

Criss Cross Poker

Equipment

Criss Cross 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 the 6 card bonus cards prior to use.

Game and Bonus wagers:

Across Ante, Down Ante, wagers can be \$2-\$10 and must be equal.

5 Card Bonus \$2-\$10

6 Card Bonus \$2-\$10 (Must be equal to 5 Card Bonus in order to play)

Pay Tables:

Criss Cross Paytable:

PLAYER HAND	PAYS
Royal Flush	250
Straight Flush	100
4 Of A Kind	40
Full House	10
Flush	8
Straight	5
3 Of A Kind	3
Two Pair	2
Jacks or Better	1
6's Thru 10's	PUSH

5 Card Bonus

PLAYER HAND	PAYS
Royal Flush	250
Straight Flush	100
4 Of A Kind	40
Full House	15
Flush	10
Straight	6
3 Of A Kind	4
Two Pair	3
Sixes or Better	1

6 Card Bonus

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

Max Payout Aggregate \$3,000

Dealing procedures:

To begin the game, players must make 2 equal Ante bets. (Down + Across)

When the hand starts, the dealer will deal each player two cards, one at a time working left to right, face-down.

The dealer will then deal out 9 cards. Starting with the closest down card to the dealer and then alternating a 6-card bonus card and remaining community cards.

From Left to right, dealers will deal clockwise starting with down, burn, across, burn, down, burn, across, burn and lastly middle card.

The dealer will secure and cover the 6 card bonus cards with an appropriate opaque object or card.

The dealer will then muck remaining stub in to discard rack with cut card on top facing out to side.

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.

Round of Play

The Dealer offers each Player the option to either make an “Across” bet or forfeit both ante wagers. Players may place up to 3 additional wagers equal to their Ante wager in the Across circle(s) with each wager not to exceed \$10.

After each Player has placed the “Across” bet the Dealer will turn over the 2 outside cards on the horizontal line of the cross.

The Dealer offers each Player the option to either make the “Down” bet or forfeit all previous wagers. Players may place up to 3 additional wagers equal to their Ante wager in the Down circle(s) with each wager not to exceed \$10.

After each Player has placed the “Down” bet the Dealer will turn over the two outside cards on the vertical line of the cross.

The Dealer offers each Player the option to either make the “Middle” bet or forfeit all previous wagers. Players may place up to 3 additional wagers equal to their Ante wager in the Across circle(s) with each wager not to exceed \$10.

After each Player has placed the “Middle” bet the Dealer will turn over the middle card on the cross.

The Dealer then reveals the Player’s cards. The Player uses their 2 cards plus the 3 cards on the horizontal line of the cross to form an Across hand and uses their 2 cards plus the 3 cards on the vertical line of the cross to form a Down hand.

Winning Across, Down and Middle hands are paid per appropriate payable. The Middle Hand is the highest achieved rank of hand between the Across or Down hand. If the Across bet is a push and the Down bet loses the Middle bet is also a push or if the Across bet loses and the Down bet is a push the Middle bet is also a push. If both the Across bet and Down bet push the Middle bet also is a push. The Middle bet only loses if both the Across and Down bets lose.

The 2 ante bets are always paid even money on qualifying hands for their respective hand. A qualifying hand is defined as any of the paying bets (pair of

Jacks or Better). Pair of 6's through 10's result in a push and all other outcomes forfeit the ante bets.

Paying Out:

Dealers will take losing bets from the current player in order of, Down, Across, Middle.

Dealers will then pay out winning bets from current player in order of, Down Across, Middle.

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.

5 Card Bonus

Player may choose to play the 5 Card Bonus wager. Players must play both the Across and Down Ante wager to play 5 Card Bonus wager. 5 Card Bonus wager may be more than players ante wager.

5 Card Bonus wager is the player wagering on the contents of the Criss Cross 5 card grid. If a Criss Cross Grid has a pair of sixes or better, players will receive the payout according to the 5 Card Bonus pay-table.

The 5 Card Bonus bet is based on the five community cards ONLY. These 5 cards are located within the Criss Cross Grid. 5 Card Bonus will receive action regardless if the player folds their hand. If the player has placed a wager on the 5 Card Bonus bet and folds, the dealer will remove all Criss Cross wager/s and tuck the folded cards under the players 5 Card Bonus bet. Players win with at least pair of 6's or better. See pay-table for odds.

6 Card Bonus Wager

Consists of players 2 card hand and 4 designated communal cards. 6 card bonus wager must be equal to 5 Card Bonus wager and 5 Card Bonus 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 fold at any time throughout the hand. Dealers will collect all other forfeited wagers and then tuck player's cards under 6 card bonus circle.

Dealer will expose 6 Card Bonus communal cards after all Down/Across/Middle/wagers have been addressed and Criss Cross 5 card grid has been mucked.

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

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.