

## Crazy 4 Poker

### Equipment

Crazy 4 Poker is used on a clearly designated non-poker table with appropriate layout.

One standard 52 Playing Card Deck is used for this game.

When this table uses an Automatic Shuffler there will be 2 standard 52-card decks rotated each hand.

A discard rack is used for this game to remove cards previously used.

A Non-value opaque object or card will be used to designate and protect the 6 card bonus cards prior to use.

### Game and Bonus wagers:

Ante, and Super Bonus must be \$2, \$5, or \$10 and must be equal

Queens Bonus \$2-\$10

6 Card Bonus \$2-\$10 (Must be equal to Queens Bonus in order to play)

### Pay Tables:

#### Super Bonus Pay Table

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PLAYER HAND	PAYS
Four aces	200
Four of a kind	30
Straight flush	15
Three of a kind	2
Flush	3/2
Straight	1

#### Queens Up — Pay Table

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PLAYER HAND	PAYS
Four of a kind	50
Straight flush	30
Three of a kind	8
Flush	4

<b>Straight</b>	<b>3</b>
<b>Two pair</b>	<b>2</b>
<b>Pair of Qs to As</b>	<b>1</b>

### **6 Card Bonus**

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<b>PLAYER HAND</b>	<b>PAYS</b>
<b>Royal flush</b>	<b>1000</b>
<b>Straight flush</b>	<b>200</b>
<b>Four of a kind</b>	<b>50</b>
<b>Full house</b>	<b>20</b>
<b>Flush</b>	<b>15</b>
<b>Straight</b>	<b>10</b>
<b>Three of a kind</b>	<b>5</b>

**Max Payout Aggregate \$3,000**

**(For any one payout)**

### **Dealing procedures:**

- Prior to the start of the hand dealers will ensure that players have placed equal Ante and Super Bonus wagers.
- Cards will be dealt left to right. One by one (including dealer)
- Cards should be staggered and placed to the front left (Dealers left) of the player's wagers. Dealers cards should be directly on top of each other only exposing the back of one of the 5 cards. Dealer's cut card should remain on top of dealer hand until hand needs to be exposed.
- Dealer will then deal 1 additional card and place it into appropriate 6 card bonus spot on layout and cover it with an opaque object or card.
- Dealers should muck remaining stub in discard rack once all cards are out.
- Dealers should place cut card in discard rack on top of stub facing out once dealer hand is exposed.
- Players are not allowed to touch any cards until the conclusion of the deal and remaining stub is in the discard rack. Dealer will indicate this by opening a hand or giving verbal permission. Please be polite and firm on this.

## Round of Play

Each player shall examine his/ her cards. Players will decide whether they wish to make a play wager.

The play wager must be equal to the players Ante and Super Bonus wager.

If a player has a pair of Aces or better, Players may place up to 3 additional wagers equal to their Ante wager in the Play circle.

Players should be instructed to put cards under the play wager indicated by the layout. Once the play wager is placed on top of cards, players may no longer have access to their hands.

After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers (Ante, Super Bonus, Queens Up) first and associated cards, placing them in the discard rack.

The dealer shall then reveal the dealer's hand and place the cards in the highest possible ranking hand. The dealer must qualify to play with a minimum of King High.

**When the dealer does not qualify** (with King-high or better): Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the Queens Up wager and reveal the player's cards. Pay all Play bets even money and push all Ante bets. Resolve Queens Up and Super Bonus bets as usual.

**When the dealer qualifies** (with King-high or better): Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the Queens Up wager and reveal the player's cards. If the player's hand is higher than the dealer's, the Play and Ante bets are paid even money. Reconcile the Queens Up and Super Bonus as normal.

If the player's hand is lower than the dealer's the Play and Ante bets lose. Super Bonus will also lose unless player achieves a Super Bonus.

If player achieves a Super Bonus no matter the outcome the Super Bonus will be paid, and original wager will **not** be taken.

## Paying Out:

Dealers will take losing bets from the current player in order of, Play, Ante, Queens Up and ending with Super Bonus.

Dealers will then pay out winning bets from current player in order of, Play, Ante, Queens Up and ending with Super Bonus.

Dealers are to place player cards in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

### **Queens Up Wager**

Player may choose to play the Queens Up Wager. Players must play Ante and Super Bonus wager to play Queens Up Wager. Queens Up wager may be more than players Ante and Super Bonus.

Queens Up Wager is the player wagering on the contents of their hand. If a player has Queens or better, they will receive the payout according to the Queens Up payable.

### **6 Card Bonus Wager**

Consists of players 5 card hand and designated communal card. 6 card bonus wager must be equal to Queens Up Wager and Queens Up Wager must be played for players to wager on 6 card bonus.

Players still are eligible for 6 card bonus wager if he or she chooses to not wager on the "Play" bet. Dealers will collect all other forfeited wagers and then tuck player's cards under 6 card bonus circle.

Dealer will expose communal card after all Ante/Play/Super Bonus/ Queens up wagers have been addressed and dealers 5 card hand has been mucked.

Dealer will settle 6 card bonus wagers starting with the player on the right.

After 6 Card Bonus wagers are settled the dealer will then muck all remaining cards from right to left.

### **Irregularities**

If there is an Incorrect number of cards in player's/dealer's hand. If any player or the dealer is dealt an incorrect number of cards, all wagers will be returned, and the hand will be voided.

In the event of a shuffler malfunction, all wagers will be returned, and the hand will be voided.

If more than one card needs to be “Backed up” the hand will result in a misdeal.