



Rules and Procedures

Introduction:

Gin & Win is a new casino table game based on Gin Rummy played with one standard deck of 52 cards. Players and the dealer are dealt 7 card hands and form as many combinations as possible of: pairs, trips, quads and 3 or more card flushes. The number of remaining cards that are left after forming these combinations are added up and scored. Whoever has the lowest score wins. There is also an optional Gin Bonus wager.

To Play:

1. Players must make an Ante bet to receive cards. They may also make an optional Gin Bonus wager.
2. The dealer deals each player and dealer 7 cards face down.
3. After examining their 7 cards the player can decide to:
 - a. Fold and forfeit their Ante or
 - b. Play and make a Play bet equal to the Ante. The player will discard combinations (pairs, trips, quads, flushes) above their bets and tuck the remaining cards under the Play bet.
4. Once all players have made their decisions the dealer reveals their 7 card hand. (The dealer hand will always be set to the lowest possible score, with the lowest ranked remaining cards.)
5. Hands are determined by forming as many of the following combinations as possible:
 - o Pairs, Trips, Quads, 3 or more card Flushes
 - These combinations all have a value of zero,
 - The remaining cards left over have a point value of 1 and are counted to determine the score.
 - The best possible score is 0 and the worst is 7.
6. The dealer qualifies with a score of 4 with Ten or lower. If the dealer does not qualify, the Ante pays even money and the Play bet pushes.

7. If the dealer's score is 4 with Ten or lower than the dealer's hand is compared against the player's hand.
8. The dealer will first examine the discarded combinations to verify they are all correct. Then he/she will examine the remaining cards to determine the score.
9. When the dealer qualifies and the dealer's hand is lower than the player's hand, the Ante and Play bets lose.
10. When the dealer qualifies and the player's hand is lower than the dealer's hand, the Ante and Play bets will receive even money. If the player wins the hand with a score of zero, the Play bet is paid 3-1.
11. In the event of a tie, the dealer will compare the highest ranked cards outside of the combinations. Whoever has the lowest ranked high card wins the hand. Cards are ranked from Ace (low) up to King (high).

EX: Score 2-2

Player: 2, 9 remaining

Dealer: 4, 5 remaining

The dealer would win the hand because his 5 is lower than the player's 9

12. If the highest ranked cards are the same value the dealer will look at the second highest ranked cards and so on.
13. If the score and all cards outside of the combinations tie Ante and Play bets push.
14. The optional Gin Bonus wager pays odds based on the score of the player's hand. The player does not need to win the hand to get paid on the Gin Bonus wager. (see posted payable for odds)

Gin and Win Payout Schedule

Hand	Payout
4-of-a-Kind & 3-of-a-Kind	500 to 1
5 Card Flush, pair	20 to 1
4-of-a-Kind & 3-Card Flush	8 to 1
Other Zero Score	4 to 1
One Score	2 to 1
2 Score (both cards 7 or better)	1 to 1
All Others	Lose