 1
No Free Raise	10 to 1	10 to 1

When Option 2 is configured, the King High Bonus wager wins if the dealer's best 5-Card card hand is a King-High; otherwise, the wager loses. The winning pays vary based on the poker ranking of the player's best five-card hand. Payouts are according to one of the available pay tables listed below.

Players Best Hand	Paytable 1	Paytable 2
Royal Flush	5,000 to 1	5,000 to 1
Straight Flush	2,000 to 1	2,000 to 1
Flush	50 to 1	100 to 1
Straight	30 to 1	50 to 1
Any other Hand	15 to 1	12 to 1

ii. If the dealer's best 5-card hand is anything other than a King-High, the Dealer King High Bonus will lose

h) Pocket Aces Plus (if offered)

i. The Pocket Aces Plus wager is resolved based on the player's two hole cards.

ii. If the hole cards form either a Pair or an “Ace Face” combination (i.e., an Ace with a Jack, Queen, or King), then the wager wins and pays according to one of the available pay tables listed below

Hole Cards	Paytable 1	Paytable 2	Paytable 3
Pair of Aces	30 to 1	40 to 1	30 to 1
Ace Face, Suited	20 to 1	20 to 1	20 to 1
Ace Face, Unsuited	10 to 1	10 to 1	10 to 1
Any Other Pair	4 to 1	4 to 1	5 to 1

iii. If the hole cards do not form either a Pair or an Ace Face combination, the Pocket Aces Plus wager will lose.