EXHIBIT A

Omaha Hi-Lo Cash Games

12 041

Object of the game:

Players will compete to accumulate chips from one another. Each chip will represent a cash value, $1, $2 or $4.

Rules of the game:

The minimum buy in at the table will be ten of the biggest bet allowed in the game. There is no maximum buy in.

Players are free to cash out their chips at their convenience, but all chips must be cashed out together. If a person cashes out, they must either wait a full button rotation before buying back into the table, or buy back in for the full amount they cashed out.

Players can choose and move between seats as they open. If there are no available seat a waiting list will be established by the floor manager. When a seat opens up, any player at the table may move to that seat, while the player on the waiting list fills whatever seat ends up left open.

Players taking a new seat will have to post a big blind in order to receive a hand.

Established tables can switch games or stakes, but the change must be unanimous amongst players at the table.

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.

Omaha Hi-Lo Method of play

The two players to the left of the dealer put out blind bets. The player directly to the dealer's left puts out the small blind while the player two to the dealer's left puts out the big blind.

Every player is dealt four cards, face down. These are called hole or pocket cards.

The action falls on the player to the left of the big blind, who can either call the bet, raise it, or fold. Betting continues around the table, clockwise.

After the betting is completed, three cards are dealt face up in the center of the table, which is referred to as the board. The first three cards are called the flop. These cards are community

cards meaning everyone can use them in combination with their own hole cards to make the best hand.

From the flop on, betting begins with the player to the dealer's left, who can check or bet.

A fourth card is dealt face up onto the board. This is called fourth street or the turn card.

Another round of betting.

The final card is dealt face up. This card is also called fifth street or the river.

A final round of betting occurs. The remaining players show their cards. To make their final five-card hand, players must use two of their four hole cards and three of the cards on the board. Players can use any two cards from the hole and any three cards from the board, but it must be exactly 2 from the hole cards and 3 from the board to make the best 5-card hand.

The player who can make the best high five-card hand wins one half of the pot, and the player with the best low five-card poker hand wins the other half.

A player can use two different sets of five cards to make a high hand and a low hand.

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:

One bet, four raises maximum per betting round.

Blind structures can be $1-$2, $2-$4, $4-$4, or $1-$4 spread limits. In $1-$2, blinds are one and two dollars, and all bets take place in two dollar increments. In $2-$4 blinds are one and two dollars. Pre flop and flop bets take place in two dollar increments, while turn and river bets take place in four dollar increments. In $4-$4 all blinds and bets are made in four dollar increments. In $1-$4 blinds will be one and two dollars, and all bets can be anywhere from one to four dollars at each player's discretion.

Payout and Payout odds:

Players are free to cash out at their convenience.

House Rules Applicable to All Games:

No swearing at or berating other people at the table.

Protect your hand at all times.

English only, even if you're speaking to someone off the table.

Verbal declarations made in turn are binding.