



**HOI AN SOUTH
DEVELOPMENT LTD**

SOCIALIST REPUBLIC OF VIETNAM
Independence - Freedom - Happiness

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TEXAS HOLD'EM BONUS POKER GAME RULES

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1. NAME OF THE GAME

Name of the Game: Texas Hold'em Bonus Poker

2. DESCRIPTION AND DEFINITIONS

2.1. Description

2.1.1. The Texas Hold'em Bonus Poker game shall be played at a table having on one side for the players and on the opposite side a place for the Dealer.

2.1.2. In the Texas Hold'em Bonus Poker game, the players will play against the House.

2.1.3. The table will have:

- i. Playing areas designated for the placement of wagers.
- ii. A working area for the Dealer.

2.2. Definitions

In these rules, unless the contrary intention appears:

2.2.1. “**Ante**” refers to an initial bet placed by the player to participate in the round of play.

2.2.2. “**Automated dealing device**” refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.

2.2.3. “**Bet**” refers to the amount a player wagers in the round of play.

2.2.4. “**Betting round**” refers to any of following periods of play:

- i. 1st Betting Round: after the Ante has been placed, but before the Dealer flips over the Flop Cards.
- ii. 2nd Betting Round: after the Flop has been placed and before the Dealer flips over the Turn Card, and
- iii. 3rd Betting Round: after the Turn has been placed and before the Dealer flips over the River Card.



- 2.2.5. “**Bonus**” refers to an optional bet placed prior to the two initial cards being dealt that entitles the player to a bonus payout if the player’s hole cards qualify.
- 2.2.6. “**Burnt card**” refers to the first card of the remaining deck, prior to dealing the Hole Cards, the Flop Cards, the Turn Card and the River Card respectively, that is being discarded.
- 2.2.7. “**Card shoe**” refers to a non-electronic device from which cards are dealt.
- 2.2.8. “**Check**” refers to the decision made by a player to continue the game without placing an additional bet.
- 2.2.9. “**Community cards**” refers to the cards dealt face up in the center of the table which shall be used by the players to make the best possible five-card hand.
- 2.2.10. “**Five-card hand**” refers to any five-card combination of the community cards and the Dealer’s Hole cards or the player’s Hole cards.
- 2.2.11. “**Flop**” refers to an additional Bet placed by a player that is twice amount the Ante in the 1st betting round, to continue in the round of play.
- 2.2.12. “**Flop cards**” refers to the first three community cards dealt face up in the center of the table.
- 2.2.13. “**Fold**” refers to a decision made by the player not to continue the current round of play.
- 2.2.14. “**Hole cards**” are the first two cards dealt face down to a player or Dealer.
- 2.2.15. “**House**” refers to the casino operator
- 2.2.16. “**Initial deal**” is the cards that are dealt to the players before the first betting round begins.
- 2.2.17. “**River**” refers to an additional Bet placed by a player that is equal amount to the Ante in the 3rd betting round.
- 2.2.18. “**River card**” refers to the fifth community card.



- 2.2.19. “**Round of play**” refers to the period of play commencing with the dealing of first card from the dealing device by the Dealer and concluding when the Dealer settles all the bets in play
- 2.2.20. “**Stand-off**” refers to a situation where the player’s hand has the same ranking as the Dealer’s hand and the player’s bet neither wins nor loses.
- 2.2.21. “**Turn**” refers to an additional Bet placed by a player that is equal amount to Ante in the 2nd betting round.
- 2.2.22. “**Turn card**” is a fourth community card.
- 2.2.23. “**Void**” refers to a round of play that has been invalidated and has no result and all the wagers shall be returned.

3. TABLE LAYOUT AND EQUIPMENT

- 3.1. The layout cloth covering the table may be marked in a manner like that shown in diagram “A or B” below:

Diagram A

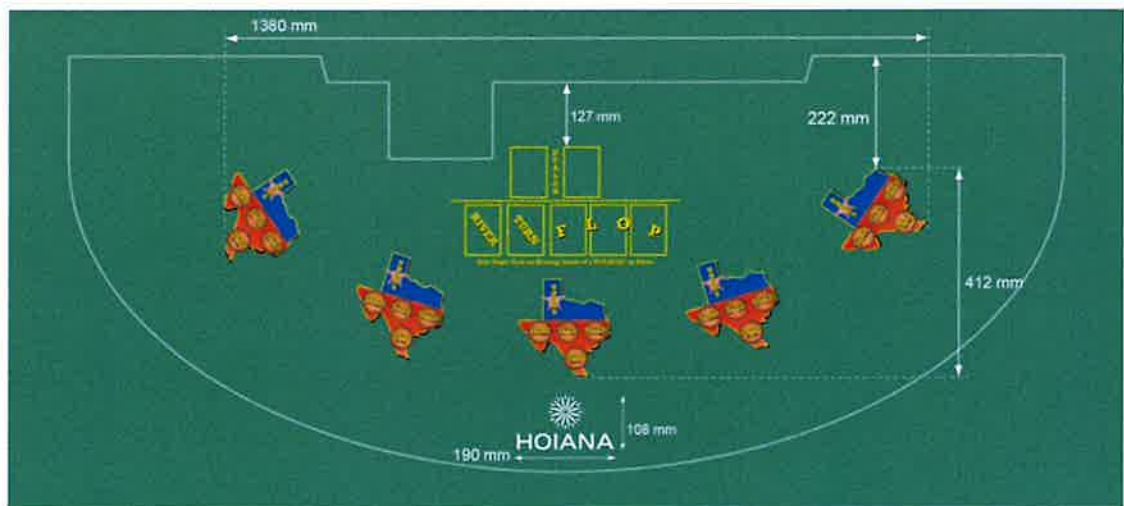
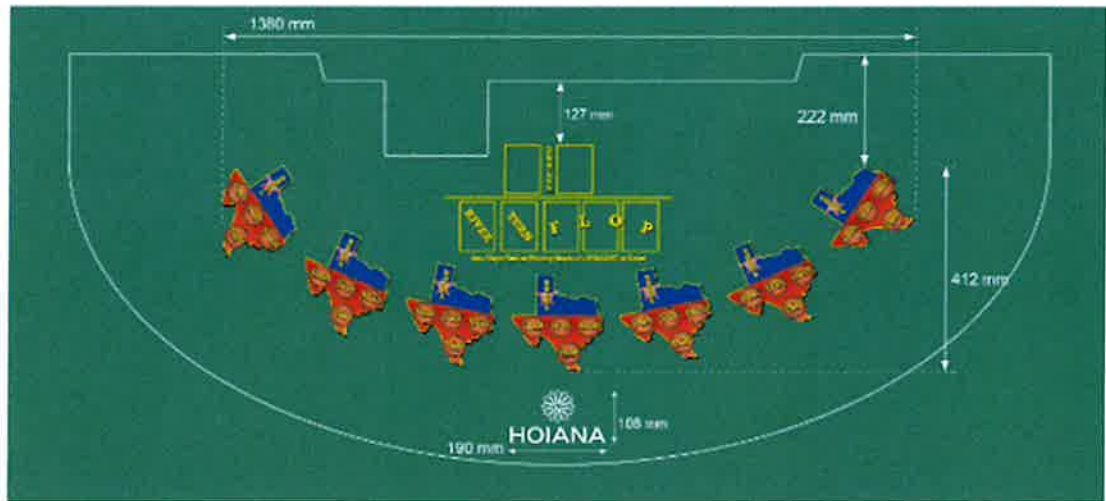


Diagram B



3.2. The equipment used in the game Texas Hold'em Bonus Poker shall be:

3.2.1. Automated dealing device:



3.2.2. Card shoe from which cards may be dealt:



3.2.3. A discard holder, capable of holding a single deck of cards which shall be attached to the table:



3.2.4. The table shall have a drop box/tip box attached to it:

Drop Box



Tip Box



3.2.5. The table shall have drop box Plunger:



3.2.6. UV light scanner that is used to scan cash or chips if there is any suspicion the cash/chips are counterfeit:



3.2.7. Cut card



* All images above are for illustration only and may be subject to be changed from time to time.

4. HOW TO PLAY

4.1. The game of Texas Hold'em Bonus Poker may be played with one single deck consisting of 52 cards without jokers and with backs of the same color and design.



- 4.2. 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 4.5.
- 4.3. The Player's completed hand shall consist of five cards in any combination of his two hole-cards and the five community cards.
- 4.4. The ranks of cards, from the highest to lowest, will be as follows:
- 4.4.1. Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- 4.4.2. Except in the context of Straight Flush or a Straight consisting of 5,4,3,2, & Ace, where Ace shall be counted as 1 and the lowest card value.
- 4.4.3. Suits are of equal rank.
- 4.5. The order of hands from the highest to the lowest in Texas Hold'em Bonus Poker game is as follows:

Texas Hold'em Bonus Poker Hands Ranking (Descending Order)	
Royal Flush - Is a hand containing an Ace, King, Queen, Jack and 10 of the same suits.	E.g. A♥, K♥, Q♥, J♥, 10♥
Straight Flush - Is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush.	E.g. J♠, 10♠, 9♠, 8♠, 7♠
Four of a kind - Is a hand containing four cards of the same rank.	E.g. A♣, A♥, A♦, A♠, 10♥
Full House - Is a hand containing three cards of the same rank and one "pair"	E.g. K♣, K♥, K♦, 7♠, 7♥
Flush - Is a hand containing five cards of the same suit but not in consecutive ranking	E.g. J♥, 8♥, 6♥, 5♥, 2♥
Straight - Is a hand containing five cards of consecutive rank regardless of suit, and subject to Rule 4.4.2 an Ace may count high or low	E.g. 9♣, 8♦, 7♣, 6♥, 5♠
Three of a Kind - Is a hand containing three cards of the same rank	E.g. 10♠, 10♥, 10♣, 8♥, 3♦



Two Pairs - Is a hand containing two “pairs”	E.g. Q♣, Q♥, 9♣, 9♥, 3♦
One Pair - Is a hand containing two cards of the same rank.	E.g. A♣, A♥, 7♦, 6♥, 2♠
Five Odd Cards - Is a hand containing five cards of different rank that are at least two suits and that are not consecutive.	E.g. Q♣, 9♥, 6♦, 5♠, 3♥

- 4.6. Commencement of the play shall begin when the dealer announces: “Place your bets, please”.
- 4.7. To participate in a round of play, the player must place an “Ante” wager on the appropriate area marked “Ante” prior to the first card being dealt
- 4.7.1. A Player may wager on more than one hand, provided that no other player has placed any Bet on that hand. The player is allowed to view or examine one hand only
- 4.7.2. Only one “Ante”, “Bonus”, “Flop”, “Turn” and “River” shall be accepted on any of one betting area.
- 4.7.3. Pit Manager or above may, at his discretion, restrict a player from wagering on more than one hand.
- 4.8. Player may also place a “Bonus” wager on the corresponding Bonus betting box after placing an “Ante” wager.
- 4.9. Closing of bets shall take effect when the dealer announces: “No more bets, please”. After the Dealer announces, “No more Bets”, no Bet may be placed, increased or withdrawn. The Dealer shall refuse all the Bet(s) placed, increased or withdrawn after the announcement.
- 4.10. Cards used in the game of Texas Hold’em Bonus Poker may be dealt from a card shoe or an automated dealing device
- 4.11. When a Card Shoe is used:
- 4.11.1. Starting from the Dealer’s left and continuing in a clockwise direction around the table, the Dealer shall discard the Burnt Card and then deal



one card at a time face down to each Player's betting box with valid Ante bet until each box receives two cards (the Hole Cards).

4.11.2. After examining the Hole Cards, the Player may decide to:

- i. Fold, in which case the Player loses his Bet on both the Ante and the Bonus Bet (if any)
- ii. Place a Flop bet, which requires the Player to place an amount that is twice the amount of the Ante on the playing area marked as Flop on the table layout.

4.11.3. The Dealer shall then discard the Burnt card and deal the Flop Cards face down before exposing them. Before the Turn Card is dealt, the player may choose to place a Turn bet that is same amount as Ante, or he may choose to Check.

4.11.4. The Dealer shall discard the Burnt card and deal the Turn Card face down before exposing it. Before the River Card is dealt, the player may choose to place a River bet that is same amount as Ante, or he may choose to Check.

4.11.5. The Dealer shall discard the Burnt Card and deal the River Card face down before exposing it.

4.11.6. Subsequently, the Dealer shall deal two cards for his own hand and set a Five-card hand from the combination of his hole cards and the Community cards.

4.12. When an automated dealing device is used:

4.12.1. The Dealer shall deal five "Community cards" face down, followed by dealing two cards face down to each player's betting box with valid Ante bet, starting from the Dealer's left and continuing clockwise around the table, and then two cards face down to the Dealer

4.12.2. After receiving and examining the 2 "Hole" cards, the Player may decide to:



- i. Fold, in which case the Player loses his Bet on both the Ante and the Bonus Bet (if any)
- ii. Place the Flop bet, which requires the Player to place a wager that is twice the amount of the Ante on the playing area marked as Flop on the table layout.

4.12.3. The Dealer shall now expose three “Community cards” (the “Flop” cards). Before the Turn Card is exposed, the player may choose to place a Turn bet that is same amount as Ante, or he may choose to Check.

4.12.4. The Dealer shall expose the Turn Card. Before the River Card is exposed, the player may choose to place a River bet that is the same amount as Ante, or he may choose to Check.

4.12.5. The Dealer shall expose his “Hole” cards and set the Dealer’s best Five-card hand from the Community cards.

4.13. Player cards will be arranged on the layout in the area provided and once complete, the Dealer will then compare their hand against each player’s hand to determine the winner.

5. DETERMINING THE WINNER

5.1. The winning hand shall be the higher ranking Five-card hand consisting of any combination of the five “Community cards” and the Player’s or Dealer’s “Hole” cards.

5.2. If the Player’s Five-card hand is higher ranking than the Dealer’s Five-card hand as described in Rule 4.5 above, the Player wins on the Flop, Turn and River Bets. If the Player’s winning Five-card hand is a Straight or better, he also wins on the Ante. All winning Bets shall be paid in accordance with the Pay Table stipulated in Rule 6.1.1. If the Player’s winning Five-card hand ranks lower than a Straight, the Ante Bet is neither paid nor collected

5.3. If the Player’s Five-card hand is lower ranking than the Dealer’s Five-card Hand as described in Rule 4.5 above, the Player loses his Bets on Ante, Flop, Turn and River.



5.4. If the Player's Five-card hand and the Dealer's Five-card hand are of the same ranking as described in Rule 4.5 above, it constitutes a Stand-off, and all the Player's Bets (except Bonus Bet) shall be returned to him.

5.4.1. In the event the Player and Dealer's hand both have two pairs, the hand holding the pair of the highest ranking shall win. If the highest-ranking pair held by both hands are equally ranked, the hand holding the pair of second highest ranking shall be the winner. If both hands hold two pairs of the same ranking, the winning hand shall be determined by the highest single unpaired card. If both hands hold two equally ranked pairs and a fifth card of the same ranking, the hand shall be a stand-off.

5.4.2. In the event the Player and Dealer's hand both have one pair, the hand holding the pair of the highest ranking shall win. If both hands hold a pair that is equally ranked, the remaining three unpaired cards are compared, beginning with the highest, then in descending order of rank to determine the winning hand. If the remaining three single unpaired cards are of the same ranking when compared, the hand shall be a stand-off.

5.4.3. If the Player and Dealer's hand both have a Full House, the ranking of the Three of a Kind based on the ranking of card value as described in Rule 4.4 shall determine the winning hand. In the event three cards of the same ranking are "Community cards", the winning hand shall be the hand with the highest-ranking pair. If both hands hold pairs which are of equally high rank, the hand shall be a stand-off.

5.4.4. A Straight Flush or a Straight containing a 6 or higher shall be ranked higher than a Straight Flush or a Straight containing a 5, 4, 3, 2 and Ace.

5.5. If the Player has placed a Bonus wager and has a winning Bonus hand, they will be paid in accordance with the Pay Table stipulated in Rule 6.1.2

5.6. In the event a Player declines a comparison of his hand against the Dealer's hand by not exposing his "Hole" cards, the Player shall be deemed to have a hand that is ranked lower than the Dealer's hand and all of his wagers shall be collected accordingly.

6. PAYOUT ODDS

6.1. Settlement of winning wagers shall be as follows:



6.1.1. 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

6.1.2. The payout odd of winning Bonus wager shall be:

Bonus Wager – 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

7. IRREGULARITIES

7.1. In any of the following events, the House shall have the authority to invalidate a game in progress if:

7.1.1. A foreign card is found, or a different color card is found in the deck in play;

7.1.2. The automated shuffler jams;

7.1.3. There is an excess or shortage of cards being used in the game;

7.1.4. The game is disrupted by an act or event beyond control of the House.



- 7.2. In the event that a round of play is voided due to the above events 7.1.1 & 7.1.3, the cards shall be removed from the table and a new set of cards shall be put into play. All the outcomes and settlements from the previous rounds of play will stand
- 7.3. Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be voided except if an incorrect distribution of cards can be reconstructed by moving the complete set of cards from one betting area to another
- 7.4. 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 voided, provided that this is noticed before the commencement of play of the next round of play and the cards cannot be reconstructed
- 7.5. If two or more cards are incorrectly exposed by the Dealer during the deal, the round of play shall be voided.
- 7.6. If an incorrect number of cards is dealt to a Player’s hand, that Player’s hand shall be removed from play and the wager returned, provided that this is noticed before the commencement of play of the next round of play and the cards cannot be reconstructed.
- 7.6.1. Where a Player was dealt the correct number of cards in the same round of play where the irregularity under Rule 7.6 has occurred, the Player may be permitted to withdraw their wager.
- 7.7. In the event there is any doubt that the correct number of cards has been used in a round of play, the Dealer shall count the cards manually. If the count proves there is an excess or shortage of cards, that round of play shall be void.
- 7.8. If the Dealer fails to discard the Burnt Card during the Round of play, that round of play shall be reconstructed, and the House shall have absolute discretion to determine whether or not the cards are capable of being reconstructed. The round of play shall be voided if any Player has viewed their cards, or the cards cannot be reconstructed. For the avoidance of doubt, only the current round of play shall be voided, the outcome and settlement of all previous round(s) of play shall stand.



- 7.9. In the event a card is found turned face up in the Card Shoe/Automated Dealing Device, it shall be used as though it was the next card from the Card Shoe/Electronic Dealing Device. Rule 7.5 applies if there are two or more cards exposed during the deal.
- 7.10. Once the game outcome has been determined, the Bet placed below the table minimum shall be paid and taken accordingly. The Bet exceeding the table maximum will be paid or taken up to the allowed maximum and the excess amount shall be returned to the player.
- 7.10.1.If during the settlement, the Dealer realizes that:
- i. The Flop bet is more than twice the Ante, or the Turn and/or River bet is more than the Ante, the Dealer shall return the excess amount to the Player and collect or pay accordingly up to the maximum permissible limit; or
 - ii. The Flop bet is less than twice the Ante, or the Turn and/or River bet is less than the Ante, the Dealer shall collect or pay accordingly.
- 7.11. Where a Player makes an “Ante” bet and is not present to make a decision for the placement of the “Flop” bet, that hand shall become invalid, and the “Ante” and “Bonus” bet (if any) shall be returned.
- 7.11.1.If the Player has placed wager on “Ante” and “Flop”, and is not present to make a decision, the Player shall be deemed to have checked for “Turn” and/or “River” and the House will settle the bet accordingly.
- 7.12. Where the round of play is voided, all Bets placed by the Players for that round of play shall be returned.
- 7.13. If an irregularity arises that is not covered by these rules, it shall be resolved at the discretion of the decision of the Assistant Director or above of Gaming Operations.

8. HANDLING THE DISPUTES

- 8.1. Any dispute that occurs and cannot be resolved by the Dealer Inspector or Pit Supervisor will be escalated to the Pit Manager or above.



- 8.2. The Pit Manager or above will gather all relevant information relating to the dispute and inform Surveillance.
- 8.3. Whenever possible, give the player a timeframe for trying to settle the dispute.
- 8.4. Resolution of the dispute shall be made with respect to the following:
- 8.4.1. The approved game rules;
 - 8.4.2. The approved information published by the Casino;
 - 8.4.3. The approved standard operating procedures;
 - 8.4.4. The approved internal control standards;
 - 8.4.5. Accounts of the incident obtained from both parties;
 - 8.4.6. Evidence obtained from Surveillance;
 - 8.4.7. Any other forms of evidence that may be obtained;
 - 8.4.8. Relevant provisions of applicable Vietnam Laws;
- 8.5. When the player does not agree with the decision of the dispute, they shall be made aware of their rights to file a formal complaint with the Casino's Senior Management.
- 8.6. The player shall be guided and receive assistance when filing their formal complaint.

Quang Nam, on the 01st date of May 2025

HOI AN SOUTH DEVELOPMENT LTD



**GRIMA GAVIN MICHAEL
SENIOR VICE PRESIDENT, GAMING
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