



GAMING GUIDE



WIND CREEK®
BETHLEHEM

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PREMIER GAMING

AT WIND CREEK BETHLEHEM

Welcome to Wind Creek Bethlehem. This guide is provided to assist you with questions you might have about gaming in our state-of-the-art casino.

Here you will find all the information needed to learn such exciting games as Craps, Pai Gow Poker, Baccarat, Blackjack, Roulette, and more. Please read through each section completely to acquaint yourself with the rules and regulations for each game. Once you've learned how to play the games you choose to play, it will make for a better gaming experience.

Your Wind Creek gaming experience can be even more rewarding if you choose to become a member of Wind Creek Rewards. Wind Creek Rewards card makes you eligible for a variety of benefits including invitations to special events, invitations to casino promotions, food, beverages and more. To receive your complimentary membership, please visit Player Services.

We hope you will find this guide informative. However, a guest of Wind Creek Bethlehem should always feel free to ask questions. When you are at Wind Creek Bethlehem and require assistance, please do not hesitate to ask any of our Team Members.

SLOTS

Wind Creek Bethlehem offers a wide variety of slot machines. Our slots range in denomination from 1¢ to \$100. For immediate service, all of our slots are equipped with bill acceptors that allow you to add credits on your machine without leaving your seat.

Wind Creek Bethlehem offers many unique game themes and Jackpot progressive machines. A large variety of exciting multi-line, multi-coin, interactive bonus screen games are also offered. Wind Creek Slot Team Members on the floor will be happy to show you how to play any of the slots or answer any questions you may have. All machines offer one of two methods of instructions. Interactive help screens and written instructions on the glass are offered on video machines for your convenience.

Don't forget to join Wind Creek Rewards before you play your favorite slot machines or Table Games. Once enrolled, simply insert your Wind Creek Rewards card into the card reader or present it to your dealer at the table game and start earning comps for food and beverage plus WStore, sweepstakes entries, and other great promotional offerings. PLUS, based on your play, you may receive valuable offers in the mail or via e-mail! It's our way of recognizing and rewarding our valued players every time they play.

To join today, stop by our conveniently located Player Services and ask a Wind Creek Team Member to assist you with your card sign-up – the privilege is ours!

MINI/MIDI BACCARAT

Mini/Midi Baccarat (pronounced Bah-ka-rah) has long been among the most popular casino games in Europe and Latin America, and, contrary to its appearance, is probably the simplest game to play.

The object of mini/midi baccarat is to bet on one of two hands, the one you think will come closest to nine. Nine is the highest hand. Ten value cards have zero value. Aces always count as one.

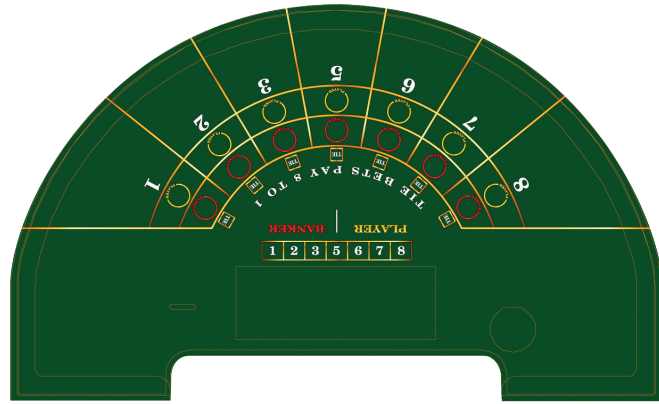
If the cards dealt total more than nine on either hand, they acquire the value of the second digit. Example: 10=0 17=7 20=0 23=3.

The shoe holds eight decks of cards. Before cards are dealt from the shoe, everyone places their bet on the side they think will win (Banker or Player). The dealer deals four cards alternately. Two are designated Player cards; two are designated Banker cards. The croupier announces the total of each hand and, if the rules require, will call for a possible third card for either side. (See chart.) The winning third card for either side is announced, losing bets are collected and winning bets are paid even money.

All winning bets on the bank side are assessed a 5% commission. The croupier will keep a running account of your commission which must be paid at the completion of the shoe (you may pay your commission anytime during the game).

There is one other bet called the "tie." You are betting that both the player and banker hands will tie. If they tie, you will be paid 8 to 1.

We invite you to sit down at any of our mini/midi baccarat games where our dealers will be glad to show you the game and answer any further questions.



BANKER

When banker's first two cards total:	Draws when player's third card is:	Does not draw when player's third card is:
0-1-2	Banker's hand always draws on a two-card total of 0-1-2	
3	1-2-3-4-5-6-7-9-0	8
4	2-3-4-5-6-7	1-8-9-0
5	4-5-6-7	1-2-3-8-9-0
6	6-7	1-2-3-4-5-8-9-0
7	Stands	
8-9	Natural stands	

BASIC RULES TO REMEMBER

1. If banker and/or player hand has a total of eight or nine on first two cards, no further cards are drawn.
2. Player hand having zero to five must draw one card. Player hand having six or seven must stand.
3. Banker hand stands or draws one card as directed by the chart.

Mini/Midi Baccarat offers the same excitement and fun that baccarat does. The same rules apply as in baccarat. In Mini/Midi Baccarat, the croupier is the only person permitted to deal the cards.

PLAYER HAND THIRD CARD RULE

When a player's first two cards total:	Player's hand:
0-1-2-3-4-5	Draws a card
6-7	Stands
8-9	Natural stands

DRAGON BONUS

Dragon Bonus is a baccarat side bet that pays when your hand is a natural winner or when it wins by a large margin. The highest payout is for a non-natural that wins by nine points.

Play starts by making a Dragon Bonus wager in the marked betting area, you may either bet for the Player or the Banker hand, in addition you are required to make a standard Baccarat wager.

The Dealer will then deal and reconcile the Baccarat hands according to the house procedures. Natural winners pay even money on the Dragon Bonus wager and in the event of a natural that ties, the Dragon Bonus wager pushes. Non-natural winners that win by at least four points pay even money, and the larger the margin of victory, the larger the payout.

PAY TABLE

Win by 9 Points	30 to 1
Win by 8 Points	10 to 1
Win by 7 Points	6 to 1
Win by 6 Points	4 to 1
Win by 5 Points.....	2 to 1
Win by 4 Points.....	1 to 1
Natural Winners	1 to 1
Natural Ties.....	Push

BLACKJACK

Blackjack is one of the most popular casino table games. The object of the game is to have your cards total 21 or as near 21 as possible without going over. Everyone plays against the dealer (the House) who begins the game by dealing each player two cards and dealing the house one card face up and one card face down.

RULES

Cards are counted at their face value. Kings, Queens and Jacks count as 10. Aces count as 1 or 11. If the first two cards you are dealt total 21, you have Blackjack. Blackjack pays 3 to 2 and you cannot lose, but you could tie if the Dealer also has Blackjack. If you are dealt any combination other than Blackjack, you can signal the Dealer to either "Stand" (Take no more cards) or "Hit" (Draw additional cards). Remember, the objective is to get 21 or as close to 21 as possible without going over. You also want your hand to be closer to 21 than the Dealer's hand. If your card count is closer to 21 than the Dealer's hand, you win; if it is less, the House wins. If you tie with the Dealer, you "Push" (Nobody wins and nobody loses). If you should go over 21 ("Bust"), you immediately lose. After each player takes their turn, the Dealer turns over the House Face-Down Card. If the Dealer "Busts," the House may pay all the Players still in the game. In the game of Blackjack, the player has many options to choose from.

SPLITTING PAIRS

If your first two cards have the same numerical value, you may split them up to three times for a total of four hands. The bets on the subsequent hands must be equal in value to the original bet. If you split Aces, you may split them up to two times for a total of 3 hands but are limited to one card being drawn on each hand.

DOUBLING DOWN

After receiving your first two cards you may elect to wager an additional amount not to exceed the value of the original bet. With a double down, you will be dealt one additional card only.

INSURANCE

If the dealer's face up card is an Ace, you may elect to take insurance. The insurance bet is a wager that the dealer has a blackjack. You may bet up to one half of your original bet. Insurance bets pay 2 to 1 if the dealer has a blackjack, but lose in all other instances.

SURRENDER

Players have the option of surrendering one half of their original wager after receiving their first two cards. If you surrender your cards, the dealer will take half of your wager. You cannot surrender if the dealer has blackjack.

BLAZING 7'S

Blazing 7's is an exciting new progressive side bet for Blackjack. By placing a \$5 wager on the Blazing 7's sensor you give yourself the opportunity to win part or all of the progressive jackpot listed on the screen. Once the dealer collects all Blazing 7's wagers the round is dealt as in regular Blackjack. Your first two cards and the dealer's up card are used to settle the Blazing 7's wager. The payout structure for this side bet is as follows:

PAYOUTS

Three 7's of Diamonds	100% of meter
Three 7's of Clubs, Spades, or Hearts	10% of meter
Three 7's same color	500 for 1
Three 7's	200 for 1
First 2 cards (two 7's)	25 for 1
Either of the first 2 cards (one 7)	2 for 1

Original wager is NOT returned.

21+3

Wind Creek Bethlehem offers Blackjack with optional side bets! The first is called 21+3 Xtreme. This exciting new side bet combines traditional Blackjack with a touch of Three Card Poker. If you are someone that enjoys playing these games, then 21+3 Xtreme is the game for you.

THE RULES ARE RELATIVELY SIMPLE TO LEARN:

In addition to the normal betting circle there is also another smaller circle where you place your 21+3 Xtreme bet. This bet is paid out according to the chart below.

As an example, if you receive a pair of 8's on the first two cards of your Blackjack hand and the Dealer's up card is an 8, then you have a Three of a Kind. You will receive a payout of 20 to 1 on your 21+3 Xtreme bet.

Other payouts include a Flush, a Straight and a Straight Flush, these payouts are listed below.

21 + 3 XTREME PAYOUTS

Straight Flush.....	30 to 1
Three of a Kind.....	20 to 1
Straight.....	10 to 1
Flush.....	5 to 1

KING'S BOUNTY

BLACKJACK SIDE BET

Another exciting new optional side bet for Blackjack offered at Wind Creek Bethlehem is King's Bounty.

HOW TO PLAY

Beside the normal betting circle there will be an additional smaller circle where you will place your King's Bounty bet. This bet pays when your first two cards total 20. The top payout of 1000 to 1 occurs when the first two cards of your Blackjack hand are two Kings of Spades and the Dealer has Blackjack.

Additional winning combinations are listed below. It's that easy.

KINGS BOUNTY PAYOUTS

Two Kings of Spades + Dealer Blackjack.....	1000 to 1
Two Kings of Spades.....	200 to 1
Two Suited Kings	50 to 1
Two Suited 10's, Jacks or Queens.....	25 to 1
Suited 20.....	9 to 1
Two Kings.....	6 to 1
Non Suited 20.....	4 to 1

FREE BET BLACKJACK

Wind Creek Bethlehem is offering another new and exciting spin on Blackjack. This new game Free Bet Blackjack lets you double down on any two card hard total of 9, 10 or 11 and split any pair with the exception of 10 value cards for free!

HOW TO PLAY

Make a bet to play against the dealer. You and the dealer will get two starting cards, as in standard blackjack. You may split any pair for Free, except for 10-value cards and re-splitting is allowed also for Free. You may Free double on any two card hard total of 9, 10 or 11, and Free doubling on any two card hard total of 9, 10 or 11 after splitting is also allowed.

If you choose any of these Free bet options, the dealer will place a special lammer/button next to your original wager. If you end up winning the hand, you get paid as if you had made a traditional split or double, even though you didn't put any additional money at risk. If the Dealer busts with a point total of 22, any bets left in action will be a push.

Note: Player Blackjacks are paid before the Dealer hits out his hand, so they are exempt from the push 22 rule.

Free Bet Blackjack also has a side bet called Push 22. If you place a wager in that additional circle and the Dealer busts with 22, you win. Depending on how the Dealer makes 22, you could win up to 50 to 1.

PAYOUTS

Dealer Same Suit 22	50 to 1
Dealer Same Color 22	20 to 1
Dealer other 22	7 to 1
Dealer Bust Not 22	Lose

PLAYER'S EDGE 21

Player's Edge 21 is a blackjack variant. Several rules have been enhanced and new rules have been added. Player's Edge 21 is played using 8 standard 52-card decks with all 10's removed.

OBJECTIVE

The object of Player's Edge 21 is to have a higher point total than the dealer without exceeding 21, or for the dealer to exceed 21. After wagering, each player and the dealer receive two cards each. If the dealer's face-up card is an Ace, insurance is offered. Insurance wagers win 2:1 odds with a dealer blackjack or 5:1 odds if the dealer blackjack is suited.

After all players have received their first two cards they may:

- HIT** The hand is dealt an additional card.
- STAND** The player signals that actions on the hand are completed.
- DOUBLE DOWN** The player increases their wager, either for the amount of their original wager (true double) or for less than the original wager (doubling for less). The only actions available after a doubling are Stand, Double-Double Down, or Surrender (Double-Down Rescue).
- SPLIT** Available if the hand has two cards of identical value. The hand is split into two new hands, each hand receiving one of the original two cards, plus one additional card from the shoe. The player continues acting on one hand, and when complete, acts on the next active split hand. The player may only split 3 times in a game, for up to 4 split hands. Note that two ten-valued cards of different rank (e.g. K-J) may be split.

SURRENDER Only available on the first two cards, or immediately after doubling (or double-doubling), and only if the dealer does not have blackjack, and if the player's hand is not busted. The player may surrender the hand, forfeiting half of the hand's wager. In the event that the player has doubled for less, the player receives back only the last "doubled" portion of their wager. The hand is removed from play. When surrendering after doubling, this may be additionally referred to as Double Down Rescue.

DOUBLE DOWN RESCUE The player may surrender after doubling down, in which case the player will forfeit the doubled down portion of the wager and the original wager is "rescued." The hand is then removed from play.

21 BONUS Any player whose hand equals a point total of 21 (excluding blackjacks) is an automatic winner regardless of the dealer's hand value. In the event a player qualifies with select hands totaling 21, they may be eligible to win odds according to the following pay table:

HAND	PAYS
7-Card 21, 6-7-8 of Diamonds, or 7-7-7 of Diamonds	3 to 1
6-Card 21, 6-7-8 Suited, or 7-7-7 Suited	3 to 1
5-Card 21, any 6-7-8, or any 7-7-7	3 to 2

OPTION OFFERINGS:

DOUBLE DOUBLE DOWN Only available immediately after a double down, or after a double-double down. The player may redouble their existing wager and receive an additional card. The player may only double 3 times on each hand, for up to 8 times the original wager. Doubling for less is not allowed, except as may be required by table wagering limits.

SUPER BONUS The player may receive a Super Bonus pay if their hand was not split or doubled and their hand achieved a suited 7-7-7 with a dealer up-card of any 7 (\$5 minimum wager).

SUPER BONUS WAGER	PAYS
\$5-\$24	\$1000
\$25 or more	\$5000

ENVY BONUS The player may receive an Envy Bonus if another player receives a Super Bonus pay (\$5 minimum wager).

PLAYER'S FIRST 2 CARDS	BONUS
Do NOT contain a 7	\$50
Do contain a 7	\$100

OPTIONAL WAGERS

Player's Edge 21 also contains optional bonus wagers, which are made prior to the start of a round of play.

MATCH-UP AND MATCH-DOWN

The Match-Up wager combines the dealer's face-up card with the player's first two cards to create a Match.

The Match-Down wager combines the dealer's down card with the player's first two cards to create a Match. Players are paid for each matching card. If both of the player's original two cards match the dealer's up or down card, the player is awarded for both matches.

The player is paid if their two cards and the dealer's up or down card consist of a pre-determined winning triggering event displayed in the pay table:

FIRST 2 PLAYER CARDS AND DEALER'S UP AND/OR DOWN CARD	PAYS
2 Suited Matches	24 to 1
1 Suited and 1 Unsuited Match	15 to 1
1 Suited Match	12 to 1
2 Unsuited Matches	6 to 1
1 Unsuited Match	3 to 1

CRAPS

Craps is an exciting, fast-paced, action-packed game utilizing a pair of dice. Here are some basics to get you started shooting craps.

One player, known as the “shooter,” throws the dice. All wagers must be placed before the shooter throws the dice. The types of wagers that can be made are:

PASS LINE

An even money bet made on the first roll of the dice (known as the “come out roll”). You win if a 7 or 11 rolls, or lose if 2, 3 or 12 roll (known as “craps”). Any other number that rolls becomes the “point” and the point must roll again before a 7 to win.

DON'T PASS LINE

An even money bet which is the opposite of the pass line. You lose on the “come out” roll if the shooter rolls a 7 or 11. You win on a 2 or 3 (12 is a tie). Once a point is established, you lose if the point is thrown and win if a 7 rolls.

COME BETS

Made anytime after the first roll when a shooter has a point to make. You win on a 7 or 11 and lose on a 2, 3 or 12. Any other number becomes your “come point” and must be repeated for you to win before a 7 rolls.

DON'T COME BETS

Made anytime after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if 2 or 3 roll (12 is a tie), and lose if 7 or 11 roll. Any other number rolled becomes your “come point” and if repeated you lose. If a 7 rolls you win.

ODDS

Once a point is made on the first roll or a come point on a succeeding roll, you may take the odds and win if the point or come points are made before a 7. Payoffs are: 2 to 1 on 4 and 10, 3 to 2 on 5 and 9, 6 to 5 on 6 and 8. “Don't pass” or “Don't come” bets are in reverse: you must lay the odds in order to win.

PLACE BETS

Once a shooter makes a point, you may make a “place bet” on numbers 4, 5, 6, 8, 9 and 10. If the shooter rolls any of these numbers before a 7, you win the following payoffs: 9 to 5 on 4 and 10, 7 to 5 on 5 and 9, and 7 to 6 on 6 and 8. A “place bet” may be taken off any time before the next roll.

BUY AND LAY BETS

A buy bet is the similar to a “place bet” with the exception that “buy bets” are paid at true odds. A 5% commission is charged at the placement of the wager and is based on the amount of the wager. This is referred to as “vig” or “vigorish”

If the shooter rolls any of these numbers before a 7, you win the following payoffs: 2 to 1 on 4 and 10, 3 to 2 on 5 and 9, and 6 to 5 on 6 and 8. A “buy bet” may be taken off any time before the next roll.

A “lay bet” is the opposite of a “buy bet”. For each number you “lay” you will be paid if the 7 rolls before that number. Once again the “vig” or commission is collected at the placement of the “lay bet” but the 5% is based on the amount potentially won. Since it is the opposite of a “place bet” the payouts are reversed. For example: A \$40 “lay bet” on the 4 would pay \$20 on a win. The 5% vig would be \$1 based on the \$20 win. A “lay bet” may be taken off any time before the next roll.

FIELD BETS

A one roll bet. You win even money on 3, 4, 9, 10 and 11. You win 2 to 1 on 2. You win 2 to 1 on 12. You lose on 5, 6, 7 or 8.

PROPOSITION BETS

These bets are found in the center of the table and are one roll bets. You are betting that on the very next roll of the dice any of these numbers will come up:

Any craps (2, 3 or 12) Pays 7 to 1
 Aces (2) or Twelve (12) Pays 30 to 1
 Ace-Deuce (3) or Eleven (11) Pays 15 to 1
 Seven (7) Pays 4 to 1

COMBINATION PROPOSITION BETS

HORN BET

(A wager divided equally between 2, 3, 11 or 12)

HORN HIGH BET

(2, 3, 11, or 12, a wager divided equally by 5 with an extra bet on the number of your choice)

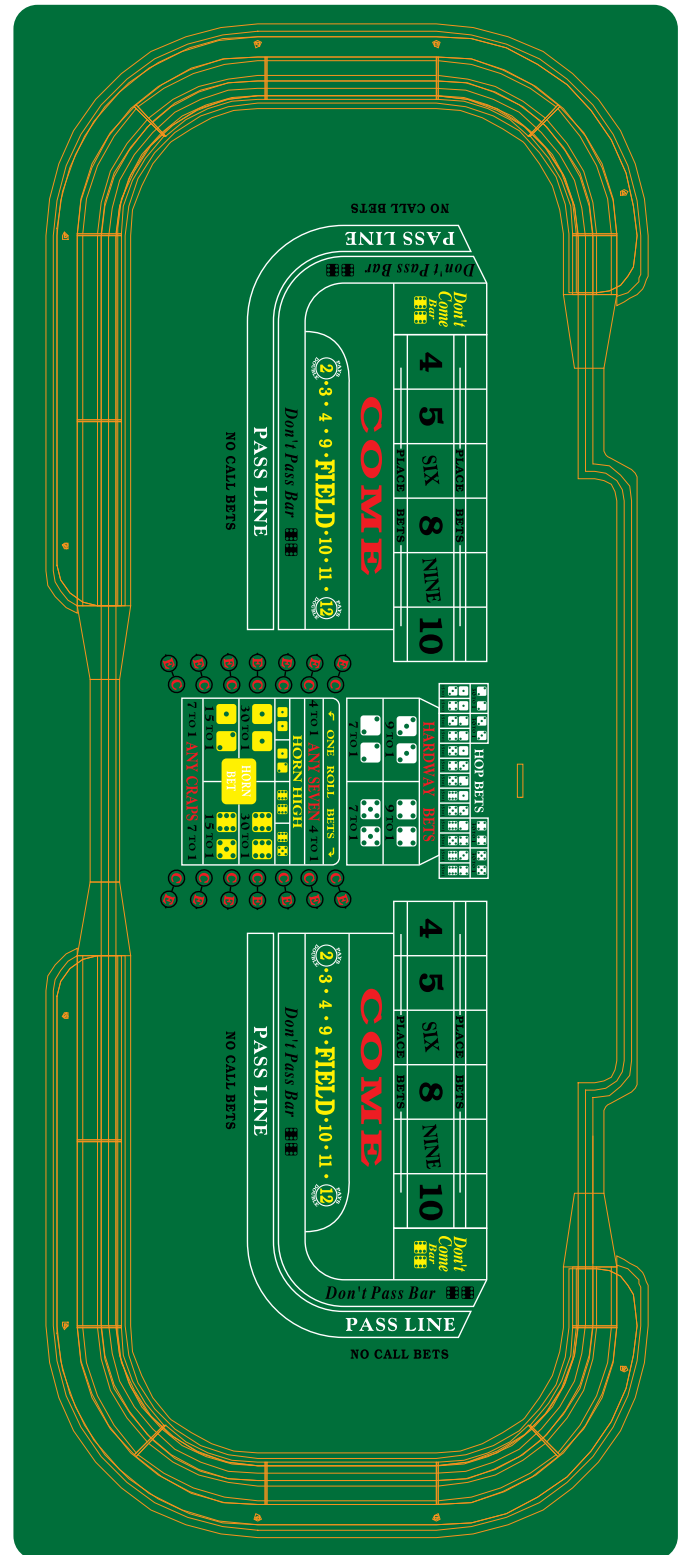
WORLD BETS

(A wager divided equally between 2, 3, 11, 12 or 7)

HARDWAYS

A Hardway bet is not a one roll bet. You are betting that the shooter rolls a pair. Hardways win if the dice roll as a pair and lose if a 7 rolls or if the number is thrown "the easy way." Example: If you bet a hard 8 and the dice roll 4,4 you win. If the dice roll "easy" 5,3 or 6,2 you lose.

Hard Four or Ten Pays 7 to 1
 Hard Six or Eight Pays 9 to 1



ROULETTE

Roulette is an intriguing game that is played throughout the world. The large payoffs that are possible for small wagers always stimulate the interest of the expert as well as the novice player.

Different players use different colored chips so the bets are not confused. The value of your chips is determined by the price you pay for them.

Each spin of the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers or on adjacent numbers. A player also may play colors, odd or even numbers, among others. A bet on a single number pays 35 to 1, including the 0 and 00. Bets on red or black, odd or even pay 1 to 1, or even money.

The chips you use when playing roulette are not redeemable by the cashier nor are they good at any other game. Be sure to exchange your roulette chips at the table. They have no value in any other section of the casino.

The diagram indicates the payoffs for single chip bets and the many combinations available to you. The dealer will be happy to explain any of them. The exact placement of the chips determine the bet being made. Each player is responsible for the correct positioning of their wager on the layout regardless of whether the bet is placed by the dealer.

1. Single number bet pays 35 to 1.
Also called "straight up."
2. Double number bet pays 17 to 1.
Also called a "split."
3. Three number bet pays 11 to 1.
Also called a "street."
4. Four number bet pays 8 to 1.
Also called a "corner bet."
5. Five number bet pays 6 to 1. Only one specific bet which includes the following numbers:
0-00-1-2-3.

6. Six number bets pays 5 to 1. Example: 7, 8, 9, 10, 11, 12. Also called a "line."
7. Twelve numbers or dozens (first, second, third dozen) pays 2 to 1.
8. Column bet (12 numbers in a row) pays 2 to 1.
9. 18 numbers (1-18) pays even money.
10. 18 numbers (19-36) pays even money.
11. Red or black pays even money.
12. Odd or even bets pay even money.



FIVE ADJACENT NUMBER WAGER

A Five Adjacent Number Wager is a wager offered on Roulette that makes it easier for a player to cover sections of the roulette wheel. One Five Adjacent Number Wager covers 5 numbers straight-up, the number called and two adjacent numbers on either side referred to as "Neighbors", i.e. a player can cover up to 10 numbers with just 2 of these wagers. Five Adjacent Number Wagers are placed using a replica of the Roulette Wheel pictured on the layout. These bets are made in 5 unit increments. Example on a \$25 table, the player must bet \$25, \$5 for each number covered. The player calls the Five Adjacent Number Wager and the Dealer repeats the bet and places the bet, it is the responsibility of the player to ensure the Dealer places the bets correctly.

PAI GOW TILES

The game of Pai Gow (pronounced Pi Gow) is a game of Chinese dominoes, which is generally believed to have originated in China around the 12th century A.D. The name Pai Gow literally translated means "to make nine," which will give some idea of the object of the game.

Pai Gow is played on a table and setting similar to blackjack: there is a dealer and seats for up to six players. However, instead of cards, the dealer distributes dominoes to the players. There are 32 dominoes (sometimes referred to as "tiles" or "cards") which are mixed or shuffled by the dealer. The dominoes are placed in eight stacks of four dominoes each. These are dealt to each position on the table (including any vacant positions) so that each player receives four dominoes.

Unlike the American game of dominoes, in Pai Gow the individual value of a domino is NOT based on the number of dots on it. Its value is based upon a symbolic Chinese meaning, which you do not need to know to play the game. Until you become familiar with the rankings, it is best to refer to the accompanying chart for the numerical rankings of the dominoes.

Each player uses his four tiles to form two separate hands. The best hand is referred to as the "high hand" and the other hand is called the "low hand." If the player's high hand is higher than the banker's high hand, and the player's low hand is also higher than the banker's low hand, the player is a winner. If both his hands rank lower than both the banker's hands, he loses his bet. If only one of his hands is higher, and the other is lower, it is a "standoff" or "push" and no money changes hands. If the player and the banker have two hands totaling the same number, the hand with the higher "single ranking" domino (see chart) is the winner. The banker always wins if the two hands are exactly identical.

The highest hand would be a pair (called a "Bo" in Chinese); however, not all of the combinations called "pairs" are actually pairs of identical dominoes.

Be careful to consult the chart when you are dealt your dominoes to see if you have one of the "chop" or mixed pairs.

**KEEP THIS MIXED PAIR OF 7S.
KEEP YOUR EYE OPEN FOR
THESE TYPES OF PAIRS.**



The next highest would be what is called a "Wong," which is the nine domino together with a 2 or a 12 domino. After the Wong comes the "Gong," which is an eight domino together with a 2 or a 12.



**THIS IS A WONG.
ONLY A PAIR CAN BEAT THIS!**

If you cannot make any of these combinations, you must arrange your two dominoes to get as close to a total of nine as possible. At this point, the game is similar to playing two hands of baccarat, with nine being the highest possible total. As in baccarat, only the last digit of the total is counted: two dominoes which total 11 will only count as 1, a total of 15 will count as 5, etc.

Learning how to play Pai Gow means learning how to form the best two hands using the four dominoes you are dealt.

The following are four basic rules to guide you in setting your hands:

1. Play the pairs: the Gee Joon, 11 identical pairs, and four mixed pairs. Look for these pairs and play them as your "high hand."
2. Play a 12 or a 2 with a 7, 8 or 9 to produce either a high 9, a Gong or a Wong. These are the most common "high hands" and are very powerful.
3. Play two small dominoes that add up to 7, 8 or 9.
4. Average the hands by playing the biggest domino with the smallest. This is the last resort. Play a balanced hand if you have nothing else.

There are two "wild" dominoes in Pai Gow: the 3 domino and the 6 domino which is formed by a red four and a white two. BOTH can be counted as either 3 or 6, and together they form the highest hand, called "Gee Joon." It is considered a pair, even though these dominoes obviously do not match. Watch for these "wild" dominoes and use them in figuring your domino totals.

**THIS IS A "GEE JOON."
TOGETHER THEY'RE THE HIGHEST
PAIR; INDIVIDUALLY THEY CAN BE A
6 OR A 3!**



On the table, there is also a dice cup with three dice inside. The purpose of the dice cup is only to determine which position on the table will receive the first hand. The counting always starts from the banker (who is not always the dealer), and proceeds around the table in a counter-clockwise manner. If the dice total 9 or 17, the banker will receive the first stack of dominoes. If the total is 10 or 18, the player to the banker's immediate right will receive the first stack, and so on.

Pai Gow is a rotating bank game. Each player has the opportunity to bank the bets against all other players, including the house dealer. The dealer will offer the bank to each player in turn, moving counter-clockwise. The player has the option of either accepting the bank or passing it on to the next player. If no one accepts the bank, it goes back to the dealer. To be the banker, a player must have played the previous hand against the house and must be able to cover all bets. He may also choose to co-bank with the house, in which case he must cover half the bets. If he chooses to co-bank, his dominoes must be set by the dealer according to the standard "house way." The house retains 5% commission on each winning hand.

The dealers and floor supervisors will be glad to answer your questions about Pai Gow or to set your hand for you if you are unsure of how to proceed.

PAIR FORTUNE WAGER

Wind Creek Bethlehem also offers the Pair Fortune side bet where you can wager that your Pai Gow Tiles hand will contain one or two pairs. Just place your side wager in the Pair Fortune circle before the tiles are dealt, if your hand contains at least one pair you are a winner and will be paid at the odds listed in the table below.

PAIR FORTUNE PAYOUT

Gee Joon and Heaven Pair:	300 to 1
2 Pair:	25 to 1
Gee Joon Pair:	8 to 1
Mixed Pair:	4 to 1
Identical Pair:	3 to 1

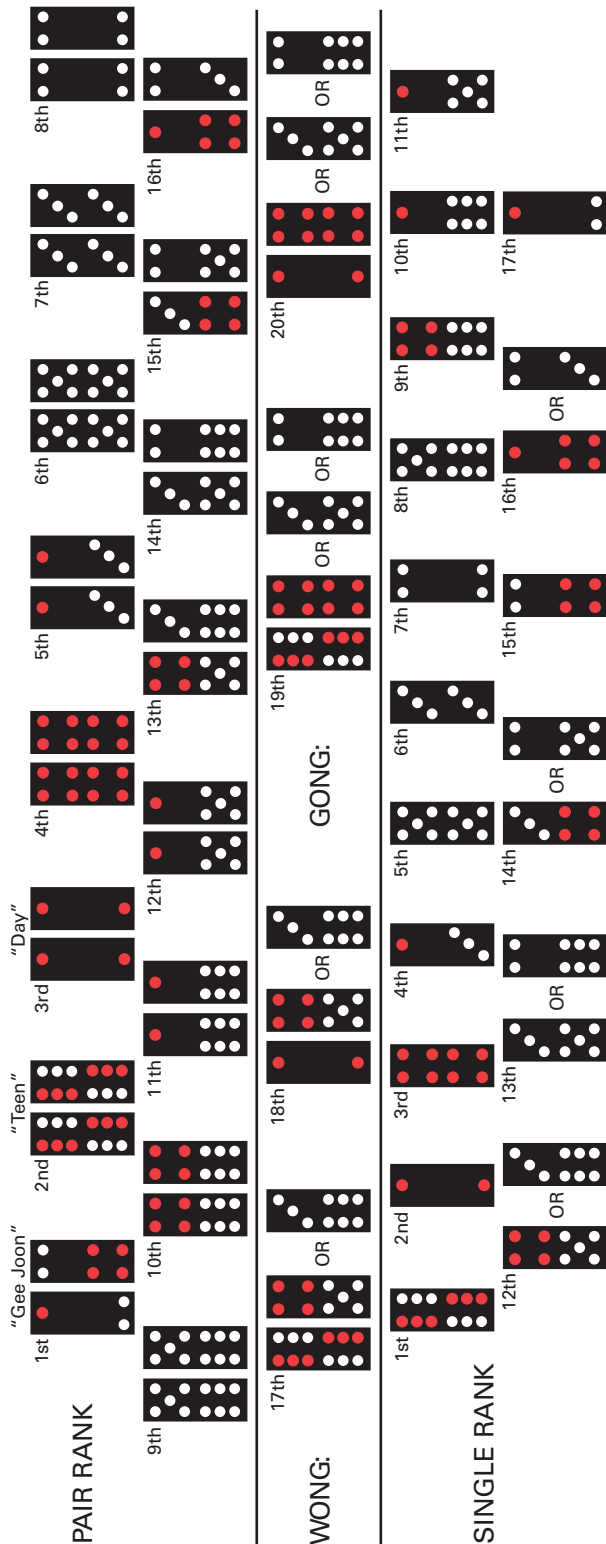
FORTUNE PAI GOW POKER

PROGRESSIVE

Fortune Pai Gow Poker is an exciting game that is played with an ordinary deck of 52 cards plus one joker. The joker is used as an Ace or to complete a straight or a flush. The dealer shuffles the deck and then proceeds to deal out the cards in seven stacks of seven cards each.

The random generator or the dice cup, will be used to determine who will receive the first hand. The dealer counts counter-clockwise from the "chung" (or marker), which indicates who the banker is. The banker is always counted as #1, 8 or 15. The dealer then hands out each stack of cards to the player's positions as indicated on the layout. The players then arrange the seven cards dealt to them into two hands; one hand will contain five cards and is known as the high hand; the other hand will contain two cards and is the second highest hand.

Once the two hands are formed, they are placed face down in the positions indicated on the layout. To win your bet, both your high hand and your second highest hand must rank higher than the respective hands of the banker. If you have even a little knowledge of traditional poker, this game will come easy to you because poker ranking procedures are used in determining which hand is higher. The only requirement in forming the two hands is that the second highest hand must contain only two cards and must be a lower ranking hand than the hand containing five cards. If this requirement is not satisfied, the hand is declared a "foul hand" and the wager is automatically forfeited.



After all players have arranged their hands, the dealer will set the house's hand. When your hand is compared to the house (or the banker's) hand and both the second highest hand and the high hand rank higher than the house (or banker's), then you win! If both hands rank lower, you lose your wager.

In order for money to exchange hands, both the second highest hand the high hand must either both win, and both lose. If either one wins or the other loses, then the wager is a "push" and no money exchanges hands. The bank always wins if the hand is identical. The house will handle all bets and will charge a 5% commission on all winning wagers. There is no commission for "pushed" or losing wagers.

Fortune Pai Gow Poker offers an optional bet that considers the best hand possible among your seven cards. It takes a Fortune bet of at least \$5 to qualify you for the Envy Bonus payout. You win the Envy Bonus when someone else at the table receives a Four-of-a-Kind or higher. You cannot win an Envy Bonus on your own hand or the Dealer's hand.

HAND	PAYOUT
7 Card Straight Flush.....	8,000 to 1\$5,000
Royal Flush + Royal Match.....	2,000 to 1.....\$1,000
7 Card Straight Flush with Joker	1,000 to 1.....\$500
5 Aces	400 to 1.....\$250
Royal Flush	150 to 1.....\$50
Straight Flush.....	50 to 1.....\$20
4 of a Kind	25 to 1.....\$5
Full House.....	5 to 1
Flush	4 to 1
3 of a Kind	3 to 1
Straight	2 to 1

If you require assistance, the dealer or floor-person will be happy to assist you in setting the highest possible ranking according to Wind Creek Bethlehem House Ways. However, we cannot be responsible for any losses that may be incurred.

PROGRESSIVE WAGER

Another optional \$1 progressive bet is offered that allows you to win all or a part of a Progressive Jackpot. This bet wins if you have a Full House or higher.

If you receive a 7 card Straight Flush you win 100% of the Progressive Jackpot, other payouts are described below on the Progressive Payout Table.

HAND	PAYOUTS
7 Card Straight Flush.....	100%
5 Aces	10%
Royal Flush	500 for 1
Straight Flush.....	100 for 1
4 of a Kind	75 for 1
Full House.....	4 for 1

*Original wager is NOT returned

FACE UP PAI GOW

Face Up Pai Gow is an exciting variation of our current Fortune Pai Gow Poker offering. It follows the same rules and payouts with the following exceptions:

The dealer will expose and set their cards according to house ways, before the players looks at and set their hands.

There is no commission charged on winning player hands.

If the dealer's hand is an Ace-high 'pai gow', all player main wagers are a push (no one wins or loses).

An additional 'Ace High' side wager is offered and paid according to the following pay table:

ACE-HIGH WAGER	RAISE
Dealer and Player Ace-High	40 to 1
Dealer Ace-High with Joker	15 to 1
Dealer Ace-High No Joker	5 to 1

HIGH CARD FLUSH

High Card Flush is a house-banked game played with a standard 52-card deck. Each player and dealer will be dealt 7 cards face down. The object of the game is for the Player's hand to have more cards of the same suit (known as a flush) than the Dealer's hand. Additional optional bonus wagers, that are not dependent on the base game's outcome, are also available.

RULES OF THE GAMES

A player must make an 'Ante' wager to play.

Optional 'Flush' and/or 'Straight Flush' side bets may be made with the qualifying 'Ante'.

Only the highest number of cards in a Flush determine the winning hand. If two hands contain the same number of cards, the winning hand is determined by the highest-ranking cards (Ace-2) in the flush of each hand. If the highest-ranking card is the same in both hands, the second highest card is the determining factor and so on. This rule follows until a winner or a tie is determined. Note: In a straight flush, it is still only the highest card that matters, not the poker ranking.

Copy hands are a tie (push).

A guest may lose his 'Ante' and 'Raise' bets, but still win additional bonus bets.

Dealer needs a 3-card flush, 9 high, to qualify. If the dealer does not qualify, the player automatically wins the 'Ante', and the 'Raise' bet is a push (it does not win or lose).

Winning 'Ante' and 'Raise' wagers are paid even money. Winning 'Flush' and 'Straight Flush' wagers are paid in accordance with the appropriate pay table.

TO PLAY

A player must make an 'Ante' wager in the designated spot prior to the start of play.

Optional 'Flush' and/or 'Straight Flush' side bets may be made at this time only.

Once all players and the dealer have received their cards, and the deal is verified as valid, the players may look at their cards.

The player will then decide to fold their 'Ante' wager or 'Raise', in accordance of the box below:

RAISE	
1x	If 2, 3 or 4 Card Flush
2x	If 5 Card Flush
3x	If 6 or 7 Card Flush

A player who decides to raise will take their best flush cards and place them face down and horizontally over the 'Raise' spot. The proper raise amount will then be placed on top of the cards (carefully as not to damage the cards).

The remaining cards will be placed face down to the players right of the 'Ante' wager.

Once all hands have been acted upon, the dealer will expose his hand and determine if it qualifies, and if so, set the best flush.

The dealer will then proceed clockwise around the layout, taking and paying as necessary, including the optional 'Flush' and 'Straight Flush' wagers

FLUSH AND STRAIGHT FLUSH BONUS WAGER

A player must make an 'Ante' wager in the designated spot prior to the start of play.

FLUSH	
4 CARD	1 to 1
5 CARD	10 to 1
6 CARD	100 to 1
7 CARD	250 to 1

STRAIGHT FLUSH	
3 CARD	7 to 1
4 CARD	75 to 1
5 CARD	100 to 1
6 CARD	500 to 1
7 CARD	1000 to 1

IRREGULARITIES

A player may have 2 flushes, including a 3-card straight flush. If the player chooses to play, they may place the higher value flush with the 'Raise' as usual, then place the 3-card straight flush face up next to their straight flush wager to indicate a winning hand.

A player may receive a straight flush with a low value high card, such as a 3-4-5, and not opt to raise. They may fold their 'Ante'. To the right of the 'Ante' spot, they should place the 4 discards face down, and the 3-card straight flush face up on top to indicate a winning hand.

HYBRID TABLE GAME STADIUMS

BACCARAT AND ROULETTE STADIUM GAMING

Wind Creek Bethlehem is proud to offer an exciting new twist to two traditional table games. With the introduction of our state-of-the-art Electronic Table Games (ETG) Stadium our guests now have an opportunity to combine the relaxed, familiar feel of a slot machine with the exhilaration of live Table Games action! Enjoy the laid-back atmosphere as you sit comfortably at any of the 150 electronic wagering terminals where you can enjoy playing your choice of several live Baccarat or Roulette games dealt by actual table games dealers. Each terminal receive a live-streaming feed of each game so you'll feel like you are right in the middle of the action! Wind Creek Bethlehem's Electronic Table Games Stadium is a great option for novice table games players as it provides these guests an opportunity to play at their own pace with lower limits – starting at just \$5. Our more experienced guests will enjoy the games they've grown to love.

IT COULDN'T BE EASIER TO GET STARTED!

Simply insert cash or a gaming voucher into any of the 150 electronic betting terminal and choose from any of the eight games available, four Baccarat and/or four Roulette. A timed betting window will appear on the touch screen for you to place your bets. Once the betting timer runs down to zero, your terminal will show live-streaming video of the outcome. Your winnings will accrue automatically on your terminal, much like a slot machine. When you are done playing, simply cash out, collect your voucher and take it to the cage or any one of our redemption terminals to redeem your winnings.

BLACKJACK STADIUM GAMING

Stadium Blackjack connects you with up to two live table games at the same player terminal. A touchscreen displaying two colored tabs lets you switch between and view live outcomes from each available game. This action-packed hybrid gaming experience gives you the opportunity to wager concurrently on up to two games at once with just the touch of a finger, super-charging the excitement and increasing the odds of winning.

- To place your wager, choose the amount that you'd like to bet by touching the casino chips across the bottom of the screen. To place your bet, touch the closest wager circle to you. You also have the choice to bet the following side bet options: Bet the Set 21 and Royal Match 21. Wagers, winnings, and credits remaining can be viewed in the bottom left portion of the screen. As the game begins, a single hand of blackjack is dealt to all active players, except for the dealer, who only takes an up card.
- As players stand or bust, the dealer's hand is completed as a result of each player's decision. For example, while one player might stand, sending the subsequent cards to the dealer's hand, another might hit and receive those cards toward his or her total - leaving each hand to the player's discretion.

BET THE SET 21 PAYOUT SCHEDULE

Suited Pairs.....	15 to 1
Pairs.....	10 to 1

ROYAL MATCH 21 PAYOUT SCHEDULE

Royal Match	50 to 1
Suited Match	2 to 1



TEXAS HOLD'EM BONUS

OVERVIEW

Texas Hold'em Bonus™ Poker is a community card poker game played with one standard 52-card deck on a traditional size Blackjack table. Each player is dealt a two-card hand (hole cards) that can be used along with three or four of the community cards to create a five-card poker hand. If the best possible poker hand proves to be the five community cards, the Players and/or the Dealer may elect not to use their two-card hand and "play the board" by using all five community cards instead. Texas Hold'em Bonus™ Poker is different from traditional Texas Hold'em played in poker rooms. This game is played "heads-up", meaning each Player plays against the Dealer, and the best poker hand wins. For this reason, all wagers (Ante, Bonus, Flop, Turn, and River) are made before the Player views the cards, each step of the way.

OBJECT OF THE GAME

The object of the game for Player and Dealer alike is to make the best five-card poker hand using any combination from their two-card hand and the five community cards (board cards). There is no Player-to-Player competition; Players compare their hands to the Dealer's.

HOW TO PLAY

The following cards are dealt:

- 2 cards to each Player (used by the player only)
- 2 cards to the Dealer (used by Dealer only)
- 5 community cards face-up on the table (to be used by both Player and Dealer; along with their 2-card hands)

Both Players and Dealers can use the community cards in any combination (3, 4 or all of the 5 community cards may be used) to make the highest ranked poker hand.

- ANTE** Each Player makes an Ante wager to receive 2 cards.
- BONUS** Players also have the option to place a BONUS JACKPOT Wager.
- 2-CARD** A 2-card hand is dealt to each Player and the Dealer.
- FLOP OR FOLD** Players wishing to continue to play must wager twice the amount of the Ante; Players not wishing to continue may hand-in their 2-cards and forfeit the Ante wager.
- 3-CARDS** 3-community cards are now placed "face-up" on the table.
- TURN** Players now have the OPTION to not bet or bet equal to Ante.
- 1-CARD** A 4th community card is turned face-up on the table.
- RIVER** Players now have the OPTION to not bet or bet equal to Ante.
- 1-CARD** A 5th community card is turned face-up on the table Payouts

PAYOUTS

- When a Player wins, the Player retains his/her Ante and is paid even money on the total of the FLOP + TURN + RIVER wagers.
- The 'Ante' wager is paid 1 to 1 only if the player has a 'flush' or better and it beats the dealer's hand.
- All poker-ranked hands of equal value between Player and Dealer will be considered a "tie" or "push".
- Optional Qualifying Bonus wagers are paid no matter who wins the hand (Player or Dealer)

BONUS JACKPOT PAYOUT SCHEDULE

Ace-Ace in the Player's hand and Ace-Ace in the Dealer's Hand	1000 to 1
Ace-Ace	30 to 1
Ace-King (suited)	25 to 1
Ace-Queen or Ace Jack (suited)	20 to 1
Ace-King (unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (unsuited)	5 to 1
10-10 through 2-2 (pairs)	3 to 1

CARIBBEAN STUD POKER

Caribbean Stud Poker offers the player the challenge of poker but uses an easier-to-play format. In addition, it is the first progressive play jackpot ever offered with a table game. It is played on a special table, similar to blackjack, it is based on five card stud poker. Each player antes with the option of playing for a progressive jackpot and receives five cards face down. The dealer gets five cards with one card face up. The players examine their hands and decide to either fold, forfeiting the ante, or to make an additional bet, doubling the ante.

The dealer can only qualify and continue with an Ace/King or better. Without this minimum, the player automatically wins the ante and that hand is over. If the dealer can open and the player wins the hand, the player collects his/her ante and additional bet. Winning hands are paid out in accordance with the standard payout schedule, shown below.

PAYOUT SCHEDULE

Royal Flush	100 to 1
Straight Flush	50 to 1
Four Of A Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three Of A Kind	3 to 1
Two Pair	2 to 1
Pair Of 10s Or Better	1 to 1

PROGRESSIVE JACKPOT PAYOUT

Royal flush	100% of meter
Straight flush	10% of meter
Four-of-a-kind	500 for 1
Full house	100 for 1
Flush	50 for 1

LET IT RIDE STUD POKER

This exciting variation of five card stud poker is easy to learn and fun to play. Each player places one bet of three equal amounts and receives three cards, while the dealer deals two "community" cards face down. After looking at your first three cards, you may ask for one of your bets back or you may "Let It Ride." The dealer then turns up one card. You may then ask for your second bet back or "Let It Ride." The second card is then turned over by the dealer exposing both community cards. At this point, all winning hands are paid according to the payout schedule (pair of 10s or better, two pair, etc.).

The object is to get as good a hand as possible and bets are paid based on the schedule printed below. Players do not play against each other or against the dealer.

5 CARD BONUS PAYOUT SCHEDULE

Royal Flush.....	\$25,000
Straight Flush.....	\$2,500
Four-of-a-Kind.....	\$400
Full House.....	\$200
Flush.....	\$50
Straight.....	\$25
Three-of-a-Kind.....	\$5

3 CARD BONUS PAYOUT SCHEDULE

Mini Royal.....	50 to 1
Straight Flush.....	40 to 1
3 of a Kind.....	30 to 1
Straight.....	6 to 1
Flush.....	3 to 1
Pair.....	1 to 1

LET IT RIDE PAYOUT SCHEDULE*

Royal Flush.....	1000 to 1
Straight Flush.....	200 to 1
Four of a Kind.....	50 to 1
Full House.....	11 to 1
Flush.....	8 to 1
Straight.....	5 to 1
Three of a Kind.....	3 to 1
Two Pair.....	2 to 1
Pair of Tens Or Better.....	1 to 1

*MAXIMUM AGGREGATE PAYOUT OF \$50,000 PER PLAYER PER ROUND

THREE CARD POKER PROGRESSIVE

The player has the option of making two separate wagers at the start of each game. Three cards will be dealt to each player and three cards will be dealt to the dealer. The first wager is called the "Pair Plus." This bet wins with a player's hand of a pair or higher. Winning pair plus bets will be paid in accordance with the following payout schedule.

Pair.....	1 to 1
Flush.....	3 to 1
Straight.....	6 to 1
3-of-a-kind.....	30 to 1
Straight Flush.....	40 to 1
Mini Royal.....	50 to 1

The second wager that can be made is called the "Ante." This bet is made in order to play against the dealer. The object of the bet is to have a hand that ranks higher than the dealer's hand. After receiving the three cards, the player decides to either play the hand or fold. If the decision is to play the hand, the player places an additional bet (equal to the ante wager) in the "play" box. The Dealer must have a Queen or better to qualify. If the dealer does not qualify, the player automatically wins the ante, and the play bet is a "push" (it does not win or lose). If the dealer qualifies and the player's hand is higher than the dealer's, the player will be paid even money plus a bonus for the following hands:

Straight.....	1 to 1
3-of-a-Kind.....	4 to 1
Straight Flush.....	5 to 1

The optional \$1

progressive bet wins if you have a Straight or higher. If you receive a Ace-King-Queen of Spades you win 100% of the Progressive Jackpot. Also top pays trigger Envy Bonuses. You can win multiple Envy Bonuses in a round, but you cannot win Envy Bonuses on your own hand or the Dealer's hand.

HAND	PAYS	ENVY
Ace-King-Queen Spades	100% of Meter	\$100
Ace-King-Queen Hearts		
Diamonds-Clubs	500 for 1	\$25
Straight Flush	70 for 1	
Three of a Kind	60 for 1	
Straight	6 for 1	

Any of our friendly dealers will be happy to answer any questions you may have about Three Card Poker Progressive.

FOUR CARD POKER

The game is similar to Three Card Poker but as the title suggests, four cards are used instead of three. Also, there is no dealer qualifying hand and the player can raise up to three times his ante. However, the dealer gets one extra card to form his best hand.

RULES OF THE GAME

Two initial bets are available: The Ante and the Aces Up.

A player may bet either, or both.

All players get five cards each and the dealer gets six cards. One of the dealer cards is placed face up, and five face down.

Players making the Ante bet must decide to fold or raise

If the player folds, they forfeit their Ante bet. They may or may not forfeit their Aces Up bet, but a player who has a paying Aces Up bet shouldn't be folding anyway.

If player raises, they must raise at least the amount of the Ante and at most, up to three times the Ante.

Hands will be ranked according to the table below:

RANKING OF HANDS (HIGH TO LOW)
Four-of-a-Kind
Straight Flush
Three-of-a-Kind
Flush
Straight
Two Pair
Pair
High Card

TO PLAY

To start play, a player must make an 'Ante' wager, an 'Aces Up' wager, or both.

Once the cards have been properly dealt, and verified as correct, the player will examine their cards.

Without exposing their cards, players will then elect to fold or play. To continue, they must make an additional wager of 1 to 3 times their Ante bet, placing it in the 'Play' area of the layout.

THE PLAYER WILL THEN DISCARD ONE CARD TO CREATE THEIR BEST 4-CARD HAND?

Once all player decisions have been made, the dealer will collect all forfeited cards and wagers and then expose their own cards.

The dealer will arrange and announce their best 4-card hand. They will place the 2 unused cards behind the 'live' hand.

The dealer will then reconcile each of the unfolded hands starting on the dealer's right. The player's hand shall be compared to the dealer's hand, the higher hand winning.

If the dealer's hand is higher, then the player shall lose the Ante and Raise.

If the player's hand is higher or equal?, then the Ante and Raise shall pay one to one.

If the player has at least a three of a kind, they shall also be paid a Bonus, regardless of the value of the dealer's hand. It is based on the 'Ante' wager made and in according to the 'Automatic Bonus' pay table.

AUTOMATIC BONUS	PAYS
Four-of-a-Kind	25 to 1
Straight Flush	20 to 1
Three-of-a-Kind	2 to 1

*Paid on Ante Wager

ACES UP WAGER

The 'Aces Up' is paid according to the following pay table. All other hands lose

ACES UP	PAYS
Four-of-a-Kind	50 to 1
Straight Flush	30 to 1
Three-of-a-Kind	7 to 1
Flush	6 to 1
Straight	5 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

CRISS CROSS POKER

Wind Creek Bethlehem now offers a new Novelty game called Criss Cross Poker. Criss Cross Poker is a variation of Poker that gives you additional chances to win. Win across, Win Down or Win Both.

HOW TO PLAY

Start by making two ante bets of equal value – an “Ante Across” wager and an “Ante Down” wager. An optional 5 Card bonus bet is also available. The Dealer will deal 5 community cards face down in such a way that they form a cross. Each player then receives 2 cards face down. Players examine their cards and either fold or make an “Across Bet” of 1X to 3X their Ante Across bet. The Dealer will expose 2 outside cards on the horizontal line of the cross. You may fold or make a “Down Bet” of 1X to 3X your “Ante Down” bet. The Dealer will expose 2 outside cards on the vertical line of the cross. You may then fold or make a “Middle Bet” of 1X to 3X one of the ante bets. The Dealer then turns over the middle card. You use your two cards and the three community cards on the horizontal line to form an Across hand. You use your same two cards plus the three community cards on the vertical line to form a Down hand.

Winning Across and Down bets are paid according to the payable below. The Middle bet is paid if either the Across or Down hand qualify as a win and is paid at the odds of the higher ranking hand. The two Ante bets are paid even money on a pair of Jacks or better and push on pair of 6’s through 10’s. The 5 Card Bonus is based on the five community cards making the best 5 Card Bonus hand. This wager will remain in action until the conclusion of the hand even if you have folded at any time during the hand. The 5 Card Bonus is paid according to the payable listed below.

CRISS CROSS POKER PAYTABLE

Royal Flush	500 to 1
Straight Flush.....	100 to 1
Four of a Kind	40 to 1
Full House.....	12 to 1
Flush	8 to 1
Straight	5 to 1
Three of a Kind.....	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6’s through 10’s	Push

5 CARD BONUS PAYTABLE

Royal Flush	250 to 1
Straight Flush.....	100 to 1
Four of a Kind	40 to 1
Full House.....	15 to 1
Flush	10 to 1
Straight	6 to 1
Three of a Kind.....	4 to 1
Two Pair	3 to 1
Pair of 6’s or Better	1 to 1

POKER

Poker is played against other players, the casino is not involved. If you are an experienced player or just beginning your first adventure in poker, you will feel welcome and comfortable playing at Wind Creek Bethlehem.

Wind Creek Bethlehem has 20 games that offer live poker games in a wide range of limits. We offer a wide array of cash games including but not limited to Texas Hold'em, No Limit Texas Hold'em, Seven Card Stud, Pot Limit Omaha, 5 Card Omaha, 5 Card Omaha High Low Split 8 or better, Omaha High Low Split 8 or better, and various mixed games. The setting is perfect for enjoying great poker action that is safe, friendly and smoke free.

The dealers are trained to run the games professionally, while the management team and poker rules are your assurance that our games uphold the highest standards of integrity and fair play. The games, limits, and the amount of the rake (house commission) are clearly posted in the Poker Room.

Ranking of Hands: At the showdown, a poker hand consists of the best five cards ranked from highest to lowest (as well as most rare to likeliest), according to the following list.

RANKING OF HANDS

ROYAL FLUSH – An Ace-high straight flush.

STRAIGHT FLUSH – Five cards of the same suit in sequence.

FOUR OF A KIND – Four cards of the same rank.

FULL HOUSE – Three cards of the same rank and two cards of the same rank.

FLUSH – Five cards of same suit.

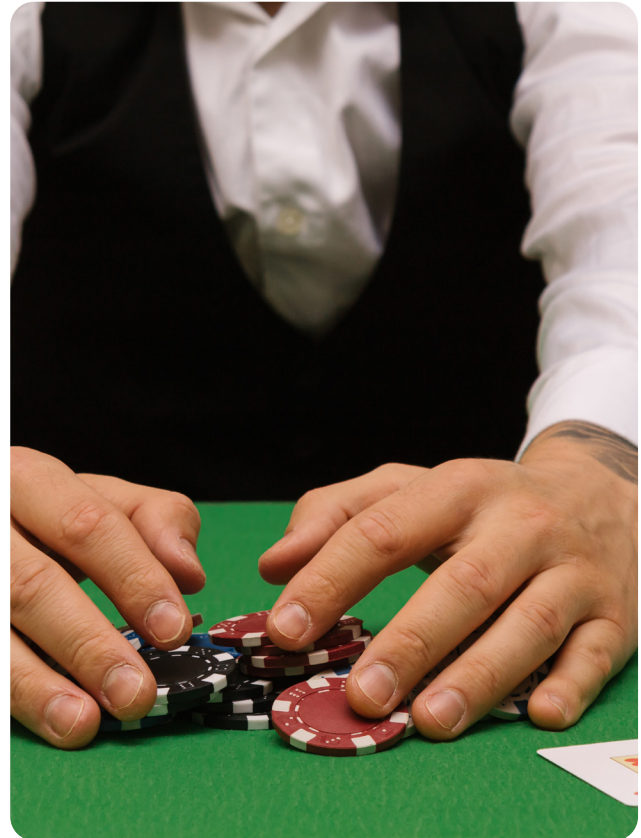
STRAIGHT – Five cards in sequence.

THREE OF A KIND – Three cards of same rank.

TWO PAIR – Two cards of same rank and two other cards of same rank.

ONE PAIR – Two cards of same rank.

HIGH CARD – The highest ranking card in the hand.



WHAT IS RESPONSIBLE GAMING?

"Gambling has become an accepted part of America's mainstream culture, comparable to leisure activities such as movies, athletic events and the theater. A large majority of Americans who gamble do so recreationally without adverse consequences. However, for some, gambling is no longer entertainment, becoming something they need to do, rather than something they want to do."

- National Council on Problem Gambling

THE RESPONSIBLE GAMER

- Understands that gambling is risky.
- Understands that responsible gaming is done for limited amounts of time, both in frequency and duration.
- Understands that responsible gaming has predetermined limits for losses.
- Avoids "chasing" lost money.
- Creates emotional balance in his or her life.
- Does not gamble to escape or avoid emotional or physical pain.
- Makes private rules such as not gambling on credit.
- Becomes educated on the signs of problem gambling.

COMMITTED TO RESPONSIBLE GAMING

Wind CreekBethlehem endeavors to provide an enjoyable and responsible gaming experience for our customers. As a company, we are committed to the understanding and recognition of problem gambling habits. We will provide resources to guide customers struggling with problem and compulsive gambling to the appropriate professional help they may need. Wind CreekBethlehem will also endeavor to prevent gambling by intoxicated customers and will prohibit underage customers access to the gaming floor and any gambling privileges.



POKER

WHERE TO FIND HELP
IF YOU OR SOMEONE YOU KNOW HAS A
GAMBLING PROBLEM, HELP IS AVAILABLE.

In Pennsylvania: 1-800-848-1880
Nationwide: 1-800-GAMBLER
www.ncpgaming.org
www.pacouncil.com

