EXHIBIT A

12 029

Seven Card Stud Hi-Lo Tournament

Object of the game:

Players will compete to accumulate chips from one another. Cash prizes will be distributed to the last ten percent of players in the tournament, with prizes increasing as the remaining players are eliminated from the tournament.

Rules of the game:

This tournament will comply with all NHCG's current tournament rules.

Players will be made aware of the prize pool distribution, and rules and regulations of the room by posted material on bulletin boards.

Seven Card Stud Hi-Lo tournaments will follow NHCG's preexisting blind structure.

Players will receive starting chips and a seat assignment upon paying an entry fee. They will be made aware of rebuy options before they begin playing.

Equipment to be used:

Each dealer will be issued starting chips for nine players, a deck case consisting of two different colored decks of cards, a cut card and a button, and a rebuy tracking sheet.

Hi-Lo Method of Play

All players put in an ante, which is one half of the small blind for that betting level.

Starting to his/her left, the dealer deals each player two cards down one card face-up.

The player with the lowest card showing face-up has to put in a small blind sized bet called a "bring in." Then action continues to that low-card player's left.

After the betting is completed, another card is dealt to each player face-up. This card is also known as "fourth street" or "the turn."

Another round of betting occurs, starting now with the player with the highest cards showing. From fourth street on, the player with the highest cards showing will continue to be the first to bet.

After betting is complete, the fifth card (fifth street) is dealth face-up. More betting occurs, then the sixth card is dealth face up. More betting.

The 7th and final card is dealt face-down to the players remaining in the hand. A final round of betting occurs.

The players show their hands at the showdown. The player who can make the best high five-card hand from the seven they were dealt wins one half of the pot, and the player with the best low five-card poker hand wins the other half.

Each player will get 7 cards to pick from to make their final 5 card hand, and can use two different sets of five cards to make a high hand and a low hand. In other words, if your final seven cards are Ace-Ace-2-3-4-6-6, you would have a high hand of two pair: Aces & 6s, and a low hand of Ace-2-3-4-6.

A player must have five unique cards 8 or lower in their hand to qualify for the low half of the pot. If no active player qualifies for the low the entire pot will be shipped to the winning high hand.

It is important to note, straights and flushes don't count against a qualifying low hand. If a player has the Ace-2-3-4-5 all of hearts, even though it's a straight flush, it's also a wheel, or the lowest possible hand. A player can choose to use it as both their high hand and their low hand.

Types of Wagers for the game/Wager amount for the game:

Betting for Seven Card Stud Hi-Lo will follow fixed limits, wherein the two initial rounds of betting take place in the increment of the big blind, while all latter rounds of betting take place in increments of double the big blind. For example, in a 50/100 blind level, the first two betting rounds will take place in 100 chip increments, while any latter betting rounds will take place in 200 chip increments. As chips have no cash value, there will be no limit to the amount of raises allowed per betting round.

Payout and Payout odds:

NHCG will pay out ten percent of the tournament field, with a percentage of money being returned to players in accordance with our approved games schedule. Prizes will increase as players get closer to first place. Upon unanimous approval, players can adjust the prizepool however they see fit, as long as they do not attempt to pay more than half the starting tournament field.

House Rules Applicable to All Games:

This tournament will be held in compliance with all standard NHCG tournament house rules.