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May 01, 2022

Dear Sir or Madame,

We respectfully submit this letter of intent to your casino on behalf of CJM Enterprises requesting consideration for a Field Trial of Big Pineapple. Your support would provide the foundation for seeking final regulatory approval from the Nevada Gaming Commission and provide the opportunity for you to showcase a new and exciting game to your quality clientele.

We understand hosting a field trial does not come without challenges. We would like the opportunity to show you the value you would be adding to your players and to the casino's bottom line with the information enclosed in this packet as well as a live demonstration at your convenience.

After endless hours of analyzing, crafting and designing their table game, at long last Joshua Tabraue and Manny Sigler triumphantly invented Big Pineapple. This will ignite a spark in players who love Ultimate Texas Hold'Em but wish it was more interactive. This simple, easy-to-learn game is excellent for players who want a fast-paced and exciting game of both chance and skill.

Through this packet and the live demonstration, we hope to prove Big Pineapple will be a fresh, enticing, and profitable addition to your table game lineup. Our partnership will help expand and lead the table game market with a table game focused on the hot trends of the times, creating this Ultimate Texas Hold'Em variant and providing a stimulating poker experience on the casino floor while setting new standards in game invention.

Thank you for your consideration. We look forward to partnering with your casino. If you would like to schedule a live demo, have questions or require additional information regarding Big Pineapple, please feel free to contact Joshua Tabraue at CJM Enterprises at (954) 263-7789 or joshuatabraue@gmail.com. We look forward to hearing from you.

Sincerely,

Heather Ferris

**Vegas Aces Services, LLC**

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# Felt Design



# The Story Behind the Game

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Joshua Tabraue and Manny Sigler grew up in Florida, with a love of gambling and always trying to find the next big thing. They learned early in life that the only way to make it big was with hard work and dedication. An endless number of hours were spent working to create a table game that will satisfy the mixture of hunger and love for new casino games that both inventors felt.

After playing Ultimate Texas Hold'Em day after day, Joshua and Manny got tired of the monotony and predictability of it all. Instead, they thrived for something new and interactive. After several months of brainstorming player strategies, discussing different probabilities, and reworking designs, Big Pineapple was born. One of the biggest challenges of creation was striking a balance between player interaction and casino profits and after hours of ironing out the kinks they finally achieved perfection!



Joshua and Manny invented a game that will light the fire under players who love Ultimate Texas Hold'Em but wish for something more. Now their dreams are answered with Big Pineapple! Now available for placement in your casino.

# Rules of Play

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Big Pineapple brings the tropics to the poker table with this Hold'Em poker variant. The object of the game is to make the best five-card poker hand using only two of their initial three-cards and the five community cards. Big Pineapple uses a standard 52-card deck and features head-to-head play against the dealer.

To begin the game, the player must make their initial, mandatory wagers on both the Ante and Blind betting circles. At the same time, the player has a choice to make an optional Straight or Pineapple Bonus side bet. The bonus wagers cannot be played alone. The dealer will deal three cards face down to each player. Players will review their three-card hand and decide whether to check or bet. If the player checks, they will go on to the next round with their three-card hand. If the player decides to bet on their hand, they must discard a card. The player will choose one card, from their initial three-card hand, to place in the discard box. They will no longer be able to use their selected discard going forward. The player will place the other two cards face down on the Pineapple betting circle with their 4x bet on top of them. Once the bet has been made, the player will have no more decisions to make and will await an outcome.

Players have three rounds to decide whether to check or bet. The first round is when players receive their three-card hands. The second round, the Flop is revealed, and these community cards can be used by everyone. Players can check or wager 2x their Ante. At this point, players must discard a card no matter what. The third round, the Turn and River cards are revealed. If betting, players can wager 1x their Ante. Any player who has not yet raised, must do so now or be forced to fold, forfeiting their cards, and losing both their Ante and Blind wagers.

The players and dealer are trying to make their best 5-card poker hand based on their two-hole cards and five community cards on the board. The person with the highest poker ranking wins. The dealer will turn over their cards first and any cards not used will be turned sideways. The dealer will turn over the player's cards and determine who has the better poker ranking. If the player wins, the wagers will be paid according to the posted paytable. If the dealer wins, the Ante, Blind and Pineapple bet lose. In case of a tie, the Ante, Blind and Pineapple bet will push.

## Ranking of Hands

Hands are ranked from highest to lowest:

**Royal Flush** – five consecutive cards with the same suit (10, Jack, Queen, King & Ace)

**Straight Flush** – five suited and sequential cards

**Four of a Kind** – four cards of the same rank

**Full House** – three cards of the same rank plus two other cards with the same rank

**Flush** – five suited cards

**Straight** – five sequential cards of any suit

**Three of a Kind** – three cards of the same rank

**Two Pair** – two groups of two cards of the same rank

**One Pair** – two cards with the same rank

**High Hand** – highest cards (no cards match in rank, suit or are sequential)

## Straight Bonus

If the player makes an optional Straight Bonus side bet, their wager will be paid if they can make a straight or higher using two of their original three cards, including the discard. This wager can still win even if the Ante and Blind lost.

### Straight Bonus

Royal flush	500 to 1
Straight flush	100 to 1
Four of a kind	20 to 1
Full house	5 to 1
Flush	3 to 1
Straight	2 to 1

## Pineapple Bonus

If the player makes the Pineapple Bonus side bet, they will win if they have a pair or better on their initial three cards. No community cards will be used for this bet.

### Pineapple Bonus

Mini Royal Flush	200 to 1
Straight flush	50 to 1
Trips	40 to 1
Straight	4 to 1
Flush	3 to 1
Pair	1 to 1

# Benefits

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One of the highlighted benefits of Big Pineapple is it's a variant of Ultimate Texas Hold'Em, but with higher payouts, making the core game instantly recognizable to a large audience. The twist that will hook players, keeping them in their seat for hours, is the benefit of player decision making. This will compel players to feel more in control and be invested in the outcome of the game.

Additional benefits include:

- Easy to Learn
- House Edge Variations
  - The Ante and Pineapple Bet:
    - 4.2% the Initial 2x Wager
    - 2.6% the Average Total Wager
  - The Blind and Pineapple Bet:
    - 2.7% the Initial 2x Wager
    - 1.6% the Average Total Wager
  - Pineapple Bonus
    - 6.552%
  - Straight Bonus
    - 5.633%



# Dealer's Policies & Procedures

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## Object of the Game

Big Pineapple is a Hold'Em poker variant that uses a standard 52-card deck. The game features head-to-head play against the dealer and offers an optional bonus side bet. There is no player-vs-player competition. The object of the game, for both Players and Dealer alike, is to make their best five-card poker hand using any combination from their three-card hand and the five community cards. The player is playing with a two-card hand out of the initial three-card hand due to them having to discard a card on the flop or preflop if the player decides to do a 4x bet.

## Placing a Bet

To begin the game, the player must make their initial, mandatory wagers on both the Ante and Blind betting circles. At the same time, the player has a choice to make an optional Straight or Pineapple Bonus side bet. The bonus wagers cannot be played alone.

## Dealing the Hand

The dealer will riffle the deck of cards before placing them into the shuffle machine. If the shuffle machine has malfunctioned, then the dealer will complete a single deck house shuffle. The dealer will cut the cards in a random location. The cut is valid as long as there are approximately 10 cards on either side of the deck. The cards will be dealt "Blackjack-style" in a clockwise rotation, starting from the dealer's left-hand side and going right.

The dealer will deal three cards face down to each player. Spreading the cards far enough that the cameras can see them. The dealer will then give himself three cards, face down, side-by-side, in a way that ensures everyone can see the backs of the cards in their entirety. Players will review their three-card hand secretly. Making sure that none of the other players can see their cards. If the player is showing their cards to other players, the dealer will gently remind them to keep their cards to themselves.

## Round 1

Players have the option to check, waiting to see what the flop is, or the player can bet on their hand and continue with the game. If the player decides to bet on their hand, they will choose one card, from their initial three-card hand, to place in the discard box. The player will no longer be able to use their selected discard going forward. This card will be left on the table for the duration of the hand, as it is needed to resolve the side bets during the take-and-pay procedure. Then the player must place 4x their Ante on top of their cards locate on the Pineapple betting circle. Once the player has made this bet, they have no more decisions to make and will await the outcome.

## Round 2 - The Flop

Once all of the players have made their decisions, the dealer will burn a card (place it face down on the right-hand side of the table), before exposing the flop, flipping three cards face up for the players to see.

These cards are community cards and can be used by everyone on the table. After the Flop is exposed, the dealer will dispose of the burn card by placing it into the discard rack. For all players who have not yet raised, they have the option to place 2x their Ante on top of their cards located on top of the Pineapple betting circle. All players must now discard one of their cards, so they are only playing with two of their original three-card hand. The player has the option to check and proceed to the next round. At this time, all players will only be using two of their original three cards, with one card in the discard box.

### Round 3 – The Turn & River

The dealer will burn a card before placing a fourth and fifth community card for the table for all to see and use. Respectively, these cards are known as the Turn card and the River card. Players are trying to make their best 5-card poker hand based on their two-hole cards and the 5 community cards placed on the board.

### Fold or Bet

If the player decides to bet on their hand, they must place 1x their Ante on top of their cards located on top of the Pineapple betting circle. At this time, all players will only be using two of their original three cards, with one card in the discard box. Any player who has not yet raised, must do so now or be forced to fold, forfeiting their cards and losing both their Ante and Blind wagers.

### Take-and-Pay Procedure

The dealer will turn over their three cards, revealing them to the players. Using only two of their three cards and the five community cards the dealer will make their best five-card poker hand. Any cards that are not used by the dealer will be turned sideways. The dealer always qualifies.

The dealer will announce their hand to the table. Starting from the dealer's right-hand side and going left, the dealer will turn over the player's cards and determine who has the better poker ranking. The person with the highest poker ranking wins. If the player wins, the Ante will be paid according to the posted paytable. The Blind is paid 1:1 if the player has a straight or better. If the dealer wins, the Ante, and the Blind lose. The dealer will take these bets and place them in the rack. In case of a tie, the Ante will lose, and the Blind will push. The house edge is approximately 3.6% of the initial 2x wager and 2.2% of the average total wager.

#### Blind

Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1

## Ranking of Hands

Hands are ranked from highest to lowest as follows:

**Royal Flush** – five consecutive cards with the same suit (10, Jack, Queen, King & Ace)

**Straight Flush** – five suited and sequential cards

**Four of a Kind** – four cards of the same rank

**Full House** – three cards of the same rank plus two other cards with the same rank

**Flush** – five suited cards

**Straight** – five sequential cards of any suit

**Three of a Kind** – three cards of the same rank

**Two Pair** – two groups of two cards of the same rank

**One Pair** – two cards with the same rank

**High Hand** – highest cards (no cards match in rank, in suit or are sequential)

## Straight Bonus

If the player makes an optional Straight Bonus side bet, their wager will be paid if they can make a straight or higher using two of their original three cards, including the discard. This wager can still win even if the Ante and the Blind lost. The house edge is 5.633%.

### Straight Bonus

Royal flush	500 to 1
Straight flush	100 to 1
Four of a kind	20 to 1
Full house	5 to 1
Flush	3 to 1
Straight	2 to 1

## Pineapple Bonus

If the player makes the Pineapple Bonus side bet, they will win if they have trips or better on their initial three cards only. No community cards will be used for this bet. The house edge is 6.552%.

### Pineapple Bonus

Mini Royal Flush	200 to 1
Straight flush	50 to 1
Trips	40 to 1
Straight	4 to 1
Flush	3 to 1
Pair	1 to 1



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14 April 2022

Mr. Osmani Sigler Jr., Manager  
CJM Enterprises, LLC.  
16908 NW 83rd Place  
Miami Lakes, Florida 33016

Re: Mathematical Analysis of *Big Pineapple*

File Number: LO-00-CJM-22-01

Dear Mr. Sigler Jr.,

As per CJM Enterprises, LLC.'s request, please find **Gaming Laboratories International, LLC's (GLI)** math analysis for the table game, *Big Pineapple*.

**This report only verifies the mathematical aspects of this game and DOES NOT offer an opinion as to whether or not this game is currently authorized for use in any jurisdiction.**

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**Game Description**

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**DEALING AND GAMEPLAY**

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*Big Pineapple* is a table game played with a standard deck of 52 cards. The player begins by placing an Ante wager and Blind wager of equal amounts. Optionally, they may also place a Straight Bonus wager and/or Pineapple Bonus wager. Each player is then dealt 3 cards face-down, and the dealer also receives 3 cards face-down. After reviewing their cards, the player may place a Play wager equal to 4 times the Ante (4x). If they place a Play wager at this time, they must choose one of their 3 cards to discard. 3 cards are then dealt face-up as community cards. If the player has not yet made a Play wager, they may now place a Play wager equal to 2 times the Ante (2x). At this stage, regardless of whether they have placed a Play wager, they must now discard one of their three cards, if they have not already done so. 2 more cards are then dealt face-up as community cards. If the player still has not made a Play wager, they must now place a Play wager equal to the Ante (1x), or else fold and forfeit their Ante and Blind wagers. Note, optional wagers remain in play, regardless of whether the player folds their main wagers. All cards are then revealed and all wagers are resolved.



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**MAIN WAGERS**


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The main wagers are resolved based on the best 5-card hand that the player can make using their 2 non-discarded cards and the 5 community cards. The dealer also makes the best 5-card they can make, using up to 2 of their individual cards and the 5 community cards.

For the Ante and Play wagers, if the player beats the dealer, the wagers win and pay 1 to 1. If the player and dealer tie, the wagers push. If the player is beaten by the dealer, the wagers lose.

For the Blind wager, if the player beats the dealer with a Straight or better, the wagers win and pay according to player hand, as given in [Table 1](#). If the player beats the dealer with a hand less than a Straight — or if the player ties the dealer — the wager pushes. If the player is beaten by the dealer, the wager loses.

**Table 1. Pays — Blind Wager**

<b>Player Hand</b>	<b>Pay</b>
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1

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**STRAIGHT BONUS WAGER**


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The Straight Bonus wager is evaluated based on the best 5-card Poker hand the player can form using up to 2 of their three original hole cards and any number of community cards. *Note, the discarded card may be used for this wager.* If the hand is a Straight or better, the wager wins and pays according to hand, as given in [Table 2](#). Otherwise, the wager loses.

**Table 2. Pays — Straight Bonus Wager**

<b>Hand</b>	<b>Pay</b>
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	20 to 1
Full House	5 to 1
Flush	3 to 1
Straight	2 to 1



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PINEAPPLE BONUS WAGER

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The Pineapple Bonus wager is resolved based on the player's three original hole cards, evaluated as a 3-card Poker hand. If the hand thus formed is a Pair or better, the wager wins and pays according to hand, as given in [Table 3](#). Otherwise, the wager loses.

**Table 3. Pays — Pineapple Bonus Wager**

Hand	Pay
Mini Royal (AKQ Suited)	200 to 1
Straight Flush	50 to 1
Three of a Kind	40 to 1
Straight	4 to 1
Flush	3 to 1
Pair	1 to 1

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**Mathematical Analysis**

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The analysis for the main wagers was conducted by simulation-based strategy program. For each possible starting hand, the program used simulations to determine a near-optimal play strategy for every decision point encountered. This strategy was then followed, and results recorded to calculate the Return to Player (RTP) and House Edge (HE) for the game, as summarized in the below table. In the table, RTP represents the Return to Player, which is the ratio of Average Win to Average Wager. RTH represents the Return to House, also known as the Element of Risk, and is the expected house earnings scaled relative to the Average Wager. The HE is the traditional House Edge measurement, scaled relative to the Initial Wager.

**Table 4. Return Summary — Main Wagers**

Initial Wager	2
Average Wager	3.2502
Average Win	3.1497
RTP	96.91%
RTH	3.09%
HE	5.02%

For the Straight Bonus wager, a program iterated through every possible combination of player and community cards, and tallied all winning events to produce probabilities for the game. These were combined with pay information to calculate the returns. Summaries are given in the below tables.



**Table 5. Probability Summary — Straight Bonus Wager**

<b>Hand</b>	<b>Probability</b>
Royal Flush	0.000071
Straight Flush	0.000602
Four of a Kind	0.003121
Full House	0.051252
Flush	0.056992
Straight	0.082134

**Table 6. Return Summary — Straight Bonus Wager**

RTP	94.37%
HE	5.63%

For the Pineapple Bonus wager, the probabilities of each award were directly calculated. Summaries are given below.

**Table 7. Probability Summary — Pineapple Bonus Wager**

<b>Hand</b>	<b>Probability</b>
Mini Royal (AKQ Suited)	0.000181
Straight Flush	0.001991
Three of a Kind	0.002353
Straight	0.032579
Flush	0.049593
Pair	0.169412

**Table 8. Return Summary — Pineapple Bonus Wager**

RTP	93.45%
HE	6.55%





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## Summary

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Overall, the maximum RTP calculated is 96.91%, which reflects the outcome of playing the main wagers only and using a near-optimal strategy. The lowest individual wager RTP is 93.45%, from the Pineapple Bonus wager.

Please visit [Gaminglabs.com](https://www.gaminglabs.com) to view the applicable Terms and Conditions and GLI Product Certification Scheme.

Should you have any questions, please feel free to contact our office.

Sincerely,

**GAMING LABORATORIES INTERNATIONAL, LLC**



Christine M. Gallo

Senior Vice President, Quality and Technical Compliance

djb





## CJM ENTERPRISES

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