

# Banker's Casino

Salinas, CA

## **SUMMARY**

Based on industry trends and customer demands, the Banker's Casino (BC) is proposing to add the game of Mexican Poker- Salinas version, to its customers. The game is a modified version of 5 Card Draw Poker with the addition of a Joker.

## **DETAILS**

The following details are provided per BGC-APP. 026:

### ***Standards of Play***

The game is played in the traditional manner of a poker game such as Texas Hold'em with the standard poker hand values and rankings applied.

### ***Type of Card Deck***

A standard 52 deck of cards is utilized and one Joker card is added for a total deck of 53 cards used for each round of play.

### ***Dealing Procedure***

At the start of a game a player is selected to have the "dealer" button placed in front of them by the dealer dealing a single card to each player. The person with the highest ranking card will have the dealer button placed in front of their position.

### ***Number of Players in the Game***

A minimum of 5 and a maximum of 7 players can participate in the game.

### ***Description of How and When House Fees are Collected***

The house collection fee is taken by the dealer after the bets are collected from the players and put in the middle of the table.

### ***Betting Limits***

This game will be offered in a "no limit" format with a minimum of a \$40 and a maximum of a \$100 buy-in. The betting, which is decided on by the player with the dealer button in front of them will range from a minimum of \$2 to a maximum of \$5. Checking, raising and folding apply as in other standard poker games.

### ***Betting Scheme***

The game is offered in a “no limit format. Once the player with the dealer button make their initial bet, the player to their left must fold, call or raise from \$1 above the previous bet to “all-in”.

### ***How Winners are Determined and Paid***

After all bets are made and all hands are set, each player will show their hand. The dealer will determine who has the highest ranking poker hand and that person(s) will be declared the winner.

The Joker is totally wild in this game and can be used as any card and any suit in that player’s particular hand.

### ***Round of Play***

- The player with the dealer button makes a bet between \$2 and \$5.
- The player to the left must decline to play that round, match the bet or raise it.
- After all bets are made, the dealer brings the bets into the middle of the table and takes the casino collection and places it in the affixed locked drop box.
- The dealer then deals each player 5 cards, one at a time starting with the player with the dealer button.
- After the cards are dealt, the player starting to the left of the dealer button may check or make a wager up to “all-in”.
- After the bets are made, the players choose to discard from 0 to all 5 of their cards and receive the same amount from the dealer in order starting with the player to the left of the dealer button.
- The player with the dealer button may only discard a maximum of 4 of their 5 cards.
- After all cards are dealt, another round of betting is conducted.
- After all bets are made, the players show their hands and a winner(s) is determined based on the best five card poker hand and is awarded the pot.
- The cards are collected and shuffled.
- The dealer button is rotated and a new round of play begins.

### ***Type of Gaming Table Used***

A standard oblong poker table is used with the dealer position in the middle and 7 chairs affixed around the table.

### ***Other Equipment Used***

A Shuffle Master shuffler will be affixed to the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

## ***Glossary of Terms***

Dealer Button	A white plastic disc with the word "dealer" affixed on it.
Joker	A card with a joker's picture on it. The joker can be used to make any hand better. It is totally wild.

## **COLLECTION RATE**

\$5 will be collected each round of play regardless of the number of players. If, after the first round of betting, there are not sufficient funds in the pot to cover the collection fee, the difference will be collected in subsequent betting rounds so that a total of \$5 has been collected. However, if after the first round of betting, there are not sufficient funds in the pot to cover the collection fee, and there are no additional monies added to the pot, the collection fee will be considered complete for that round of play. No modified or jackpot collection will be taken.

# DESCRIPTION OF GAMES PLAYED

## TEXAS HOLD'EM

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). Players posting a blind have the option of raising the pot when it is their turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following options:
  - a) Post all blinds and receive a hand.
  - b) Wait for the big blind.
4. A new player cannot be dealt in when in between the small blind and the button unless the player "buys the button" (see rule 9 below); otherwise the player must wait until the button passes.
5. The big blind serves as an opening bet. When it becomes the big blind's turn to act, the player can either call the action or raise.
6. Players must meet all of their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. Players missing all or any portion of their blinds can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind.
8. When posting the total of the blinds, the portion of big blind bet is live and the small blind portion becomes a part of the pot (dead). Player has the option of calling the action or raise when it is their turn to act.
9. Blinds may be made up between the big blind and the button only by "buying the button" (posting both blinds with little blind dead. In this case the player becomes the only blind and receives the button the next hand). Otherwise, player must wait for the dealer button to pass and then make up the missed blinds.

10. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
11. A “live straddle” may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card.
12. A “live straddle” entitles that player to act last during the first round of betting and allows the player to either call the action or to raise.
13. Players initiating a “live straddle” must begin the hand with at least four times the amount of the big blind. For example, in a \$2-\$4 game the minimum required amount of chips in front of player before he/she straddles is \$16.
14. If the first card off the deck is exposed on the deal, a misdeal will be declared. (Refer to misdeal rules)
15. If a hole card is exposed by the dealer during the deal:
  - a) Player cannot keep that card.
  - b) The dealer finishes dealing the hole cards to all players.
  - c) The exposed hole card is taken back.
  - d) The first card from the deck is given to the player with the exposed card.
  - e) The exposed card is then placed on top of the deck and it will be used for the first burn card.
16. If the cards are prematurely flopped before the betting is complete, or if it contains too many cards:
  - a) The flop is taken back and out of play for that round.
  - b) Players who did not have the chance to act will be given the opportunity to complete their actions and betting is completed.
  - c) Burn cards and the muck remain intact and out of play.
  - d) The board cards that were taken back will be mixed with the stub and reshuffled (scramble, shuffle, shuffle, box, shuffle).
  - e) The newly shuffled deck will be cut onto the cut card.
  - f) Without burning another card a new flop will be placed on the table.
17. If the turn card (the fourth card on the board) is prematurely dealt before the betting round is complete:
  - a) The turn card is taken out of play for that round.
  - b) Players who did not have the chance to act will be given the opportunity to complete their actions and the betting is completed.
  - c) The dealer then burns and turns what would have been the fifth card in the fourth card’s place.
  - d) After that round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards.
  - e) The dealer then cuts the deck and turns the final card without burning a card.
18. If the river card (fifth card) is turned up prematurely, the deck is reshuffled and dealt in the same manner as the turn card according to 17a, 17b, 17d and 17e.

19. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
20. In order to win a pot, players must show both hole cards.
21. Players must declare that they are playing the board and turn their two hole cards face up in order to win or receive a pot; otherwise all claims to the pot are relinquished.

## **OMAHA**

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

1. All Hold'em rules apply to Omaha except as noted.
2. Players must use two of the four cards in their hands and three cards on the board to make a valid five card hand.
3. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
4. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the Shift Manager.

## **OMAHA HIGH-LOW SPLIT (8 OR BETTER)**

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot, which is referred to as ‘scooping the pot’
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

## SEVEN CARD STUD

Seven Card Stud Poker is played with a standard 52-card deck. Standard poker rankings apply. Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (forced opening bet, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot will be split equally.

1. Beginning and sequence of action in various betting rounds are as follows:
  - a) In the first round:
    - The player with a lowest card and lowest suit initiates the betting by a forced bet referred to as "bring in."
    - Subsequent players have the option of completing a short bring in bet, and then calling, raising or folding.
  - b) In all subsequent rounds:
    - The player with the highest hand or card(s) on board starts the action by checking or betting. Ties in determining the high hand are broken by position, with the player who received cards first acting first.
    - Following players have the option of calling, raising or folding.
2. Completing an opening forced bet does not constitute a raise; it is merely completing the bet. FOR EXAMPLE; If in a \$15-\$30 game, the low card opens for \$5 and the next player completes the bet by putting \$15 in the pot, the following player(s) can still raise three times.
3. In all fixed limit games, open pairs on the fourth street (second up card) allows players the option of betting either the lower or the higher limit of the game. FOR EXAMPLE: the high hand in a \$5-\$10 game with open pairs has the option of betting either \$5 or \$10. If the high hand chooses to bet \$5, any succeeding player has the option to call \$5, raise \$5 or raise \$10, however, if a \$10 raise is made, all subsequent raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, all other players still have the same options.
4. Rearranging of the board cards is not permitted.
5. Cards speak. Although dealers announce the low card, the high hand, all new pairs, all raises and all possible straights and flushes in the lower limit games, ultimately cards determine the value of a player's hand.

**NOTE:** In \$2-\$10 and higher limit games, dealers will not announce pairs and/or possible straights and flushes.
6. If any of the player's initial hole cards are accidentally dealt face up, the third card will be dealt to the player faced down.
7. If both hole cards are dealt up, that hand will be declared dead and the ante will be returned to the player. In an instance where the dead hand would have been the bring in low hand, the action will start with the first player to the left of the dead hand; that player may either fold, open for amount of the forced bet, or open for a full bet.

8. Players must be present at the table when it is their turn to act on their hands; an absent player's ante, forced bet if any, and the player's hand will be killed and forfeited in turn.
9. If a player folds after making a forced bet or folds when there is no wager, that player will continue receiving cards until a bet is made.
10. If a player is all in for the antes and has the lowest up-card, the next active player to the left of the low hand must initiate the action by making a forced bet, make the maximum bet or fold the hand.
11. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
12. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected to their proper positions, if at all possible.
13. A player who receives a final down-card that is incorrectly dealt due to a burn error and the card is intermingled with the player's other hole cards or the player looks at that card will become the player's card and it cannot be readjusted.
14. If a dealer burns and deals one or more cards before a round of betting has been completed:
  - a) The card(s) will be eliminated from play along with one additional card for each remaining player still active in the hand.
  - b) Players will be given the opportunity to complete their actions.
  - c) The dealer re-burns and play resumes by dealing the next round of cards.  
**NOTE:** Removed cards are held off to the side in the event that the dealer runs out of cards.)
15. If a prematurely dealt card is the final down-card and it has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
16. If there are not enough cards left in the deck for each player:
  - a) The dealer will deal all of the cards in the deck, except the last card.
  - b) With prior notice to the Shift Manager, the dealer will then scramble the last card and four burn cards.
  - c) The dealer will cut the deck.
  - d) Then burn a card.
  - e) The dealer will then deliver the remaining down cards, using the last card if necessary.
17. If there are five players remaining without a card on the seventh street:
  - a) The dealer will not burn so that each player will receive a fresh card.
  - b) If the dealer determines that with using the above procedure does not provide each player with a fresh card, the dealer then:
    - i. Announces that there are not enough cards for all players and that a community card will be used.

- ii. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a Shift Manager will be called.
- 18. Players picking up their up-cards and by doing so causing another player to act behind them-even in a heads up situation-have a dead hand. This does not apply in a check-check situation or a bet and call situation.
- 19. Players must have seven cards to win at show down.
- 20. A card dealt off the table must play; it is treated as an exposed card.
- 21. If the dealer delivers the last card face up to any player, the following rules apply;
  - a) If there are two or more players remaining, everyone else receives the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.
  - b) If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street).
  - c) If only two players remain and only one of those players receives the final card face up, and the other player has received it down, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.
  - d) In either of the situations just described in a, b or c, the player who is high on sixth street will initiate the action.
  - e) Player who calls a bet and is beaten by an opponent's Up-cards is not entitled to a refund.
- 22. If two players tie, player holding the highest card by suit receives the odd chip.
  - 1. . If the low hand is tied, the first player clockwise from the dealer starts the action.
  - 2. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
  - 3. All seven-card stud rules apply in razz, except as otherwise noted.
  - 4. If two players tie, player holding the lowest card by suit receives the odd chip.

## **LOWBALL**

Lowball (Ace-to-five), also known as California Lowball, is played with a standard 52-card deck and one Joker. The Joker is considered to be the lowest card not present in a hand. Straights and flushes do not count against the player.

Players are dealt five cards face down, in turn, in rotation. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and sometimes on the button are forced bets, which must be made before the cards are dealt.

A round of betting occurs. Players are required to bet or fold. The players who remain in the pot have the option to improve their hand by replacing cards in their hands with new ones. A player may draw up to five consecutive cards. After all players have drawn players a round of betting occurs. The best possible low hand is A, 2, 3, 4, and 5. The lowest five card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

1. Cards speak; cards read for themselves.
2. A verbal declaration in regard to a player's hand is binding. For example, if a player announces an '8', that player must produce at least an eight low or better to win.
3. In a heads up situation, a miscalled hand is ruled dead if it causes the other player to foul his or her hand. If both hands remain intact however, the best hand will win and the miscall will have no effect on the outcome.
4. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. Players must protect their hands until after seeing the opponent's hand.
5. Any player spreading a hand with a pair in it must announce "pair" in it or risk losing the pot. The failure to announce the pair causing another player to fold a hand will be treated the same as miscalling a hand. If two or more hands remain intact, the best hand wins.
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind.
7. In the event that an all-in player who posted less than half a blind wins the pot or buys in again, that player will be obligated to take the blind the next hand.
8. A player who fails to take the blind must wait for the big blind or may kill the pot, as long as no other player at the table objects to the kill pot.
9. In multiple blind games, if a player misses the big blind for any reason that player can either wait for the big blind or post it during the next hand to receive a hand. This does not apply to seat changes.
10. When changing seats and moving away from the big blind, players must wait a number of hands equal to the positions they moved in order to receive hand or post all blinds.
11. When changing seats and moving closer to the big blind, players can continue receiving hands as normal.
12. Exposed card before the draw:
  - a) Player must keep seven's or under.

- b) Receive a replacement card for cards higher than seven. The exposed card will be replaced with the first card off the deck after all players have received their initial hands. The exposed card will then be placed on top of the deck, still exposed, and will be used for the burn card.
13. Players cannot keep the exposed cards during the draw, instead:
    - a) The dealer leaves the exposed card exposed and continues with draw until everyone has drawn.
    - b) Afterward, the exposed draw card is taken back and replaced with the first card off the stub.
  14. A flashed card before the draw is not treated as an exposed card. Players must keep all flashed cards. Flashed card is one that for any reason its value is potentially revealed during the delivery, however, it lands face down in front of a player.
  15. After the draw, all flashed cards are considered exposed and are replaced as described above.
  16. Cards exposed by players' error or action will play and they will not be replaced.
  17. Any player may draw up to four consecutive cards. Players wishing to draw 5 cards must wait until all other players have drawn in order to receive their 5<sup>th</sup> draw card. Two or more players drawing for five cards will receive four draw cards at first in turn and then receive their 5<sup>th</sup> draw cards, once again, in turn.
  18. Five cards constitute a playing hand. Fewer or more than five cards after the draw constitute a fouled hand.
  19. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
  20. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
  21. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
  22. A player may reconsider and change the number of cards that he/she wishes to draw provided:
    - a) No cards have been dealt off the deck in response to the request, and/or
    - b) No player has acted on his/her hand based on the number of cards that the player requested.
  23. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
  24. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
  25. In limit games with multi players a bet and six raises are allowed.
  26. In limit games check and raise is permitted.

27. The minimum opening bet is the size of the big blind.
28. Rapping the table in turn indicates either a pass or the declaration of a pat hand.
29. In limit games players having a seven or better must bet unless they are last to act and no one has bet in front of them.
30. Players checking a seven or better whose hands are found to be the best hand during showdown can only win the pot that was created before the draw. All action after the draw is void, and bets made after the draw is returned to players involved.
31. Players checking a seven or better whose hands lose during the showdown will lose all of the pot.
32. After the draw in an ace to five lowball game:
  - a) If a seven or better calls an all in bet that is less than half a bet and produces a better hand will win the pot.
  - b) If another player overcalls the seven-or-better's short bet and loses, the person who overcalled will receive the bet back.
  - c) If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
33. For rules governing 'kill pots' refer to the section on kill pots.
  1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
  2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
  3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
  4. Check and raise is permitted on any hand after the draw.

## **DRAW POKER (JACKS OR BETTER)**

Draw Poker Jacks or Better is played with a standard 52-card deck and one Joker. The Joker may be used as an Ace or as any card that completes a straight, flush, or a straight flush.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). A player's hand must qualify with a pair of Jacks or better (higher) to open the pot. If no player has a pair of Jacks or better, the hand ends and the ante remains in the pot. A player who opens the pot must show openers, whether the hand is called or not, in order to win the pot. The remaining players may discard any number of their original cards and have the same number of cards replaced by the dealer. Another round of betting occurs. The player with the highest ranking five-card poker hand wins. Five Aces is the best possible hand (four Aces and the Joker). In the event of a tie, the pot is split equally.

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw:
  - a) Any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open.
  - b) The false opener has a dead hand, and the opening bet stays in the pot.
  - c) Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed.
  - d) If no other player declares the pot opened, all bets are returned, except the opener's first bet.
  - e) The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better, in order to win the pot must show the openers, whether the hand is called or not.
4. In the following cases the pot will play even if the opener shows or declares a fouled hand:
  - a) If there has been a raise after the opening bet.
  - b) Two or more players have called the opening bet.
  - c) All action has been completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the Shift Manager's discretion.
7. Any player may request that the openers retain the opening hand and show it after the winner of the pot has been determined.
8. Players may split openers, but they must declare that you are doing so. That player must place all discards under a chip to be exposed by the dealer after the completion of the hand.
9. If it is determined that a player could not possibly have had the openers after splitting them, that player will lose the pot even if the player is holding the best hand.

10. A player starting with Joker, Ace, king, and queen of spades, and the ten of clubs, is not splitting if he/she discards the ten of clubs. That is considered breaking a straight to draw to a royal flush; therefore, the player has retained the openers.
11. If a player who is all in falsely declares the pot opened, they will lose the antes and may not continue playing on any subsequent deals until a winner is determined, even if the player decides to buy in again. That player must wait until the pot has been legally opened and someone else has won it. Thereafter, that player can resume playing.
12. After the draw, players calling but not able to beat the openers will not get their bets returned.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. Fewer or more than five cards after the draw is a fouled hand.
15. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
16. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
17. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
18. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
19. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
20. A player may reconsider and change the number of cards that he/she wishes to draw provided:
  - a) No cards have been dealt off the deck in response to the request, and/or
  - b) No player has acted on his/her hand based on the number of cards that the player requested.
21. Cards that are exposed by the dealer before the draw must be kept.
22. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
23. Check and raise is permitted.
24. A bet and six raises are allowed in multi-handed pots.
25. Players may not change their seats between hands when there are multiple antes otherwise they must forfeit the money in the pot.
26. Players who are all in for just the antes may still declare the pot opened if they have openers.
27. Any player has the right to pay an ante at any time and receive a hand, unless additional money is in the pot that was forfeited during previous hand(s) in which the player did not ante for.

28. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.
29. A player who only has a full ante and no other chips on the table may play for just the antes. If no one opens and there is another round of antes, that player may still play for the first round of the antes that he/she has matched, without being required to put any more chips into the pot.
30. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player, who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.

# *Banker's Casino*

## **Pai-Gow Poker (Double Hand Poker)**

### **GENERAL DESCRIPTION**

- 1) Pai Gow Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) Player/dealers win all hands that copy (are ties).

### **PLAY OF THE GAME**

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is

superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.

- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.
- 10) The player/dealer position will be rotated or offered to all positions after every two hands.
- 11) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.

## Glossary of Terms for Double Hand Poker

<b>Action Pile</b>	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
<b>Action Button</b>	A token used to designate where the settling of bets will begin (the action).
<b>Action (1)</b>	The player position where the settling of bets begins.
<b>Action (2)</b>	When a player or player/dealer's bet is either paid or collected.
<b>Action (3)</b>	A bet made in front of the first betting spot in the player/dealer position which allows a player to take the first action. This bet is the first settled against the players; starting with the seated-position with the action button.
<b>Dai-Su</b>	A bet made along side the first, second, or third betting spot in the player/dealer position, which wins if the appropriate spot wins money overall or loses if the spot loses money overall. In order for the dai-su bet to win or lose the entire amount bet, the spot must win or lose twice as much as the dai-su bet is for. If the spot wins or loses only as much as the dai-su bet, then the player/dealer wins or loses half as much as the dai-su bet and the dai-su bet wins or loses half of his bet.
<b>Player/dealer</b>	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
<b>Backline Wagering</b>	The practice of allowing players, other than the seated player, to bet on a seated player's position.
<b>Side Bet</b>	A bet not placed on the table as part of the action.
<b>Seated-positions</b>	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
<b>Hand (1)</b>	The seven cards that each seated-position, with a bet on it, receives. The seven cards are then split up to make two individual hands, one with two cards and the other with five. The two card hand must be lower than the five card hand.

<b>Hand (2)</b>	A period of play starting at the beginning (opening up the dice cup) to the end (settling the last bet on the table).
<b>Kum-Kum</b>	When two or more players put two bets of equal amount together on the same betting square, on the same seated-position.
<b>Proposition Bet</b>	A bet whereby a player in the player/dealer position and another player agree to make a bet between them, as long as all the other players have action.
<b>3-Ways, 4-Ways, Etc.</b>	When two or more players put bets together on the same square, on the same seated-position, which at the end of the hand may be split up (evenly) three or more ways in order for everyone to get their fair share of the bet.
<b>House Way</b>	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
<b>Copy</b>	When a players hand is ranked equally to the player/dealers hand.
<b>Push</b>	When a player wins either the high or the low hand and the player/dealer wins the other.
<b>Joker</b>	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
<b>Go Button</b>	A button with the word "GO" on one side. The "GO" button is turned over by the player/dealer so that the word "GO" is face up on the table to signal that the player/dealer agrees that his hand is set the way he wants and now may be compared to the player's hands.
<b>Wild</b>	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

# *Banker's Casino*

## **Pai-Gow Tiles**

### **Rules of Play**

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the Action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player/dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house" way. Once this is complete, the player/dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower than the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

### **Scoring:**

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same

numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

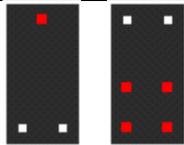
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

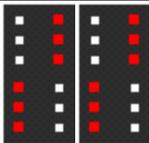
**Hand Rankings:** The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

**SUPREME PAIR**

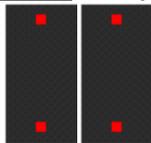


Jee Goon

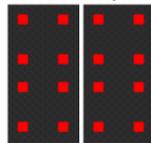
**MATCHED PAIRS:** Any matched pair.



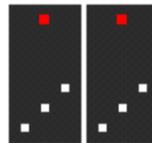
Heaven



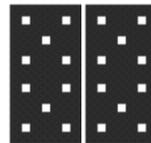
Earth



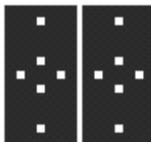
Man



Goose



Flower



Long



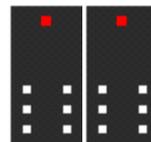
Board



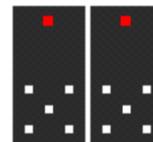
Hatchet



Partition

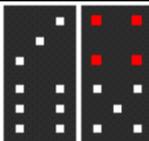


Long Leg 7



Big Head 6

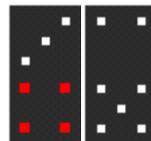
**UNMATCHED PAIRS:** Any of the below mixed pairs.



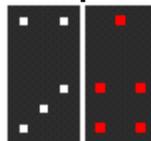
Mixed 9s



Mixed 8s

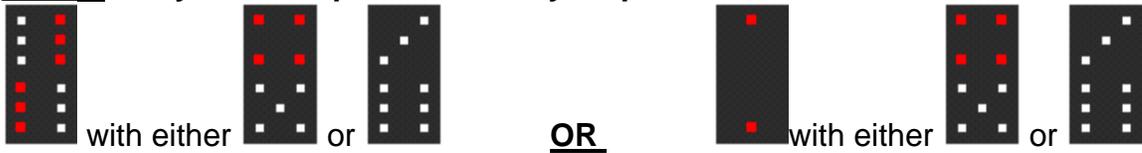


Mixed 7s

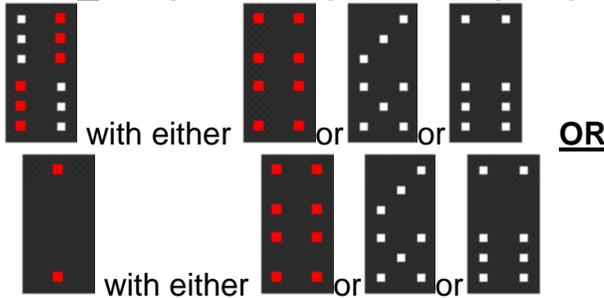


Mixed 5s

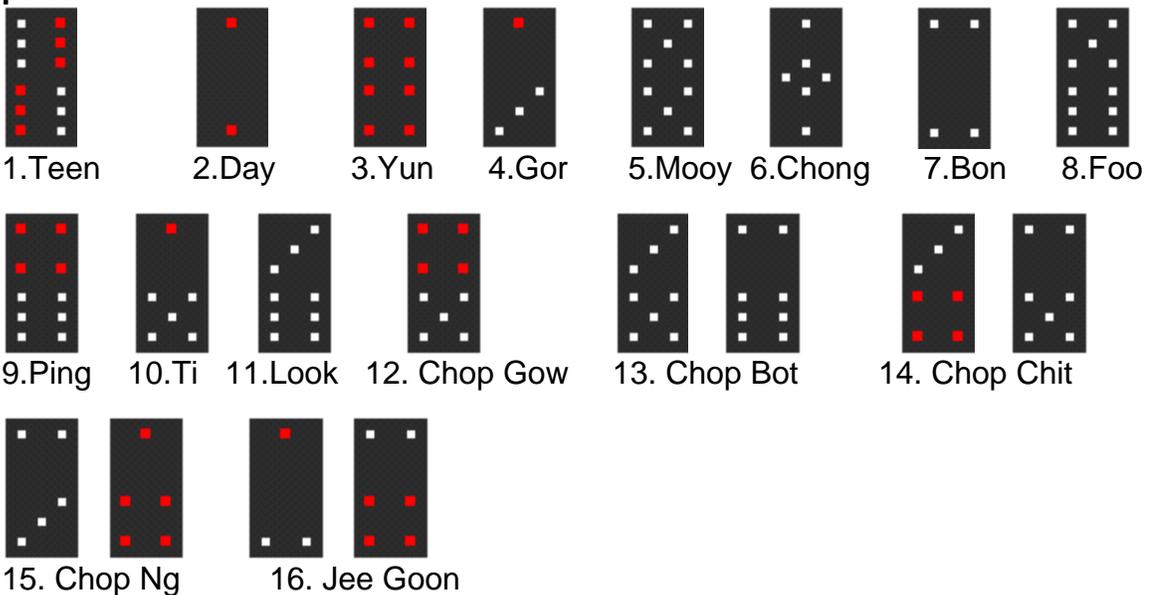
**WONG:** Any 2 or 12-spot tile and any 9-spot tile.



**GONG:** Any 2 or 12-spot with any 8-spot tile.



**SINGLE Tile by Ranking:** Any Combination that totals as close to 9 as possible.



**House Way:**

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Day and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Day tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

**Collection Fees**

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. There are 10 betting circles per seated position.

<b>Table Limit</b>	<b>Player Fee</b>	<b>Player/Dealer Fee</b>
\$10 - \$20	\$1.00	\$2.00

Pai Gow Tiles utilizes a player/dealer position and is a CA/Asian style game. So that no person or entity acting as the player/dealer, or any person or entity acting as a portion of the player/dealer position may occupy the banking position continuously, the player/dealer position will be offered systematically and continuously every two hands. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

# **PURE 21.5 BLACKJACK OBJECT OF THE GAME**

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## **VALUE OF THE CARDS**

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

## **RANKING CHART**

<b>CARD</b>	<b>VALUE</b>
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4

Five	5
Six	6
Seven	7
Eight	8
Nine	9

\* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

## **ROUND OF PLAY**

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the

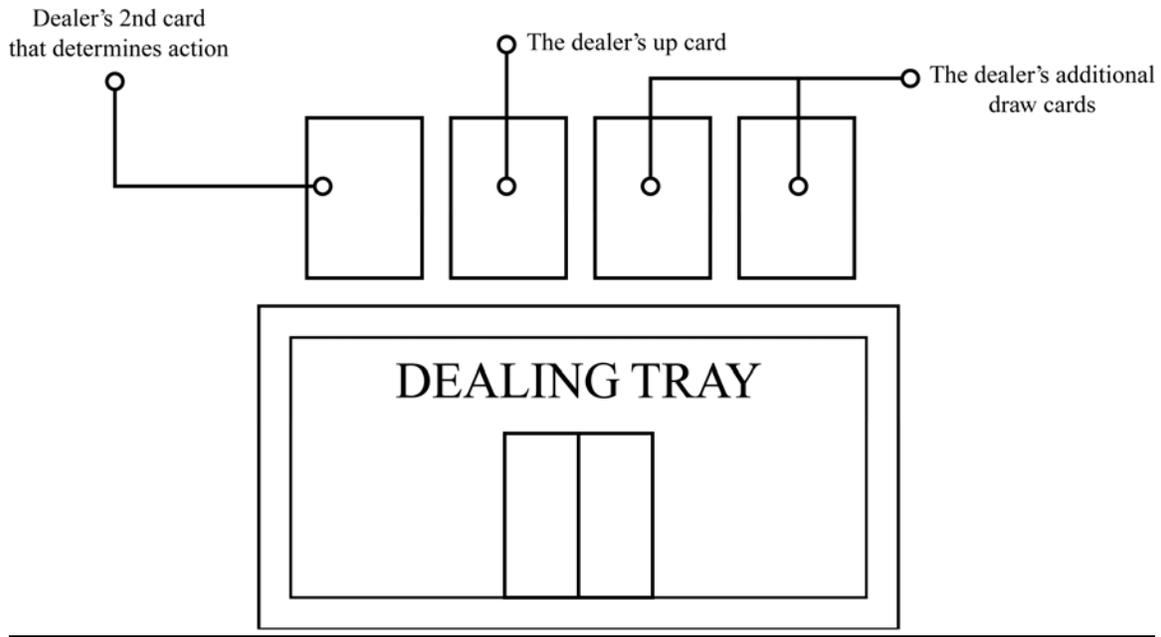
first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the “action button” is placed.
11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer’s hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer’s hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the Player/Dealer’s cards is standard in all games and is depicted below. See **Diagram #2**

**DIAGRAM #1**

**DIAGRAM #2**



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

### CHART 1A PLAYER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 19 or more	Hard 11 or less	All other counts

### CHART 1B PLAYER/DEALER OPTIONS

**Must Stand on**

**Must Hit on**

**Have Option on**

**Hard 17 or more**

**Soft 17 or less**

**None**

## **GAME RULES**

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
  - a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
  - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.

4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

## **OPTIONS**

The following options are available for individual casinos to cater to the needs of their customers:

### **Pure 21.5 Blackjack Payoff Options**

**3 to 2 Option** – Pure 21.5 Blackjack pays 3 to 2 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

**7 to 5 Option** – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

**Insurance**- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be

equal to no more than ½ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

**Even Money-** In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to ½ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

**Player/Dealer 888 Option-** If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

**Player/Dealer 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Player/Dealer Same Color 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Player/Dealer Suited 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Suited 777, Suited 678, and Unsuited 777-** Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Same color 777 and same color 678-** Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six,

seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Seven Card Charlies-** Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row-** Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

## LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4<sup>th</sup>1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Bureau of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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# Banker's Casino

## THREE CARD POKER

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

### Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face-down. The player/dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
  - a) Fold the hand and forfeit the Ante; or
  - b) Stay in the game by making a Play bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
  - a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
  - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

# Banker's Casino

## THREE CARD POKER

- c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the ante.
- 1) If the player's hand beats the player/dealer's, the player wins even money.
  - 2) If the player/dealer's hand beats the player's, the player loses.
9. All bets receive action to the extent that the player/dealer wager covers.
10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

### **Bonus Bet:**

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bet must equal the Ante to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. Bonus Bets pay as follows:

<b>Hand</b>	<b>Payoff</b>
Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

# Banker's Casino

## THREE CARD POKER

### Glossary of terms used in the controlled game:

<b>Action Button</b>	A token used to designate where the settling of bets will begin (the action).
<b>Ante</b>	The mandatory wager players make before seeing their hand.
<b>Bonus Bet</b>	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
<b>Fold</b>	The player option to surrender his/her ante, rather than continue the game.
<b>Play Bet</b>	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
<b>Play Wager</b>	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
<b>Player/Dealer</b>	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
<b>Qualifier</b>	A specific set of card(s) that a player and/or the Player/dealer must have to play.
<b>Seated-positions</b>	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

# Banker's Casino

## THREE CARD POKER

### Table Limits & *Collection Fees*

Table Limit	Player Wager	Player Collection (taken per spot)	Total Action on Table	P/D Collection (taken per hand)
\$2 - \$20	\$2 - \$4	\$0.25	\$2 - \$50	\$1.00
	\$5 - \$50	\$0.50	\$51+	\$1.50

# Pure 21.5 Blackjack Collections

## Pure 21.5 Blackjack \$2 Minimum - \$150 Maximum

Six Circles per Seat	Player/Banker	Player
\$2 - \$25 per circle	\$0.50	\$.25 per Circle

## Pure 21.5 Blackjack \$5 Minimum - \$300 Maximum

Six Circles per Seat	Player/Banker	Player
\$5 - \$50 per circle	\$1	\$.50 per Circle

## \$10 Minimum - \$600 Maximum

Six Circles per Seat	Player/Banker	Player
\$100 or less in action	\$1	\$1 per Circle
Over \$100 in action	\$2	
\$10 - \$100 per circle		

## \$20 Minimum - \$1,200 Maximum

Six Circles per Seat	Player/Banker	Player
\$200 or less in action	\$1	\$1 per Circle
Over \$200 in action	\$2	
\$20 - \$200 per circle		

### \*Option for Pure 21.5 if only Player/Dealer pays collection

#### \$5 Min to \$500 Max

From To

\$0.50	\$5	\$50
\$1	\$51	\$100
\$2	\$101	\$300
\$3	\$301	\$500
\$5	\$501	or More

#### \$10 Min to \$1,000 Max

From To

\$1	\$10	\$100
\$2	\$101	\$300
\$4	\$301	\$700
\$7	\$701	\$1,500
\$10	\$1,501	or More

**\$25 Min to \$1,000 Max**

**From To**

\$1	\$25	\$100
\$3	\$101	\$500
\$5	\$501	\$1,000
\$10	\$1,001	\$2,000
\$12	\$2,001	or More

**\$100 Min \$1,000 Max**

**From To**

\$2	\$100	\$500
\$5	\$501	\$1,000
\$10	\$1,001	\$2,000
\$15	\$2,001	\$4,000
\$20	\$4,001	or More

**\$500 Min to \$2,000 Max**

**From To**

\$5	\$500	\$2,000
\$10	\$2,001	\$5,000
\$20	\$5,001	\$10,000
\$40	\$10,001	or More

# Pai Gow Poker

<b>Pai Gow Poker</b> \$10 Minimum - \$1,000 Maximum		
	Player/Banker	Player
\$200 or less in action	\$1	
Over \$200 in action \$10 ~ \$1,000	\$2	\$1

<b>Pai Gow Poker</b> \$100 Minimum - \$3,000 Maximum		
	Player/Banker	Player
\$1,000 or less in action	\$3	
Over \$1,000 in action \$100 ~ \$3,000	\$5	\$2

# *Buster Blackjack*



US Patent 6,845,981

**"WE CREATE GAMES TO ENTERTAIN"**



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## **Rules of Play**

**Buster Blackjack** features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

### **Buster Blackjack Pay Tables**

**(All payouts are "to 1")**

<b>Number of Cards in Dealer's Busted Hand</b>	<b>Table B</b>
3	2
4	2
5	4
6	15
7	50
8 or more	200

## The Benefits of Buster Blackjack

- ❑ **Camaraderie**  
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**  
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **High hit frequency**  
The hit frequency is over 28%. The player will win once every 3.5 hands.
- ❑ **Easy to deal**  
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

**Collection Rate Schedules and Fees**

**Texas Hold'em: GEGA-002127, Seven Card Stud: GEGA-002130, Draw Poker (Jacks or Better): GEGA-002132, Lowball: GEGA-003131**

**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee	Modified Fee	Jackpot Fee
1	\$1 - \$2	7 or more	\$3	\$1	\$1
2	\$1 - \$2	5 - 6	\$2	\$1	\$1
3	\$1 - \$2	2 - 4	\$1	\$1	\$1
4	\$2 - \$4	7 or more	\$3	\$1	\$1
5	\$2 - \$4	5 - 6	\$2	\$1	\$1
6	\$2 - \$4	2 - 4	\$1	\$1	\$1
7	\$3 - \$6	7 or more	\$3	\$1	\$1
8	\$3 - \$6	5 - 6	\$2	\$1	\$1
9	\$3 - \$6	2 - 4	\$1	\$1	\$1
10	\$4 - \$8	7 or more	\$3	\$1	\$1
11	\$4 - \$8	5 - 6	\$2	\$1	\$1
12	\$4 - \$8	2 - 4	\$1	\$1	\$1
13	\$5 - \$10	7 or more	\$3	\$1	\$1
14	\$5 - \$10	5 - 6	\$2	\$1	\$1
15	\$5 - \$10	2 - 4	\$1	\$1	\$1
16	\$6 - \$12	7 or more	\$3	\$1	\$1
17	\$6 - \$12	5 - 6	\$2	\$1	\$1
18	\$6 - \$12	2 - 4	\$1	\$1	\$1
19	\$8 - \$16	7 or more	\$4	\$1	\$1
20	\$8 - \$16	5 - 6	\$3	\$1	\$1
21	\$8 - \$16	2 - 4	\$1	\$1	\$1
22	\$9 - \$18	7 or more	\$4	\$1	\$1
23	\$9 - \$18	5 - 6	\$3	\$1	\$1
24	\$9 - \$18	2 - 4	\$1	\$1	\$1
25	\$10 - \$20	7 or more	\$4	\$1	\$1
26	\$10 - \$20	5 - 6	\$3	\$1	\$1
27	\$10 - \$20	2 - 4	\$1	\$1	\$1
28	\$12 - \$24	7 or more	\$4	\$1	\$1
29	\$12 - \$24	5 - 6	\$3	\$1	\$1
30	\$12 - \$24	2 - 4	\$1	\$1	\$1
31	\$15 - \$30	7 or more	\$4	\$1	\$1
32	\$15 - \$30	5 - 6	\$3	\$1	\$1
33	\$15 - \$30	2 - 4	\$1	\$1	\$1
34	\$20 - \$40	7 or more	\$4	\$1	\$1
35	\$20 - \$40	5 - 6	\$3	\$1	\$1
36	\$20 - \$40	2 - 4	\$1	\$1	\$1
37	\$30 - \$60	7 or more	\$4	\$1	\$1
38	\$30 - \$60	5 - 6	\$3	\$1	\$1
39	\$30 - \$60	2 - 4	\$1	\$1	\$1

40	\$40 – \$80	7 or more	\$4	\$1	\$1
41	\$40 – \$80	5 – 6	\$3	\$1	\$1
42	\$40 – \$80	2 – 4	\$1	\$1	\$1
43	\$50 – \$100	7 or more	\$4	\$1	\$1
44	\$50 – \$100	5 – 6	\$3	\$1	\$1
45	\$50 – \$100	2 – 4	\$1	\$1	\$1
46	\$60 – \$120	7 or more	\$4	\$1	\$1
47	\$60 – \$120	5 – 6	\$3	\$1	\$1
48	\$60 – \$120	2 – 4	\$1	\$1	\$1
49	\$75 – \$150	7 or more	\$4	\$1	\$1
50	\$75 – \$150	5 – 6	\$3	\$1	\$1
51	\$75 – \$150	2 – 4	\$1	\$1	\$1
52	\$80 – \$160	7 or more	\$4	\$1	\$1
53	\$80 – \$160	5 – 6	\$3	\$1	\$1
54	\$80 – \$160	2 – 4	\$1	\$1	\$1
55	\$100 – \$200	7 or more	\$4	\$1	\$1
56	\$100 – \$200	5 – 6	\$3	\$1	\$1
57	\$100 – \$200	2 – 4	\$1	\$1	\$1
58	\$300 – \$600	7 or more	\$4	\$1	\$1
59	\$300 – \$600	5 – 6	\$3	\$1	\$1
60	\$300 – \$600	2 – 4	\$1	\$1	\$1
61	\$400 – \$800	7 or more	\$4	\$1	\$1
62	\$400 – \$800	5 – 6	\$3	\$1	\$1
63	\$400 – \$800	2 – 4	\$1	\$1	\$1

**Omaha: GEGA-002128 & Omaha High-Low Split: GEGA-002129**  
**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee	Modified Fee	Jackpot Fee
1	\$1 – \$2	7 or more	\$4	\$1	\$1
2	\$1 – \$2	5 – 6	\$3	\$1	\$1
3	\$1 – \$2	4	\$2	\$1	\$1
4	\$1 – \$2	2 – 3	\$1	\$1	\$1
5	\$2 – \$4	7 or more	\$4	\$1	\$1
6	\$2 – \$4	5 – 6	\$3	\$1	\$1
7	\$2 – \$4	4	\$2	\$1	\$1
8	\$2 – \$4	2 – 3	\$1	\$1	\$1
9	\$3 – \$6	7 or more	\$4	\$1	\$1
10	\$3 – \$6	5 – 6	\$3	\$1	\$1
11	\$3 – \$6	4	\$2	\$1	\$1
12	\$3 – \$6	2 – 3	\$1	\$1	\$1
13	\$4 – \$8	7 or more	\$4	\$1	\$1
14	\$4 – \$8	5 – 6	\$3	\$1	\$1
15	\$4 – \$8	4	\$2	\$1	\$1
16	\$4 – \$8	2 – 3	\$1	\$1	\$1

17	\$6 – \$12	7 or more	\$4	\$1	\$1
18	\$6 – \$12	5 – 6	\$3	\$1	\$1
19	\$6 – \$12	4	\$2	\$1	\$1
20	\$6 – \$12	2 – 3	\$1	\$1	\$1
21	\$8 – \$16	7 or more	\$4	\$1	\$1
22	\$8 – \$16	5 – 6	\$3	\$1	\$1
23	\$8 – \$16	4	\$2	\$1	\$1
24	\$8 – \$16	2 – 3	\$1	\$1	\$1
25	\$9 – \$18	7 or more	\$4	\$1	\$1
26	\$9 – \$18	5 – 6	\$3	\$1	\$1
27	\$9 – \$18	4	\$2	\$1	\$1
28	\$9 – \$18	2 – 3	\$1	\$1	\$1
29	\$10 – \$20	7 or more	\$4	\$1	\$1
30	\$10 – \$20	5 – 6	\$3	\$1	\$1
31	\$10 – \$20	4	\$2	\$1	\$1
32	\$10 – \$20	2 – 3	\$1	\$1	\$1
33	\$12 – \$24	7 or more	\$4	\$1	\$1
34	\$12 – \$24	5 – 6	\$3	\$1	\$1
35	\$12 – \$24	4	\$2	\$1	\$1
36	\$12 – \$24	2 – 3	\$1	\$1	\$1
37	\$15 – \$30	7 or more	\$4	\$1	\$1
38	\$15 – \$30	5 – 6	\$3	\$1	\$1
39	\$15 – \$30	4	\$2	\$1	\$1
40	\$15 – \$30	2 – 3	\$1	\$1	\$1
41	\$20 – \$40	7 or more	\$4	\$1	\$1
42	\$20 – \$40	5 – 6	\$3	\$1	\$1
43	\$20 – \$40	4	\$2	\$1	\$1
44	\$20 – \$40	2 – 3	\$1	\$1	\$1
45	\$30 – \$60	7 or more	\$4	\$1	\$1
46	\$30 – \$60	5 – 6	\$3	\$1	\$1
47	\$30 – \$60	4	\$2	\$1	\$1
48	\$30 – \$60	2 – 3	\$1	\$1	\$1
49	\$40 – \$80	7 or more	\$4	\$1	\$1
50	\$40 – \$80	5 – 6	\$3	\$1	\$1
51	\$40 – \$80	4	\$2	\$1	\$1
52	\$40 – \$80	2 – 3	\$1	\$1	\$1
53	\$50 – \$100	7 or more	\$4	\$1	\$1
54	\$50 – \$100	5 – 6	\$3	\$1	\$1
55	\$50 – \$100	4	\$2	\$1	\$1
56	\$50 – \$100	2 – 3	\$1	\$1	\$1

**Texas Hold'em: GEGA-002127, Draw Poker (Jacks or Better): GEGA-002132,  
 Lowball: GEGA-003131, Omaha: GEGA-002128  
 Pot Limit & No-Limit Games**

Schedule Option	Blinds (Small/Big)	Number of Players	Player Fee	Modified Fee	Jackpot Fee
1	\$.50 – \$1	7 or more	\$3	\$1	\$1
2	\$.50 – \$1	5 – 6	\$2	\$1	\$1
3	\$.50 – \$1	2 – 4	\$1	\$1	\$1
4	\$1 – \$1	7 or more	\$3	\$1	\$1
5	\$1 – \$1	5 – 6	\$2	\$1	\$1
6	\$1 – \$1	2 – 4	\$1	\$1	\$1
7	\$1 – \$2	7 or more	\$4	\$1	\$1
8	\$1 – \$2	6	\$3	\$1	\$1
9	\$1 – \$2	5	\$2	\$1	\$1
10	\$1 – \$2	2 – 4	\$1	\$1	\$1
11	\$1 – \$3	7 or more	\$4	\$1	\$1
12	\$1 – \$3	6	\$3	\$1	\$1
13	\$1 – \$3	5	\$2	\$1	\$1
14	\$1 – \$3	2 – 4	\$1	\$1	\$1
15	\$2 – \$3	7 or more	\$4	\$1	\$1
16	\$2 – \$3	6	\$3	\$1	\$1
17	\$2 – \$3	5	\$2	\$1	\$1
18	\$2 – \$3	2 – 4	\$1	\$1	\$1
19	\$2 – \$4	7 or more	\$4	\$1	\$1
20	\$2 – \$4	6	\$3	\$1	\$1
21	\$2 – \$4	5	\$2	\$1	\$1
22	\$2 – \$4	2 – 4	\$1	\$1	\$1
23	\$2 – \$5	7 or more	\$4	\$1	\$1
24	\$2 – \$5	6	\$3	\$1	\$1
25	\$2 – \$5	5	\$2	\$1	\$1
26	\$2 – \$5	2 – 4	\$1	\$1	\$1
27	\$3 – \$5	7 or more	\$4	\$1	\$1
28	\$3 – \$5	6	\$3	\$1	\$1
29	\$3 – \$5	5	\$2	\$1	\$1
30	\$3 – \$5	2 – 4	\$1	\$1	\$1
31	\$5 – \$5	7 or more	\$4	\$1	\$1
32	\$5 – \$5	6	\$3	\$1	\$1
33	\$5 – \$5	5	\$2	\$1	\$1
34	\$5 – \$5	2 – 4	\$1	\$1	\$1
35	\$5 – \$10	7 or more	\$4	\$1	\$1
36	\$5 – \$10	6	\$3	\$1	\$1
37	\$5 – \$10	5	\$2	\$1	\$1
38	\$5 – \$10	2 – 4	\$1	\$1	\$1
39	\$5 – \$15	7 or more	\$4	\$1	\$1
40	\$5 – \$15	6	\$3	\$1	\$1

41	\$5 – \$15	5	\$2	\$1	\$1
42	\$5 – \$15	2 – 4	\$1	\$1	\$1
43	\$10 – \$15	7 or more	\$4	\$1	\$1
44	\$10 – \$15	6	\$3	\$1	\$1
45	\$10 – \$15	5	\$2	\$1	\$1
46	\$10 – \$15	2 – 4	\$1	\$1	\$1
47	\$10 – \$20	7 or more	\$4	\$1	\$1
48	\$10 – \$20	6	\$3	\$1	\$1
49	\$10 – \$20	5	\$2	\$1	\$1
50	\$10 – \$20	2 – 4	\$1	\$1	\$1
51	\$10 – \$25	7 or more	\$4	\$1	\$1
52	\$10 – \$25	6	\$3	\$1	\$1
53	\$10 – \$25	5	\$2	\$1	\$1
54	\$10 – \$25	2 – 4	\$1	\$1	\$1
55	\$25 – \$50	7 or more	\$4	\$1	\$1
56	\$25 – \$50	6	\$3	\$1	\$1
57	\$25 – \$50	5	\$2	\$1	\$1
58	\$25 – \$50	2 – 4	\$1	\$1	\$1
59	\$50 – \$100	7 or more	\$4	\$1	\$1
60	\$50 – \$100	6	\$3	\$1	\$1
61	\$50 – \$100	5	\$2	\$1	\$1
62	\$50 – \$100	2 – 4	\$1	\$1	\$1
63	\$75 – \$150	7 or more	\$4	\$1	\$1
64	\$75 – \$150	6	\$3	\$1	\$1
65	\$75 – \$150	5	\$2	\$1	\$1
66	\$75 – \$150	2 – 4	\$1	\$1	\$1
67	\$100 – \$200	7 or more	\$4	\$1	\$1
68	\$100 – \$200	6	\$3	\$1	\$1
69	\$100 – \$200	5	\$2	\$1	\$1
70	\$100 – \$200	2 – 4	\$1	\$1	\$1

**Mexican Poker (Salinas Version): GEGA-002462**  
**No-Limit Game**

Schedule Option	Minimum Buy-In	Maximum Buy-In	Player Fee	Jackpot Fee
1	\$40	\$100	\$5	N/A

**Collection Procedures**

**Poker Games**

The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

- **Texas Hold'em (GEGA-002127), Seven Card Stud (GEGA-002130), Draw Poker (Jacks or Better) (GEGA-002132), and Lowball (GEGA-003131)** – for schedule options 1 through 63, the collection fee shall be collected from the pot

during any round of betting after the flop but before the completion of the hand in which the pot is awarded. However, if a round of play does not make it to the flop, only the “Modified Fee” shall be collected from the pot. The appropriate fees are dependent on the number of players seated and playing during that round of play. Furthermore, a jackpot collection fee shall be taken from the pot and dropped into a separate drop box for the jackpot (GEGA-002139).

- **Omaha (GEGA-002128) and Omaha High-Low Split (GEGA-002129)** – for **schedule options 1 through 56**, the collection fee shall be collected from the pot during any round of betting after the flop but before the completion of the hand in which the pot is awarded. However, if a round of play does not make it to the flop, only the “Modified Fee” shall be collected from the pot. The appropriate fees are dependent on the number of players seated and playing during that round of play. Furthermore, a jackpot collection fee shall be taken from the pot and dropped into a separate drop box for the jackpot (GEGA-002139).
- **Texas Hold'em (GEGA-002127), Draw Poker (Jacks or Better) (GEGA-002132), Lowball (GEGA-003131), and Omaha (GEGA-002128)** – for **schedule options 1 through 70**, the collection fee shall be collected from the pot during any round of betting after the flop but before the completion of the hand in which the pot is awarded. However, if a round of play does not make it to the flop, only the “Modified Fee” shall be collected from the pot. The appropriate fees are dependent on the number of players seated and playing during that round of play. Furthermore, a jackpot collection fee shall be taken from the pot and dropped into a separate drop box for the jackpot (GEGA-002139).
- **Mexican Poker (Salinas Version) (GEGA-002462)** – for **schedule option 1**, the collection fee shall be taken from the pot after the first round of betting is complete. If, after the first round of betting, there are not sufficient funds in the pot to satisfy the collection fee, the difference will be collected in subsequent betting rounds so that the total player fee has been collected. However, if after the first round of betting, there are not sufficient funds in the pot to satisfy the player fee, and there are no additional monies added to the pot, the player fee will be considered complete for that round of play. Additionally, there will be no modified collection fee or jackpot fee.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Banker's Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.