

EXHIBIT A

Live Action Seven Card Stud

Object of the Game:

In seven-card stud, each participant first receives two down cards followed by one up card to start the hand. After each participant receives their three cards, there is the first round of betting. There are then three more up-cards and a final down card, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, third and fourth street, and the larger bet is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. If there is an open pair on fourth street, any participant has the option of making the smaller or larger bet. Deliberately changing the order of your up-cards in a stud game is improper because it unfairly misleads the other participants; a participant deliberately changing the order of the up-cards may have a dead hand.

In all spread-limit games, players have the option of wagering from a range of bets based on the game parameters. The smaller range of bets is wagered for the first two betting rounds, third and fourth street, and the larger range of bets is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. If there is an open pair on fourth street, any participant has the option of making the smaller or larger range of bets. The forced bet for all spread limit games will not exceed \$4 at any time.

Example in \$2-4 Players will have the option to wager \$2-10 on the first two betting rounds, third and fourth street. On 4-7th street, players will have the option to wager \$4-20.

Rules of the Game:

Chasers Poker Room House Rules will be used. (See House Rules)

There will be a clear description, of the type of game rules, buy-in requirements located in the facility.

Chasers Poker Room will rake \$1 per 10% of each pot with a maximum of \$5 taken for any one hand.

Cash on the table will not play at any time. Exception if chips are in transit for purchase.

7 Card Stud RULES

1. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If the dealer exposes all three initial cards of any participant, the hand will be misdealt.
2. The first round of betting starts with a forced bet, the bring-in, by the lowest card by rank and suit. On subsequent betting rounds, the high hand on board initiates the action, a tie is broken by position, with the participant who received cards first acting first.
3. The participant with the forced bet has the option of opening for a full bet.
4. If the participant with the low card is all-in for the ante, the person to that participant's left acts first. If the participant with the low card has only enough chips for a portion of the bring-in, the wager is made. All other participants must enter for at least the bring-in amount in the structure.

5. When the wrong person is designated as low and bets, if the next participant has not yet acted, the action will be corrected to the real low card, who now must bet. The incorrect low card takes back the wager. If the next hand has acted after the incorrect low card wager, the wager stands, action continues from there, and the real low card has no obligations.
6. Increasing the amount wagered by the opening forced bet up to a full bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next participant increases the bet to \$15, completing the bet, four raises are then allowed.
7. In all fixed-limit and spread limit games, when an open pair is showing on Fourth Street, the second up card, any participant has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and are the high hand, you may bet either \$5 or \$10. If you bet \$5, any participant then has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the participant high with the open pair on fourth street checks, then subsequent participants have the same options that were given to the participant who was high.
8. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act, the hand will be killed when the betting reaches your seat.
9. If a hand is folded when there is no wager, that seat will continue to receive cards until the hand is killed as a result of a bet so the fold does not affect who gets the cards to come.
10. If you pick up your up cards without calling when facing a wager; this is a fold and your hand is dead. This act has no significance at the showdown because betting is over; the hand is live until discarded.
11. A card dealt off the table is treated as an exposed card.
12. The dealer announces the low card bring-in by rank and suit. On subsequent rounds, the dealer announces the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes.
13. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card, and either a card intermingles with a participant's other hole cards or a participant looks at the card, the participant must accept that card.
14. If the dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be segregated from play as well as an additional card for each remaining participant still active in the hand. After that round of betting has concluded, the dealer burns a card and play resumes. The removed cards are held off to the side and will be shuffled back in along with the remaining stub before the last card, Seventh Street is dealt to any participant; no muck or burn cards should be reshuffled in this case. If the prematurely dealt card is the final down card and has been looked at or intermingled with the participant's other hole cards, the participant must keep the card, and on sixth street that participant may not bet or raise but can only call during that betting round because the participant now has all seven cards.
15. Before dealing 7th street, the dealer will count the number of participants remaining and add two to that number. This is the number of cards needed in the stub to finish dealing the hand. The dealer will then count the stub, taking care not to expose any cards to the participants. If there are a sufficient number of cards, the dealer will complete the hand. If there are not enough cards, the dealer will determine if adding the three burn cards will allow for a sufficient number of cards. If the answer is yes, then the dealer will scramble the stub and the three burn cards together and finish the hand. If the answer is no and there are more than two cards in the stub, the dealer will burn and deal a community card. If the answer is no and there are two or less cards in the stub, the dealer will scramble the stub and the burn cards together, burn a card, and deal a community card.
16. An all-in participant should receive hole cards dealt facedown, but if the final hole card to such a participant is dealt face up, the card must be kept, and the other participants receive their normal card.
17. If the dealer turns the last card face up to any participant, the hand that began action on 6th street will again start the action on 7th street. The following rules apply to the dealing of cards:
18. If there are more than two participants and any participant other than the first participant receives an exposed down card, all remaining participants receive their last card facedown. A participant whose last card is face up has the option of declaring, in advance of any action, either all-in for the existing pot or to continue for all subsequent action at his/her discretion. If there are more than two participants and the first participant's card is exposed, all remaining participants receive their cards up and the betting round proceeds as normal.
 - If there are only two participants remaining and the first participant's final down card is dealt face up, the second participant's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first participant's final card is dealt face down and the opponent's final card is dealt face up, the participant with the face up final card has the option of declaring, in advance of any action, either all-in for the existing pot or in for all subsequent action at his/her discretion.

19. A hand with more than seven cards is dead. A hand with less than six cards at the showdown is dead.
20. A participant who calls a bet even though beaten by an opponent's up cards is not entitled to a refund. The caller receives information not available for free.

Equipment:

A designated Texas Hold'em table will be used with proper layout. All Live Action 7 Card Stud game will have a maximum of 8 players.

A standard deck of 52 cards will be used for Live action play. 2 different color decks will be issued per table and rotated periodically upon the arrival of a new dealer.

A live waiting list will be used to assist Chasers Poker Room staff to adhere to players needs and requests in determining when to open and games and fill open seats.

Value chips/plaques ranging from \$1 to \$100 will be used in all live action games.

Method(s) of Play:

7 Card Stud can be played as a high-low split pot game, Limit, Spread Limit, No Limit, and Pot Limit. The player must use 5 of the 7 cards they receive to make the best possible poker hand.

Types of Wagers:

Game Variations

Fixed Limit

½ 7 Card Stud (High Only, Hi-Lo, Razz, Super Stud, Hi-Lo Regular)

2/4 7 Card Stud (High Only, Hi-Lo, Razz, Super Stud, Hi-Lo Regular)

Spread Limit

2-10, - 4-20 7 Card Stud (High Only, Hi-Lo, Razz, Super Stud, Hi-Lo Regular)

*Any game variation may be combined to offer a mix game. Mix games will use approved live action games to offer a game that will switch every certain amount of hands designated by the house. All players in the game must agree to play a mix game. A clear description of the type of mix game will be given to all players and dealers and posted clearly in the facility.

Payouts and Payouts odds:

Players are free to cash out his/her value chips at any time.

Additional House Rules

Can be requested and edited at any time and Chasers will give proper notice and provide a designated area to view such rules.