Exhibit A

13 005

Seven Card Stud Cash Games

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 a cash chip rack, a deck case consisting of two different colored decks of cards, a cut card and a button.

Seven Card Stud Method of Play

All players put in an ante, which is $1.00

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

The player with the lowest card showing face-up has to put in a bet of small blind size called a "bring in." Action continues to that 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 ranked poker hand showing will continue to have first action.

After betting is complete, the fifth card (fifth street or the river) is dealt face-up. More betting occurs, then the sixth card is dealt face up, followed by another betting round.

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 five-card hand from the seven they were dealt, wins.

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

One bet, four raises maximum per betting round.

Blind structures $1-$4 spread limits In $1-$4 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:

This game will be held in compliance with all standard Concord Bingo Too, LLC tournament house rules.