



June 9, 2009

Charitable Gaming
Directive No. 4.04.06

Millionaire Party (Fixed Limit Texas Hold'em)

BACKGROUND

Millionaire Party Rule 406(5) states in part: "All of the following millionaire party equipment and games are authorized: (e) Card games approved in writing by the bureau." This directive approves Fixed Limit Texas Hold'em (Texas Hold'em) as a millionaire party card game and establishes instructions for its conduct.

DEFINITIONS

1. "Betting Interval" means the period of play when each player has an opportunity to bet, Check, Raise, Call, or Drop.
2. "Big Blind" means a mandatory bet (typically twice the amount of the Small Blind) placed by the player to the left of the Small Blind position before any cards are dealt.
3. "Board Cards" means the community cards dealt face up in the middle of the table which may be used by all players in constructing a standard five card poker hand.
4. "Burn" means to discard the top card from the deck, face down.
5. "Call" means a player places enough chips into the Pot to make his or her contribution equal to the contribution of any other player, but no greater.
6. "Check" means a player remains in the Round of Play but does not wish to place a bet, provided no previous player has made a bet during that Betting Interval.
7. "Dealer Button" means an object used to designate the player in the dealer position if that player were actually dealing the cards.
8. "Drop", also known as fold, means a player discards his or her Hand and no longer participates in the Round of Play.
9. "Equipment" means the standard 52-card decks of playing cards used for the conduct of Fixed Limit Texas Hold'em.
10. "Gross Profit" means total revenue less chip redemptions and prizes.
11. "Hand" means any combination of two Pocket Cards and/or five Board Cards that are used to create a standard five card poker hand.
12. "Hi/Lo" means a variation of Texas Hold'em in which the highest and lowest poker Hands split the pot (prohibited, see 34).
13. "Light Betting" means withdrawing chips from the pot to indicate how much a player owes the Pot (prohibited, see 35).
14. "Management" as used in Act 382 of the Public Acts of 1972, as amended, and the Charitable Gaming Administrative Rules means the handling of cash, chips, sales, house rakes, and completion of game records (see 30).
15. "Pocket Cards" means the two cards dealt face down to each player that can only be used by that player in constructing a standard five card poker hand.

16. "Pot" means all of the chips placed into play and collected by the dealer during a Round of Play.
17. "Raise" means a player places enough chips in the Pot to Call, plus one or more chips.
18. "Round of Play" means the period of play commencing with the first card dealt by the dealer and concluding with the awarding of the Pot.
19. "Sidepot" means a new Pot(s) established by the dealer after a player has bet all remaining chips and additional bets have been placed (optional).
20. "Small Blind" means a mandatory bet (typically half the amount of the Big Blind) placed by the player immediately to the left of the Dealer Button before any cards are dealt.
21. "Wild Card" means a card that may serve as any other suit or value in making a poker hand (prohibited, see 36).

TERMS AND CONDITIONS

22. The amount of each expense incurred in connection with the conduct of a licensed millionaire party, including but not limited to, worker compensation, location rental, Equipment rental, and advertising shall be necessary and reasonable.
23. The total amount of expenses (less the license fee) incurred in connection with the conduct of a licensed millionaire party shall not exceed 50% of the Gross Profit. If the expenses do exceed 50%, a licensee may be required to provide a written explanation detailing the reason(s) expenses exceeded 50% of Gross Profit.
24. Texas Hold'em shall be conducted with Equipment that is owned by the licensee, donated to the licensee, rented from a licensed supplier, or rented from a location owner or lessor under a bureau approved rental contract.
25. Texas Hold'em shall be played with a standard 52-card deck.
26. Texas Hold'em shall be played at tables large enough to accommodate a dealer and up to 10 players in such a manner as to ensure that the players may examine their cards without disclosing their value to other players.
27. If more than one millionaire party license is issued for the same date and location, the following provisions shall apply:
 - a. Each licensee shall use chips that are clearly distinguishable from the other licensee's chips.
 - b. Each licensee shall complete its own set of bureau-provided game records and financial statement.
 - c. Each licensee shall deposit its proceeds from the millionaire party into its own financial account.
 - d. A millionaire party worker who is at a location where more than one licensed millionaire party is being conducted on the same date may only receive compensation from one licensee.
28. A location owner or lessor, a shareholder of a privately held corporate owned or leased location, partner, officer, agent, or employee of a location owner or lessor, or a person residing in the same household as a location owner, shareholder of a privately held corporate owned or leased location, partner, officer, agent, or employee of a location owner or lessor shall not:
 - a. Be an officer of a qualified organization conducting a licensed gaming event at that location.

- b. Participate as a player or dealer in any gaming event being conducted under the millionaire party license at that location.
29. A supplier, shareholder of a privately held corporate supplier, partner, officer, agent, or employee of a supplier, or a person residing in the same household as a supplier, shareholder of a privately held corporate supplier, partner, officer, agent, or employee of a supplier shall not:
 - a. Be an officer of a qualified organization conducting a licensed gaming event for which the supplier is providing Equipment and/or services.
 - b. Participate as a player or dealer in any gaming event being conducted under the millionaire party license for which the supplier is providing Equipment and/or services.
 30. Except when dealing the cards, only bona fide members of the qualified organization holding the millionaire party license may perform the following Management duties:
 - a. Counting, distributing, handling, selling, or redeeming chips (including floor sales).
 - b. Receiving, handling, or counting cash.
 - c. Collecting the house rake.
 - d. Paying millionaire party workers.
 - e. Completing the millionaire party game records and financial statement.
 31. Cards shall not be dealt by a player.
 32. A person shall not play millionaire party games at the same location and during the same day he or she works.
 33. A player shall not bet on more than one Hand in any Round of Play.
 34. Hi/Lo games are prohibited. Winners shall be determined by the highest ranking poker combination.
 35. Light Betting is prohibited.
 36. Wild Cards are prohibited.
 37. If a player does not have enough chips to complete the Round of Play, a Sidepot may be created or the licensee may allow the player to purchase additional chips.
 38. Dealers shall not sell chips to players.
 39. Players shall not sell or redeem chips with another player.
 40. Any dispute concerning the licensed event shall be referred to the chairperson of that event.

HOUSE RAKE

41. The house shall collect its house rake using one or more of the following methods which shall be posted in the house rules:
 - a. A required ante contributed by each player prior to each Round of Play.
 - b. A percentage of the Pot after completion of the last Betting Interval.
 - c. A fixed amount of the Pot after completion of the last Betting Interval.
 - d. A fixed amount paid by each player based on the amount of time the player sits at the table.
 - e. Any other method as approved in writing by the bureau.

GAME CONDUCT

42. All suits have the same rank. The rank of cards, from highest to lowest, shall be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in 62(a) where the ace may be counted low.
43. The dealer must shuffle the cards prior to each Round of Play.
44. If the house rake is based on a required ante, the dealer must collect the ante from each player.
45. Prior to the first Round of Play, the dealer shall place the Dealer Button in front of the player immediately to the dealer's left. The dealer shall move the Dealer Button to the next player in a clockwise direction prior to commencing each subsequent Round of Play.
46. The player immediately to the left of the Dealer Button shall post the first mandatory bet, commonly referred to as the Small Blind before the beginning of each Round of Play.
47. The player immediately to the left of the Small Blind position shall post the second mandatory bet, commonly referred to as the Big Blind before the beginning of each Round of Play.
NOTE: If there are only two players at the table, the player with the Dealer Button shall post the Small Blind and the other player shall post the Big Blind.
48. All cards shall be dealt in a clockwise direction beginning with the player immediately to the left of the Dealer Button.
49. The dealer shall commence Betting Interval 1 by dealing one card to each player face down, then a second card to each player face down.
50. Each player may examine his or her Pocket Cards at any time.
51. Each player shall keep his or her Pocket Cards in full view of the dealer at all times and must ensure that the cards are examined in a manner that does not disclose to other players their value. Players may not exchange information concerning their Hand.
52. Players that Drop from the Round of Play shall not reveal their Pocket Cards.
53. Betting for interval 1 shall proceed as follows:
 - a. The player immediately to the left of the Big Blind position is the first to act and must Call, Raise, or Drop.
NOTE: If there are only two players at the table, the player with the Dealer Button is the first to act and must Call, Raise, or Drop.
 - b. Betting continues in a clockwise direction until each player has an opportunity to Call, Raise, or Drop with the exception of the player in the Big Blind position who may Check if no other player has Raised.
54. The dealer shall commence Betting Interval 2 by Burning a card and then dealing three Board Cards face up in the middle of the table, commonly referred to as the Flop.
55. Betting for interval 2 shall proceed as follows:
 - a. The player immediately to the left of the Dealer Button is the first to act and must bet, Check, or Drop.
 - b. Betting continues in a clockwise direction until each player has an opportunity to bet, Check, Call, Raise, or Drop.
56. The dealer shall commence Betting Interval 3 by Burning a card and dealing one Board Card face up, commonly referred to as the Turn.
57. Betting for interval 3 shall proceed as in 55.

58. The dealer shall commence Betting Interval 4 by Burning a card and dealing one Board Card face up, commonly referred to as the River.
59. Betting for interval 4 shall proceed as in 55.
60. Upon completion of four Betting Intervals:
 - a. If only one player remains in the Round of Play, (i.e., all but one player has Dropped), the player is not obligated to show his or her Hand.
 - b. If two or more players remain in the Round of Play:
 - i. It shall be the obligation of the player who made the last Raise to show his or her Hand.
 - ii. If no player has Raised, it shall be the obligation of the player who placed the first bet to show his or her Hand.
 - iii. If no player has placed a bet, it shall be the obligation of all players to show their Hands.
61. Any combination of a player's Pocket Cards and/or Board Cards may be used to construct a standard five card poker hand.
62. The dealer shall:
 - a. Determine the winning Hand(s) among the remaining players and declare the winner(s) in accordance with the following ranking of poker combinations:

Royal Flush	is a Hand containing an ace, king, queen, jack, and 10 of the same suit.
Straight Flush	is a Hand containing five cards of the same suit in consecutive ranking. An ace may count high or low.
4 of a Kind	is a Hand containing four cards of the same rank.
Full House	is a Hand containing "3 of a Kind" and "1 Pair".
Flush	is a Hand containing five cards of the same suit but not in consecutive ranking.
Straight	is a Hand containing five cards of consecutive rank regardless of suit. An ace may count high or low.
3 of a Kind	is a Hand containing three cards of the same rank.
2 Pair	is a Hand containing two pairs.
1 Pair	is a Hand containing two cards of the same rank.
High Card	is a Hand that does not contain 1 Pair or better.
 - b. Resolve ties in the following manner:
 - i. In the event of equal ranking poker combinations of 4 of a Kind, 3 of a Kind, 2 Pair, or 1 Pair, the high card not used in the poker combination shall break the tie.
 - ii. If a tie cannot be broken, the Pot shall be split equally.
 - c. If the house rake is based on the methods described in 41 (b), (c), or (e), the dealer shall collect the house rake as specified in the house rules.
 - d. Award the Pot(s) to the player(s) with the winning Hand(s).
63. The dealer shall collect all cards and shuffle them prior to the next Round of Play.
64. The dealer shall move the Dealer Button to the next player in a clockwise direction.

MISDEAL

65. No misdeal may be called after the first Betting Interval is completed.
66. In the event of a misdeal, additional antes or blinds shall not be required.

PROHIBITIONS

67. A player may not receive anything of value other than the cash value of chips remaining from chip purchases and winning Pots.
68. No alternative prize or anything of value (e.g., entry to a Free Roll, High Hand, Bounty, Player Points, etc.) may be awarded or given to a player.

HOUSE RULES

69. House rules must be in accordance with Millionaire Party Rule 407 and shall also contain the following information:
 - a. The amount of the blinds.
 - b. The bet limit(s).
 - c. The method for collecting the house rake (see 41).
 - d. Whether a player may purchase chips during a Round of Play.
 - e. Whether Sidepots are permitted.
 - f. The following statements:
 - i. Raises are limited to three per Betting Interval.
 - ii. Light Betting is prohibited.
 - iii. Wild Cards are prohibited.
 - iv. Hi/Lo variations of Texas Hold'em are prohibited.
 - v. Chips may not be sold or redeemed between players.
 - g. All other information essential to a player's understanding of how the licensee will conduct Texas Hold'em.
70. House rules shall be posted in a conspicuous place or printed on paper no less than 8 ½ by 11 inches in size and in sufficient number for distribution to all interested persons.
71. House rules shall not conflict with the act, rules, or directives of the bureau.

REPORTING REQUIREMENTS

72. If Fixed Limit Texas Hold'em is conducted, the licensee shall complete all required game forms in the Millionaire Party Game Forms Packet and the Millionaire Party Financial Statement.
73. All sales, redemption, and rake transactions shall be completed as they occur in accordance with Charitable Gaming Administrative Rule 432.21414 (1).
74. A copy of the house rules shall be retained with the game records.

Signed copy available upon request

M. Scott Bowen, Lottery Commissioner

Date