EXHIBIT A

12 032

H.O.R.S.E. Poker Tournament Written Procedures

Definition:

In a H.O.R.S.E. tournament, the type of poker game played rotates each blind level. The five games played are:

H : Hold'Em

O: Omaha

R: Razz

S: Seven-card Stud high

E: Seven-card stud high-low Eight or better, commonly known as 'hi-lo', as it will be referred to in this proposal

Object of the game:

Players will compete to accumulate chips from one another in a variety of games. 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.

The H.O.R.S.E tournament will follow NHCG's preexisting blind structure.

All players will begin the event with 20,000 in tournament chips. These chips have no cash value.

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. As there will be no rebuying options for the players, there will be no rebuy sheets or rebuy chips at the tables.

Method of Play for the Games:

With each blind level, play will cycle from Hold' Em to Omaha to Razz to Seven Card Stud and finally to Hi-Lo. For example:

Blind Level	*Game being played*
25/50	Hold'Em
50/100	Omaha
100/200	Razz
200/400	Seven Card Stud
300/600	Hi-Lo
400/800	Hold 'Em
600/1200	Omaha

And so forth. The cycle continues until the tournament is completed.

Hold 'Em 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 two cards, face down. These are called hole or pocket cards.

The first 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 in Hold'em 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 and the person who can make the best five card hand by combining their pocket cards with the cards on the board wins.

Omaha 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.

Seven Card Stud 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 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.

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.

Razz Method of Play

Razz is a seven-card stud poker game where instead of the highest hand winning, the lowest or worst hand wins the pot. All the previous Seven Card Stud procedures of betting apply identically to Razz.

The lowest hand in Razz is A-2-3-4-5, because straights and flushes don't count against a hand being low, and aces are counted as low.

Unlike split-pot hi-lo games, Razz doesn't have an "eight or better" component to its play. In a hi-lo eight-or-better game, the winning low hand cannot have a card higher than 8 in it to count as a low hand -- but since Razz is a game with only a low hand winning, any hand can win.

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

The tournament buy in will be $100, with no rebuys.

Betting for Omaha, Razz, Seven-card Stud high, and Hi-Lo will all 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.

Betting for all Hold 'Em levels will be No-Limit and follow the poker tournament No-Limit rules used in all other NHCG tournaments.

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.

House Rules Applicable to All Games:

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