

SECTION: 102

BAY♣101 DRAW POKER GAME AND VARIATIONS

House rules applicable to all draw-type poker games.

102.A DRAW POKER (HIGH)

- A.1 Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand.
- A.2 Any player may draw up to five cards.
- A.3 If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- A.4 A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play the hand.
- A.5 You may change the number of cards you want to draw providing:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No players have acted on their hands based on the number of cards you have requested.
- A.6 All cards dealt off the table are treated as exposed cards.
- A.7 One of the following fee collection methods will be used in each Draw Poker game. The method and amount of fee collection will be posted at each table in play.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.B LOWBALL

General House Rules applicable to all Draw-type Poker Games

- B.1 **Game Description:** In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw. A player may look at two cards and kill the pot (double the big blind).
- B.2 **Rank of hands:** The best lowball hand is 5-4-3-2-A, and a 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.
- B.3 A new player or a missed blind player has two options.
- (a) Wait for the big blind.
 - (b) Kill the pot in any position.

- B.4 Check-raise are not allowed.
- B.5 Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.
- B.6 After the draw, an exposed card(s) cannot be taken. The draw will be completed, and the exposed card(s) will be replaced. All cards dealt off the table are treated as exposed cards.
- B.7 After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you have made.
- B.8 In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players overcall the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.C DEUCE-TO-SEVEN-LOWBALL

General House Rules applicable to all Draw-type Poker Games

Game Description: A game, also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only; therefore, the best hand is 7-5-4-3-2.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.D STUD POKER

House Rules applicable to 7-Card and Asian Stud games.

- D.1 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- D.2 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. ***Forced Opener:*** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- D.3 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- D.4 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- D.5 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- D.6 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- D.7 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- D.8 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- D.9 One of the following fee collection methods will be used in all Stud type Poker games:

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.E 7-CARD STUD

General House Rules applicable to 7-Card Stud and Asian Games

- E.1 **Game Description:** 7-Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The best 5-card poker hand wins the pot. There is no Joker in this game. Most 7-Card Stud games at Bay♣101 have structured betting. In a structured game, such as \$3 & \$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. In all 7-Card Stud games, a bet and three raises are allowed, except when the hand is between only two players (Heads-up). Spread limit games may be offered.
- E.2 The Ranking of Hands is the same as in Draw Poker, except there is no Joker.

- E.3 **Rank of Hands:** These are the general categories of hands in descending order of strength:

RANK OF HANDS:

(a) Royal Flush	(f) Straight
(b) Straight Flush	(g) Three of a Kind
(c) Four of a Kind	(h) Two Pair
(d) Full House	(i) One Pair
(e) Flush	(j) High Card

- E.4 In order to play all-in at the start of a hand, a player must have at least the ante.
- E.5 If a player's first or second hole card is accidentally turned up, the third card is dealt down. In the case of an exposed hole card, the hand cannot be forced low.
- E.6 If a house dealer burns two cards or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
- E.7 If any player receives the last card face up, all other players will receive the last card face down. The player(s) whose down card was exposed have two options: (a) declaring himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or (b) may, at that player's option, continue to be active in any further action in the pot on the final round. The player who was high on 6th Street will initiate the action.
- E.8 On all structured limit games, i.e., \$3 & \$6, etc., if a player makes an open pair on the fourth card, that player has the option of betting either \$3 or \$6. If he bets \$3, the next player(s) may raise in increments of \$3 or \$6. If a \$6 bet or raise is made, the next raise must be in increments of \$6. (Example: Player "A" bets \$3, player "B" raises to \$9, player "C" has the option of calling the \$9 bet or raising to \$15. He may not make it \$12). If that player checks, all other players, in turn, have the option to bet \$3 or \$6.

- E.9 If there are not enough cards left in the deck for each player, the house dealer is to deal all the cards except the last card. The house dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the house dealer will not burn so that each player may receive a fresh card. If the house dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The house dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6th Street will initiate the action.
- E.10 A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.
- E.11 A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed river card.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.F 7-CARD STUD HIGH-LOW SPLIT (8 or BETTER)

General House Rules applicable to 7-Card Stud and Asian Games

- F.1 **Game Description:** This is another variation of 7-Card Stud where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" for "High-Low Split, 8 or Better ." If there is a qualifier, the betting rules are like 7-Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on 3rd street and 4th Street and the upper limit thereafter, with an open pair not affecting the limits. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- F.2 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- F.3 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked, Spades (highest), Hearts, Diamonds, Clubs. ***Forced Opener:*** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high hand card for this purpose.
- F.4 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.

- F.5 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- F.6 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- F.7 If a dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- F.8 Players, who call when they are beaten by their opponent's up cards, are not entitled to a refund.
- F.9 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- F.10 **Rank of Hands:** These are the general categories of hands in descending order of strength.

F.11 **RANK OF HIGH HANDS:**

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

F.12 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

- F.13 One of the following fee collection methods will be used in all Stud type Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

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Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.G RAZZ (7-CARD LOW)

General House Rules applicable to all 7-Card Stud and Asian Stud Games

G.1 Game Description: The rules for 7-Card Razz are exactly the same as 7-Card Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high card has the forced opening and the low hand is first to act thereafter.

G.2 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

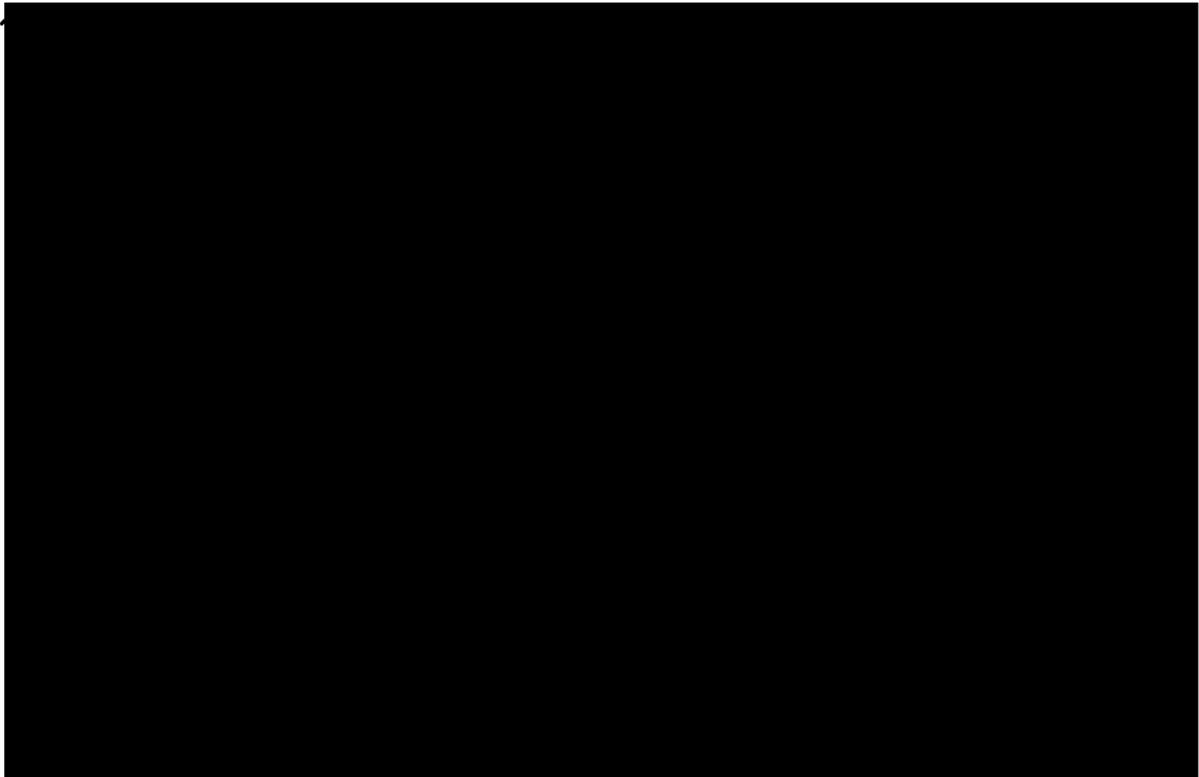
G.3 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.

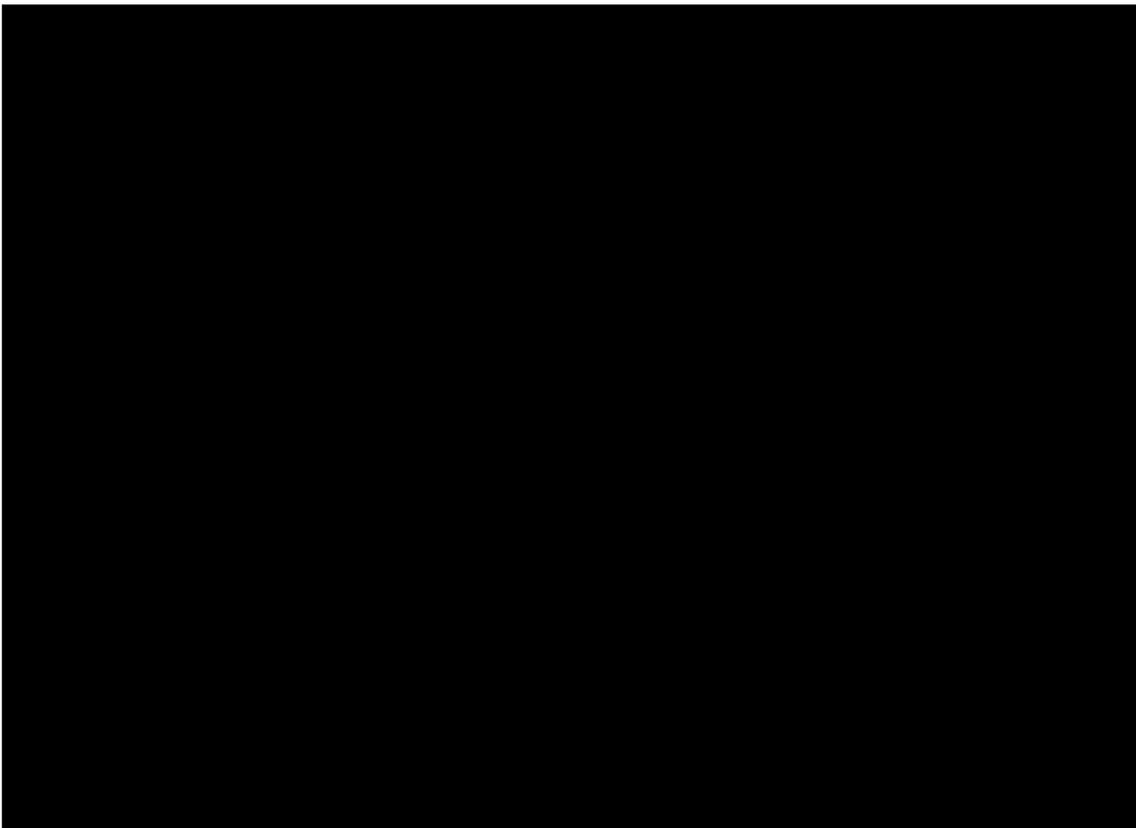
- G.4 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The high card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- G.5 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- G.6 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- G.7 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- G.8 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- G.9 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- G.10 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- G.11 One of the following fee collection methods will be used in all Stud type Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.





102.1 TEXAS HOLD'EM

General House Rules applicable to Hold'em Poker Games and Variations

- I.1 **Game Description:** Hold'em (also known as Texas Hold'em). Each player gets two hole cards. Five community cards are then turned up on the table. Hold'em has structured betting. Spread limit or no-limit games may be offered.

- I.2 Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- 1.3 In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- 1.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- 1.5 Hold'em may be played High-Low split, with an eight or better qualifier for low.
- 1.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- 1.7 A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- 1.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live. Players may also fulfill their missed blind(s) obligation by straddling the big blind in position only.
- 1.9 The dealer button always moves forward, and the blinds are adjusted accordingly.

- I.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- I.11 Players who have not taken the big blind may move away from the blind and have two options.
 - a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- I.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- I.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- I.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- I.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- I.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- I.17 A card dealt off the table is treated as an exposed card.
- I.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.
- I.19 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting

list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.J HOLD'EM HIGH-LOW SPLIT – 8 OR BETTER

General House Rules applicable to Hold'em Poker Game and Variations

- J.1 **Game Description:** Hold'em High-Low Split (8 or Better). Each player gets two hold cards. Five community cards are then turned up on the table. Hold'em has a structured betting. Spread limit or no-limit games may be offered.

- J.2 **Game Description:** This is another variation of Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Hold'em. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- J.3 Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- J.4 As in Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- J.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- J.6 A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.

- J.7 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- J.8 The dealer button always moves forward, and the blinds are adjusted accordingly.
- J.9 In all games, the smallest increment chip used in the blind plays in all-in situations.
- J.10 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- J.11 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- J.12 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- J.13 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- J.14 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- J.15 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- J.16 A card dealt off the table is treated as an exposed card.
- J.17 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

J.18 **Rank of Hands:** These are the general categories of hands in descending order of strength:

J.19 **RANK OF HIGH HANDS:**

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

J.20 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

J.21 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.K OMAHA HIGH

General House Rules applicable to Hold'em Poker Game and Variations

K.1 Game Description: Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

K.2 Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

K.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

K.4 The Ranking of Hands is the same as in High Draw Poker, except there is no

K.5 RANK OF HIGH HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |

(d) Full House
(e) Flush

(l) One Pair
(j) High Card

- K.6 All General House and Hold'em rules apply to Omaha games.
- K.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.L **OMAHA HIGH-LOW SPLIT (8 or BETTER)**

General House Rules applicable to Hold'em Poker and Variations

L.1 **Game Description:** Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

L.2 The hole cards and the board cards are interchangeable for High and Low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

L.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

The Ranking of Hands is the same as in High or Low Draw Poker, except there is no Joker.

L.4 **RANK OF HIGH HANDS:**

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

L.5 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

L.6 All General House and Hold'em rules apply to Omaha games.

L.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.M PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- M.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- M.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- M.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- M.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- M.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- M.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|---------------------------|----------------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- M.7 A new player entering any Pineapple game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- M.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- M.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- M.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- M.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- M.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- M.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- M.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- M.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.

- M.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- M.17 A card dealt off the table is treated as an exposed card.
- M.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.N PINEAPPLE HOLD'EM (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- N.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- N.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- N.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- N.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- N.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- N.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- N.7 A new player entering any Pineapple game has three options:
- c. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- N.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- N.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- N.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- N.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- N.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- N.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- N.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.

- N.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- N.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- N.17 A card dealt off the table is treated as an exposed card.
- N.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.0 PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable to Hold'em Game and Variations

- O.1 **Game Description:** Pineapple High-Low Split - 8 or Better is another variation of Pineapple Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- O.2 Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- O.3 Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- O.4 In Pineapple High-Low Split, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.

O.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.

O.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:

O.7 **RANK OF HIGH HANDS:**

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

O.8 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.

O.9 One of the following fee collection methods will be used in each Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.P CRAZY PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- P.1 **Game Description:** Crazy Pineapple (also known as Crazy Pineapple Hold'em). Each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- P.2 Crazy Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- P.3 In Crazy Pineapple, a player receives three down cards as his initial hand, after the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- P.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- P.5 Crazy Pineapple may be played High-Low split, with an eight or better qualifier for low.
- P.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- P.7 A new player entering any Crazy Pineapple game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- P.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- P.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- P.10 In all games, the smallest increment chip used in the blind plays in all-in situations.

- P.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- P.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- P.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- P.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- P.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- P.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- P.17 A card dealt off the table is treated as an exposed card.
- P.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.Q CRAZY PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- Q.1 **Game Description:** Crazy Pineapple High-Low Split - 8 or Better is another variation of Texas Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Crazy Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- Q.2 Crazy Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Crazy Pineapple has structured betting. Spread limit games may be offered.

- Q.3 Crazy Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- Q.4 In Crazy Pineapple High-Low Split , a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards (after the first three community cards are turned up). There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- Q.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- Q.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:
- Q.7 **RANK OF HIGH HANDS:**
- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |
- Q.8 **RANK OF LOW HANDS:**
- The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.
- Q.9 One of the following fee collection methods will be used in each Crazy Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.R PANGUINGUE

- R.1 **PANGUINGUE** (pan-ginn'-gay), popularly known as "PAN," has been played in California since the early 1900's.
- R.2 **The Object of the Game** is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below.
- R.3 **Number of Players:** At Bay♣101 two to eight players may play.

- R.4 **The Deck:** Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades is deleted from the deck for 310 cards).
- R.5 **Cards in each suit rank as follows:** King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.
- R.6 **The Deal:** The house dealer will shuffle and cut the cards throughout the play. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The house dealer will start with:
- a. The player who is dealt the lowest card face up at the beginning of a new game.
 - b. The winner of the last hand.
 - c. The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
- R.7 **The Draw:** Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand. He must draw from the deck rather than use the last discard.
- R.8 The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
- R.9 Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
- R.10 A drawn card is discarded when it is released toward the house dealer.
- R.11 Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
- R.12 A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.
- R.13 If the rotation of the draw becomes confused, the house dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the house dealer will follow these guidelines:

- a. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there.
 - b. Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid.
 - c. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.
- R.14 **The Play:** Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
- R.15 After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
- R.16 **Set:** Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non comoquers.
- R.17 **Sequence:** Any three cards in sequence of the same suit, as Heart Q, J, 7.
- R.18 **Forcing Cards:** If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
- R.19 A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
- R.20 A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
- R.21 Any player in action may choose to end the hand for lower pay by forcing the out card.
- R.22 **Foul Hands:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.

- R.23 **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the house dealer will deal the player an additional card. If the player has eleven cards, the house dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
- R.24 If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
- R.25 **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player, plus he also collects for valid pay condition.
- R.26 When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.
- R.27 **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes" and sets).
- R.28 **Conditions:** Certain melds are called conditions. On melding conditions, the player immediately collects chips from every other player, as follows: All threes, fives, and sevens are Valle (pronounced valley) cards, that is "cards of value." Cards of other rank are no-valle.

The conditions are:

- a. Any set of Valle cards, not in same suit, 1 chip.
- b. Any set of Valle cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
- c. Any set of non Valle cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
- d. Any sequence of A, 2, 3 in the same suit, 2 chips in Spades, 1 chip in any other suit.
- e. Any sequence of K, Q, J in the same suit, 2 chips in Spades, 1 chip in any other suit.

R.29 **Increasing:** A player may add one or more cards to any of his melds, provided that the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three Valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, 1 chip in any other suit. Example: The player has melded four 4's one of each suit; by adding two more 4's of the same suit he makes two valid melds, one of them a condition.

R.30 **Borrowing:** A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from club 7, 6, 5, 4, he may borrow either the 7 or 4, but not the six or five.

R.31 **Pays :** All Pays (sometimes known as collections, not to be confused with fee collection) must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.

R.32 The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.

R.33 A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.

R.34 On the outs, a player having to collect and then cut off a collection **must be specific in his statement or action**. Simply stating "out on a good one" is not sufficient.

R.35 A player may ask the house dealer for help in calculating the value of a collection or of the outs.

R.36 No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

- R.37 **Dealer Enforcement:** Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the house dealer's attention. Players must protect their hands and enforce their rights according to the rules.
- R.38 The house dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
- R.39 The house dealer will intervene when unearned pay is requested.
- R.40 The house dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
- R.41 The house dealer will foul a player's hand at the request of another player in action when justified by the rules.
- R.42 **General:** The minimum buy-in is twenty (20) chips of equal value for the condition of the game.
- R.43 Playing for Tops is allowed in time collection games only. Before play starts, each player beginning with the previous "winning" hand declares whether he will stay in the play or retire. If he retires, he discarded his hand and forfeits his ante, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.
- R.44 A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
- R.45 On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
- R.46 Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
- R.47 The Floor person's decision is final in all disputes and in the interpretation of all rules.
- R.48 One of the following fee collection methods will be used in each Pan game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

SECTION: 103

BAY♣101 GENERAL HOUSE RULES OF CALIFORNIA GAMES

House rules applicable to all California (player/dealer) style games

1. Each player has the option of being the player/dealer for two consecutive hands on any betting position wagered on the previous hand. All players play their hands against the player/dealer's hand only.
2. A Bay♣101 employee on duty never makes a determination regarding play of a customer's player/dealer's hand, other than their own hand.
3. Each table and each betting circle has a spread limit defining the minimum and maximum amount that may be wagered in each betting spot. Players must wager at least the table minimum. Any amount wagered over the maximum will receive no action. Less than minimum bets will receive action, but cannot be allowed to continue.
4. The active player/dealer may designate any person to shake the dice except a Bay♣101 employee on duty.
5. There is no maximum on player/dealer wagers.
6. All cash will be changed to chips. All bets will be paid in chips.
7. All action goes clockwise, except in Pai Gow (tiles), starting with the action button.
8. The player who controls the seat is the active player for that position.
9. The active player in control of a seat has the option of allowing back-line play on a position upon which he is wagering. Bets may only be placed in the spots provided on the table layout.
10. The seated player may not prohibit any player from wagering on a position if he himself is not wagering on it. Once a player has wagered on this position, that player is allowed to wager or back-line if a spot is open.
11. Back-line players may participate in the play of the hand. If the active player and back-line player(s) disagree over the play of the hand, the player with the largest wager that will receive action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.

12. When the back-line player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house dealer to stop the action before the active player acts.
13. In the player/dealer position, the player with the largest wager in action makes the final decision when there is a disagreement on the play of the hand.
14. Once the house dealer has released the dice and announced "no more bets," players may not change their wagers. Penalty: Possible forfeiture of wager to the extent that money covers. A player may be barred from play and subject to prosecution.
15. Each player must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets are not acceptable.
16. Active players are entitled to ask the house dealer the amount of the player/dealer's wager, to the extent that it affects the play of their hands.
17. If there was no collection in the previous hand, no one may be the player/dealer on that spot.
18. A player may see all hands on which he has wagered, but may set only the first hand he looks at. All other hands must be set or played "house-way".
19. "Kum-Kum" bets will be paid off and/or collected as one bet.
20. Players who choose to bet Kum-Kum must each wager at least the minimum bet permitted at that table.
21. Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
22. A player removing a winning wager from the betting circles may be paid the minimum bet (to the extent money covers), if the correct amount of the wager cannot be determined.
23. A player removing a losing wager from the betting circles may be barred and/or subject to prosecution.
24. Any attempts to switch, pass, or hold out cards will cause that hand to be fouled and forfeiture of that wager to the extent money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.

25. No side bets are allowed.
26. A player may not surrender his hand, except in games where the rules allow for surrender; i.e.; No Bust 21st Century Blackjack.
27. All players are forbidden to show or discuss their hands with any other players not involved in that hand.
28. The player/dealer's hand will not be exposed until all hands have been set.
29. Any player having the wrong number of cards may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers
30. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
31. House fee collections will be determined prior to the play of the hand. The method of collection can be found in the rules of each game type.
32. Certain types of paraphernalia are not allowed on the playing surface of the table; i.e. radios, cell phones, beverage containers, tape and CD players, wallets, purses, reading materials, and similar items. Chip racks containing chips are permitted on the surface of the table.
33. Cell phone calls may not be made or taken while on the gaming floor or at a table. Players must excuse themselves from the game and move off the gaming floor to make or receive cell phone calls
34. Players are responsible for protecting their own hands and wagers at all times. Cards and tiles may not be removed past the edge of the table and must be kept in plain view at all times.
35. California Games are multi-ethnic and various languages are permitted and spoken at the tables. In case of questions or disputes, house rulings will always be given in English. House rulings may also be given in another relevant language if, in the Bay♣101's opinion, it will assist the understanding of the ruling.
36. The general house rules for California Games apply to all California (player/dealer) style games unless a rule for specific game states otherwise, in which case the specific rule applies.

37. By wagering in a California game, players agree that Management has the final decision on who may play and the manner in which play is conducted. Discourteous or rude behavior, abusive language and unruly conduct are not tolerated. To make the games enjoyable and to protect players and employees from unpleasant situations, management supervises the behavior of participants in the games, excludes players as appropriate, interprets game rules, and makes decisions in the best interest of the game.
38. Management and floor persons reserve the right to make decisions in the best interest of the game, even though a technical interpretation of the rules might dictate a contrary decision.
39. Management's decision is final.

104.A CALIFORNIA BLACKJACK

- A.1 **Game Description:** California Blackjack is played with 56 cards: one or more standard 52-card deck(s) plus 4 Cal-Aces. The game is dealt on a poker style table to eight players (positions). The object of the game is to get 22, or as close to 22 as possible, by adding up the value of the cards.
- A.2 **Rank of Hands:** All cards count their face value with the exception of Aces, which can be either one or eleven. Face cards count as ten. You cannot "bust" in California Blackjack. If no one has 22, whoever is closest to 22 wins. The hand closest to 22, but under 22, beats the hand that is over 22. As an example, 21 beats 23 because it is under 22, but 23 beats 20 because it is closer to 22.
- A.3 A Natural consists of any two Aces, 22 points on the first two cards. This hand should be turned up immediately. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.4 During the draw, players must position their hole cards in the "hit" box in order to draw. By positioning their hole cards in the "stand" box, players automatically pass. Players are fully responsible for the correct placement of their hands.
- A.5 If one card is exposed during the deal, it plays. If a player elects to draw, the first draw card will be delivered face down.
- A.6 Cards removed from the table may be declared dead.
- A.7 The contents of each hand must be kept secret.
- A.8 The player/dealer will be dealt one card face up and one card face down.

- A.9 All players will be dealt two cards face down.
- A.10 The player/dealer will be allowed to check the hole card for a Natural when showing an Ace on board. If the player/dealer has a Natural, the hand is concluded, and the player/dealer is paid to the extent that the player's money covers. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.11 Naturals held by players are paid in order to the extent that the player/dealer's money covers.
- A.12 Players may stand on any point total, but may not draw further once reaching or exceeding 22 hard points.
- A.13 Once a player has passed during the draw, the cards may not be handled further.
- A.14 The player/dealer draws last, and must hit 18 or less and soft 25 or more. The player/dealer must stand on all 21's and 22's. Player/dealer option hands are 19, 20, soft 23 and soft 24.
- A.15 Ties are a "push" and have no effect on the settlement of other wagers.
- A.16 A player may not expose, surrender, or concede his hand.
- A.17 At the request of a player, the Floor Supervisor may play a hand according to "House Way" which is as follows:
- a. Stand on 20, 21, 22 and 23.
 - b. Stand on hard 19 when the "House dealer" shows an 8 or 9.
 - c. Hit all other hands.
- A.18 A House Way hand inadvertently set or misplayed is a dead hand. All other hands are in play.
- A.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
 - b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.
- A.20 The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) two cards each. The player/dealer's hand is kept in front of the house dealer.

104.B "NO BUST" 21ST CENTURY BLACKJACK

- B.1 21ST Century Blackjack is dealt from a shoe or shuffle machine containing one to eight decks of standard playing cards consisting of 52 cards plus one Joker per deck.
- B.2 The Players' objective is to form a hand that does not exceed "Natural 22".
- B.3 All Players and the Designated Players cards will be dealt face up.
Exception: Double-down.
- B.4 Each Player will receive two cards on the initial deal. Designated Player receives one.
- B.5 Players have the option to draw additional cards.
- B.6 All cards have face value.
- B.7 All face cards have a value of 10.
- B.8 Aces have a value of 1 or 11.
- B.9 Jokers are wild. A Joker with any card is hard 21. Players may not draw further.
- B.10 The value of each hand is the sum of its cards.
- B.11 All Players hands are compared with the Designated Player hand.

- B.12 A "Natural" hand beats all other hands. A "Natural" consists of:
- a. Two Jokers (pays 2 to 1)
 - b. Two Aces or
 - c. One Ace and one Joker.
- B.13 If a Player's total is more than a "Natural" and the Designated Player's total is a "Natural" or less, the DESIGNATED PLAYER WINS.
- B.14 If a Player's total is a "Natural" or less, and the Designated Player's total is more than a "Natural," the PLAYER WINS.
- B.15 If the Player and the Designated Player's total are above a "Natural":
- a. Designated Player is closer to a "Natural," DESIGNATED PLAYER WINS.
 - b. If a Player is closer to a "Natural," it is a PUSH.
 - c. DESIGNATED PLAYER WINS all ties over a "Natural."
- B.16 If the Player and the Designated Player's total is below a "Natural," the hand closest to a "Natural," wins.
- B.17 If the Player and Designated Player are tied on a "Natural" or less, it is a PUSH.
- B.18 If the Designated Player's first card is a Joker, there is no draw or surrender.
- B.19 All payoffs to the extent that money covers.
- B.20 The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all Players have received their initial two cards, starting from the next clockwise position from the Designated Player, Players may receive additional (hit) up cards. Players may draw as many cards as needed.

RULES for PLAYERS		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft & Hard 20</u>		<u>14</u>
<u>Soft & Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

B.21 DOUBLE-DOWN, SPLIT, and SURRENDER RULES

- a. Players' may double-down only on their first two cards and receive one card face down. Soft hands (Ace) may not be doubled.
- b. Players may split any pair with the exception of Aces or Jokers and receive multiple draw cards.
- c. Players may only split once.
- d. Players may surrender on their first two cards and forfeit half their wager to the extent that money covers.

B.22 DESIGNATED PLAYER and DEAL

- a. The Designated Player position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. The Designated Player position may remain in the same position for two consecutive hands only, the Designated Player position must then move to the next position in a clockwise rotation. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

- b. Designated Player's are never required to cover all opposing Players' wagers. The house never participates as a Player or Designated Player. The house never takes a percentage of the game.
- c. The following chart outlines all rules regarding the Designated Player's hit cards subsequent to all Players receiving hit cards. After all Players have drawn additional cards, the Designated Player will receive their second card, which determines where the action button is to be placed. The Designated Player may also draw as many cards as needed.

RULES for DESIGNATED PLAYER		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

B.23 GAME LIMITS

- \$10 to \$100
- \$20 to \$100
- \$40 to \$100
- \$100
- No Game limit will ever exceed \$100.

B.24 DEALER PROCEDURES

A. Manual Shuffle

1. Pre shuffled decks are brought to the Dealer in a card carrier.
2. Dealer will reshuffle all cards.
3. Designated Player will place a cut card at least ten cards from the top of the deck.
4. Dealer cuts the deck at that spot.
5. The dealer places the cut card approximately one deck (53 cards) from the bottom of the shoe to insure that the shoe does not run out of cards in the middle of a hand.

6. When the cut card appears, the Dealer calls for new cards and completes the hand in progress.

B. Machine Shuffled Shoe (Off Table)

1. Pre shuffled decks are brought to dealer in shoe.
2. Dealer will expose first card in shoe face up on table.
3. Dealer will deal out appropriate number of cards as determined by exposed card face down and will place cards at back of deck(s) in shoe.
4. The dealer places cut card approximately one deck (53 cards) from bottom of shoe to insure that shoe does not run out of cards in middle if a hand.
5. When the cut card appears, Dealer calls for a new shoe and completes the hand in progress.

C. Machine Shuffle (On Table)

1. Cards are delivered to Dealer in card carrier or box by Floorperson.
2. Dealer shall spread the cards on the table and verify the deck(s) are complete and suited.
3. Dealer will place cards in shuffle machine while Floorperson is present and start a machine shuffle.

B.25 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.C DOUBLE-HAND POKER (PAI GOW POKER)

- C.1 **GAME DESCRIPTION:** Double-Hand Poker is played with 53 or 56 cards: a standard 52-card deck and one or four Jokers. The Joker may be used as an Ace, or to complete a straight, a flush or a straight flush. **VARIATION:** Jokers may be wild. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- C.2 The house dealer will deal seven or eight hands (piles). Each hand contains seven or eight cards all dealt face down. The player/dealer selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand. The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games with 53 cards, or 1,9 or 17 in an eight handed game with 56 cards. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) a pile which consists of seven cards each. The player/dealer's hand is kept face down in front of the house dealer.
- C.3 The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.
- C.4 After all players have set their hands, the House Dealer will open the player/dealer's hand. The player/dealer will determine which way the hand will be set.
- C.5 **Rank of Hands**

- | | |
|--------------------|---------------------|
| (a) Five Aces | (g) Straight |
| (b) Royal Flush | (h) Three-of-a-Kind |
| (c) Straight Flush | (I) Two Pair |
| (d) Four of a Kind | (j) One Pair |
| (e) Full House | (k) High Card |
| (f) Flush | |

Note: An Ace may be played high or low for a 5-card straight.

Example: 5-4-3-2-A = Low straight
A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush or straight flush. In Jokers Wild, the Joker may be used as any card.

C.6 Object of the game:

To win the hand, both the front and back hands must rank higher than the player/dealer's hands. If both of the player/dealer's hands rank higher than the player's two hands, the player/dealer wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/dealer wins all copies.

The player/dealer may only receive action on the amount wagered. Once the player/dealer's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

C.7 The player/dealer's hand will not be opened until all hands have been set with the exception of a "House Way" hand. (See rules #8 and #9.)

C.8 A player has a foul hand if:

- a. The two-card front hand ranks higher than the five-card back hand, or
- b. The player does not have exactly two cards in the front hand, or
- c. The player does not have exactly five cards in the back hand.

C.9 A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.

C.10 A misdeal will be declared if:

- a. A Joker or an Ace is boxed or exposed, or
- b. if two or more cards are boxed or exposed, or
- c. the player/dealer's hand does not have the correct number of cards.

- C.11 A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the payoff after the player/dealer's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, they may or may not be allowed to ask for a House Way play. **(See Exhibit # 1 – Double Hand Poker and Exhibit #2 – Pai Gow House Way) located in Section: 103 – California Games.**
- C.12 Any House Way hand improperly set by the house dealer will be reset by Management.
- C.13 The house dealer cannot allow the player/dealer to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- C.14 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- C.15 Any player may request a new set up before the first bank. Only the player/dealer may request a change of deck between the first and second bank.
- C.16 When two identical cards are turned up, the hand will be declared a misdeal.
- C.17 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- C.18 If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.
- C.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.D SUPER PAN 9

- D. 1 **Game Description:** Super Pan 9 is played with eight decks of cards minus the 7's, 8's, 9's and 10's for a total of 288 cards. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- D. 2 The dice cup (containing three dice) will be shaken by the player/dealer to determine which seated player (position) receives the action button. The action button denotes which hand is to be first in play when the play begins. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight.
- D. 3 The house dealer will deal each player three cards, one at a time, starting at the action button. The player/dealer's cards will be placed under the dealer button, and after the deal is complete, the player/dealer's cards will be placed in front of the house dealer and kept face down. Each player may stand on his hand or draw one additional card.
- D. 4 Card Values are: Face Cards = 0
Aces = 1
All Other Cards = Face Value

When adding card values, totals of 10 or 20, equal zero (0).

Example: $6 + 6 + 6 = 8$
 $5 + 5 + 5 + 5 = 0$
 $5 + 5 + 5 + 6 = 1$

- D. 5 **Rank of Hands:** 9-8-7-6-5-4-3-2-1-0
- D. 6 **Object of the game:** To obtain a higher-ranking hand than the player/dealer's. The highest-ranking hand is 9, the lowest-ranking hand is 0. The Banker must stand on 7 or better, hit 3 or less, with 4, 5, or 6 being optional. House Way: stand on 6 or better, hit 5 or less.
- D. 7 The house dealer's hand will not be exposed until all hands have been set.
- D. 8 When the player/dealer's three-card hand totals a three or less, the house dealer will automatically draw a card for the player/dealer.

- D. 9 When the dealer's three-card hand holds a 7-8-9, the hand will automatically stand (play).
- D.10 A boxed card in the shoe is dead and will be replaced by the next card in the shoe. When the house dealer deals a card off the table, the card will be picked up by the Floor Supervisor and it plays.
- D.11 All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the player/dealer has acted on his hand and before the player's hand is read. (Note: an exposed card is defined as one that lands face up on the table).
- D.12 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- D.13 A misdeal will be called if:
- a. It has been determined, after the second card comes out, that cards have gone to the wrong spot.
 - b. The player/dealer has the wrong number of cards.
- D.14 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- D.15 Each player must put his hand down on the proper square before the draw starts. The house dealer will check with each player in turn.
- D.16 If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- D.17 When a player requests assistance on the play of a hand by the house dealer, a "House Way" button will be placed in that position. In turn, the house dealer will play the hand according to Bay♣101 Guidelines:
- a. Draw on five (5) or less.
 - b. Stand on six (6) or more.

After the player/dealer's hand has been opened and set, the "House Way" hand will be opened and checked. Any House Way hand incorrectly played by the house supervisor will be ruled dead and receive no action.

D.18 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.E PAI GOW GENERAL RULES

E.1 BAY♣101 provides house dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the BAY♣101.

E.2 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his/her collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

E.3 Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot or transaction.

E.4 You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

- E.5 Any amount over the maximum table limit will not receive action.
- E.6 There is no maximum on a banker's wager.
- E.7 'Kum-Kum' bets will be paid off and/or collected as one bet.
- E.8 Players who choose to bet 'Kum-Kum' must each wager at least the minimum bet permitted at the table.
- E.9 Players who bet 'Kum-Kum' do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum' bets.
- E.10 All action goes counterclockwise, starting with the action button.
- E.11 All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- E.12 The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- E.13 Back-line bets are allowed. All back-line bets must be placed in designated wagering areas (spots) provided on the table layout, at each player position.
- E.14 A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- E.15 If the active player and back-line player(s) disagree over the play of a hand, the player with the largest wager, in action, makes the final decision. *For example*; if the bankers wager totals 5 chips and the active players wager totals 3 chips, even though the back-line player's wager may total more than 3 chips, the active player will make the final decision, as the maximum action the back-line player can receive, in this example, is for 2 chips.
- E.16 When the back-line player wishes to make a decision on the hand and has the largest wager, in action, the back-line player must verbally declare their intent to the house supervisor to stop the action, before the active player acts.
- E.17 All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- E.18 In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- E.19 The active banker may designate any person to shake the dice, except a BAY♣101 employee on duty.

- E.20 Once the house dealer has released the dice and announced "No more bets," no one may change their wager. *Penalty:* Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- E.21 The bankers' hand will not be opened, until all players hands have been set.
- E.22 All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.
- E.23 Any active player is entitled to ask the house dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.
- E.24 No side bets are allowed.
- E.25 If there was no wager, on a players position, on the previous hand, no one may be the banker on that players position, on the next hand.
- E.26 A player may not surrender their hand.
- E.27 Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. *Penalty:* Any such attempt, may subject the player to being barred and/or criminal prosecution.
- E.28 Any player removing a losing wager may be barred and/or subject to prosecution.
- E.29 Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.
- E.30 Any player having the wrong number of tiles may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers.
- E.31 All players are forbidden to show or discuss their hands with any other player not involved in the play of that hand, before the action is completed.
- E.32 A player may see all hands on which he has wagered, but he may set only the first hand he looks at. All other hands must be set or played "house-style".
- E.33 Once the first players hand (the action hand) has been opened by the house dealer, the banker's hand may not be re-set.

- E.34 A hand that has been misread by the house dealer, will play at true value, if it can be retrieved intact.
- E.35 During the stacking of the tiles, if either a Teen ('12'-*the Heaven tile*), Dey ('2'- *the Earth tile*), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a reshuffle. If two or more tiles are exposed, all the tiles must be reshuffled.
- E.36 During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.
- E.37 During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.
- E.38 Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.
- E.39 When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.
- E.40 The banker's hand is not set until the banker has signified his final decision, in an obvious manner to the house dealer.
- E.41 The house dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The house dealer is allowed to set any hand the 'House Way,' when requested.
- E.42 The banker chooses the style of tile delivery. The house dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker. Only styles of delivery approved by BAY♣101 are acceptable. Only the house dealer may stack, cut or arrange the tiles.
- E.43 If a player makes a claim, protests or disputes an action, or the house dealer makes a mistake, the floor supervisor will always be called.
- E.44 No player is allowed to look at or set more than one hand. If a player needs assistance, they may ask for the 'House way.'

- E.45 English is the primary language for Pai Gow at the BAY♣101, however, since Pai Gow is a multiethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.
- E.46 At no time will unused tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.
- E.47 When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.
- E.48 A player's hand may be ruled dead if they allow any of their tiles to come into contact with another players tiles.
- E.49 At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.
- E.50 If the banker and a player, has an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each has a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher-ranking tile.
- E.51 Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.
- E.52 The floor manager's decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.
- E.53 For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.
- E.54 No player or banker, can win or lose, more chips than they wagered, on a round of play.
- E.55 If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.
- E.56 All tiles must always remain clearly visible to the house dealer, banker and players. All tiles must remain on or above the plane of the table surface, and may not be removed past the edge of the table surface.

- E.57 After all players hands have been set, the house dealer will open the banker's hand. The house dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the banker's responsibility to make and announce the decision on the final setting of the banker's hand.
- E.58 After setting the bankers hand, the house dealer, starting with the action hand, will open and read all players hands. After the house dealer compares a player's hand to the banker's hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved toward the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back toward the player.
- E.59 After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice totals will be read and announced by the house dealer. Beginning with the banker position, as position # 1, 9 & 17, the house dealer will count counterclockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.
- E.60 Before opening the dice cup, the banker must choose an approved and acceptable style of delivery.

104.F PAI GOW (Tiles)

- F.1 **Game Description:** Pai Gow, which translates to mean 'make nine,' is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.
- F.2 **Object of the game:** To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher-ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher-ranking hands will be compared against each other and the lower-ranking hands will be compared against each other.

To Win, both players' hands must rank higher than the bankers two hands.

To Lose, both player's hands must rank lower than the bankers two hands, *and*

To Push, one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

F.3 Rank of Hands:

The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- (a) Gee Joon, (the Supreme pair)
- (b) Matched pairs (identical)
- (c) Unmatched pairs (not identical)
- (d) Wong (a '12' or '2' tile, with any 9)
- (e) Gong (a '12' or '2' tile, with any 8)
- (b) Combinations

F.4 Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher-ranking groups, combinations are formed by taking any two tiles, totaling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totaling, only the last digit is used, as in Super Pan 9, (i.e. $8+7=15$, but it is counted as 5).

F.5 It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts).

F.6 **The Play:** Pai Gow is dealt counterclockwise to a maximum of 8 player positions. All wagers are placed against a player/dealer. Back-line wagering is acceptable, thus allowing many participants. All participants have the opportunity to be the player/dealer, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/dealer. The house dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/dealer, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/dealer hand will be capped with a button, and set, after all players have set their hands.

F.7 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

No Bust 21st Century Blackjack[®]

No Bust 21st Century Blackjack[®] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

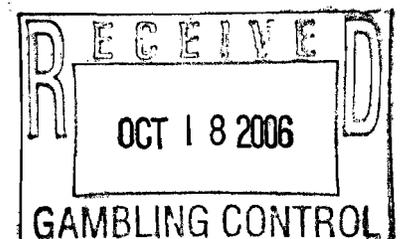
The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half or "Natural." (This hand pays 6 to 5 odds.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards when the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2-9.
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.



RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats ten players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11^{1/2} on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for

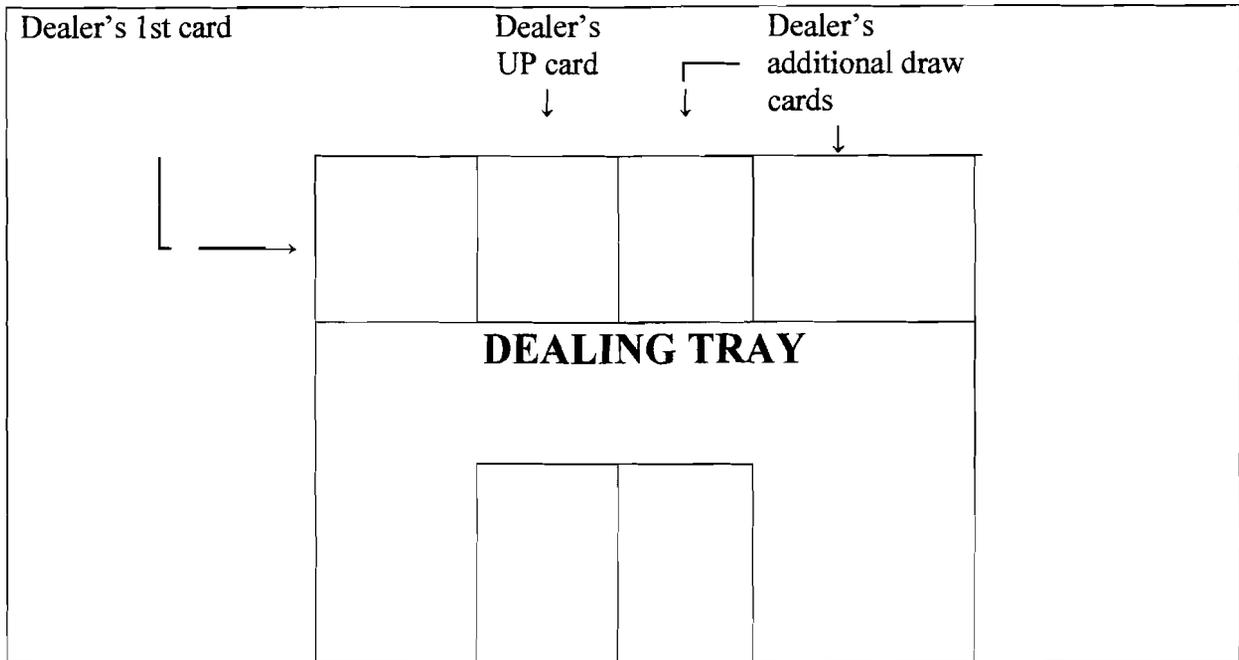
the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. 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 in the chart below:



13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

16. The next round of play begins once the casino Dealer collects all 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 clock-wise 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.

GAME RULES

1. A "Natural" ($21^{1/2}$) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
8. A two card $21^{1/2}$ beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.

12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of a Natural. The Player must place a second wager equal to the original wager. The Player will only receive one hit card regardless of the total.
 - There is no additional collection fee on a double-down executed by a Player.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no additional collection fee on a split executed by a Player.
- **SURRENDER**
 - Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited to the Player Dealer. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting half ($^{1/2}$) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

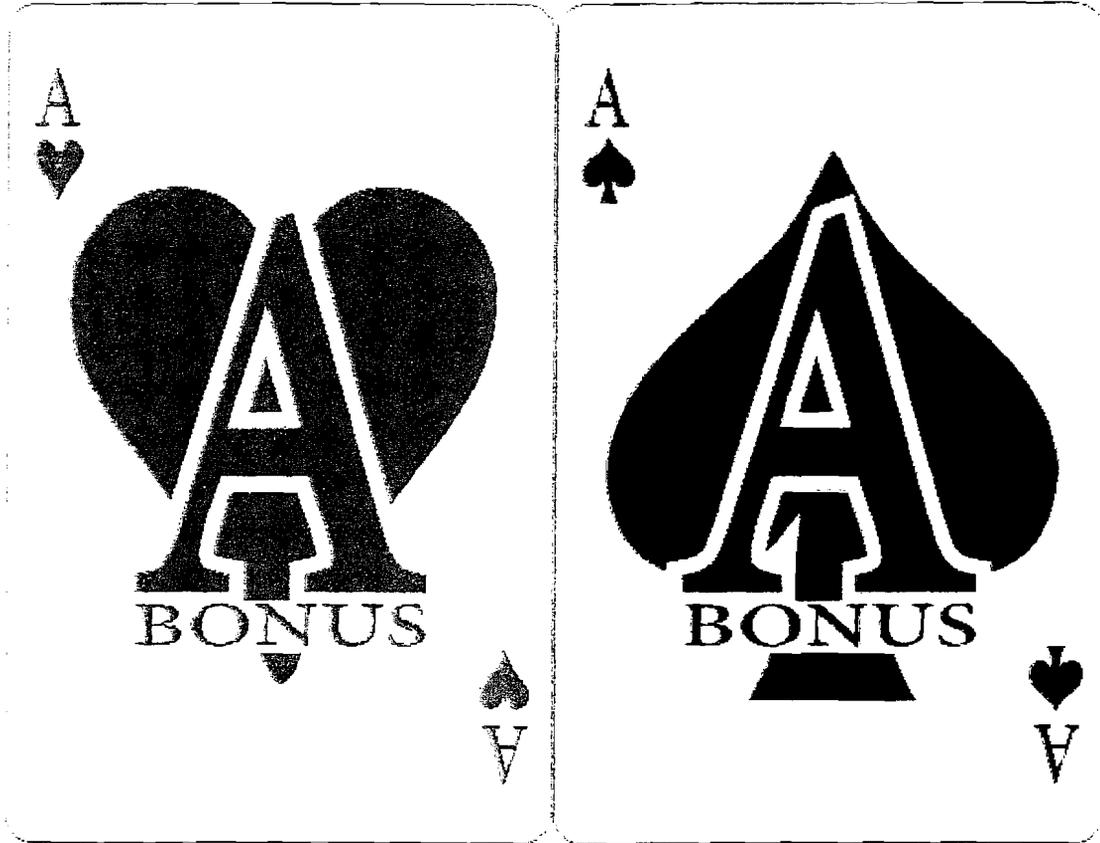
Game Option

- a. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 24, or 25 and then they will "PUSH".

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 that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Bonus Ace'





No Bust 21st Century Blackjack[©]

5.0 version



US Patent 6,845,981

No Bust 21st Century Blackjack[©] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player-Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12.
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

	Value
Ace	a) 11 and a half on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6

Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust 21st Century Blackjack is generally played on a raised gaming table. The table seats up to ten players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 11 and a half on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation 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 betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. The casino Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players

will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.

8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table.

13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all 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 clock-wise to the next position on the table. The Player-Dealer position must rotate in a continuous and systematic fashion.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:

- a. If the Player-Dealer is closer to a “Natural,” the Player-Dealer wins the hand.
 - b. If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will “PUSH”.
6. The Player-Dealer wins all ties or pushes over a “Natural.”
 7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
 8. A two card 21 and a half beats all other hands.
 9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
 10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
 11. Backline betting is allowed.
 12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**
 - **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
 - **SPLIT**
 - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the

wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down after each split, and split one time.

- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
 - All pay-offs 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 prior to the start of the hand.
 - All pay-offs are limited to the amount of the Player-Dealer’s wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.
- SURRENDER
 - Players cannot surrender at anytime.
 - INSURANCE
 - There is no insurance offered on the game.
 - GAME OPTIONS
 - If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling , 23, 24 or 25 and then they will “PUSH”.
 - If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling 25 and then they will “PUSH”.
 - ODDS (CASINO OPTION):
 - Any Blackjack hand pays 6 to 5.

- INSURANCE (CASINO OPTION):
 - When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player-Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.

7. 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: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

**Buster Blackjack Pay Tables and House Advantages
(All payouts are "to 1")**

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

The Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

BAY BACCARAT

A VERSION OF PAN 9 THAT RESTRICTS PUSHES ON 8 AND 9

APPLICATION FOR CONTROLLED GAME REVIEW

**Copyright @ 2008. All rights reserved.
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from TAJA Enterprises, LLC is prohibited by law.
COPYRIGHT AND TRADEMARK REGISTRATIONS**

Bay Baccarat is an unregistered mark of TAJA Enterprises, LLC.

PATENT

Patent application is pending in the name of TAJA Enterprises, LLC and Strategic Patents, Inc. has been granted authorization to license the game.

INVENTORS

The inventors are Bernard Ko and Michael Hesse.

NAME OF THE GAME

The name of the game is Bay Baccarat or Pan 9 with a method of restricting pushes.

COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

DETAILED DESCRIPTION

STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements other than the table minimum to act as Player/Dealer. All pay-offs 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 prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees. Collection fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage. Backline betting is allowed.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

THE DECK

The Game is played with two to twelve standard poker decks with no jokers. All sevens, eights, nines, and tens have been removed.

NUMBER OF PLAYERS IN THE GAME

A minimum of two players, one acting as the Player/Dealer, is required to play the game. The number of seated players will range from two to twelve with backline betting allowed.

GAME PROCEDURES

The position of the action button is determined by the total amount of the three dice shaken by the Player/Dealer. Placement of the action is determined by the total amount of the pips on the tops of the three dice, counting from the Player/Dealer position as number one, the 1st Player to the left of the Player/Dealer as number 2 etc, moving around the seats in a clockwise fashion.

The cards are distributed in a clockwise manner, one at a time, or with an approved machine shuffler, starting to the left of the Player/Dealer position. Each seat with a wager will receive three cards. If a Player wishes to stand with their first three cards they will place their hand in the “no hit” box. Player’s who wish to draw an additional card after looking at their first 3 cards will place their hand in the “hit” box. The Player with the most money in action on any particular seat will have the final decision on the play of that hand.

All cards must be kept above the table surface at all times. When a non seated Player controls a hand they may designate a seated Player to set their hand. Otherwise, the hand will be set according to the House way. House way for Bay Baccarat is hit with a card count less than 6 and stand with a card count of 6 or more. A Player may play more than one hand, but each hand must be played in turn. A Player may not change a prior hand after viewing the next hand.

A player has a foul hand and loses their wager if:

- a. The Player has a hand that doesn’t contain the proper number of cards.
- b. The Player allows his hand to come in contact with other cards.
- c. The Player plays a three card hand containing a foreign card.

The Player/Dealer may not look at nor touch their cards. After all Players have made a decision on their hand/s the Player/Dealers three cards are turned up.

Hitting rules for the Player/Dealer:

The Player/Dealer:

- Must hit 0, 1, 2, or 3
- Has the option to hit or stand with 4, 5, or 6
- Must stand with 7, 8, or 9

Hitting rules for the Player:

The Player may hit or stand on any hand.

HOUSE FEES (COLLECTIONS)

Each Player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

Bay 101 “California Game Collection Schedule”

SUPER PAN-9, 21st CENTURY BACCARAT, BAY BACCARAT

<u>LIMIT</u>	PLAYER / BANKER POSITION <u>COLLECTION</u> <u>1st Position</u>	ALL OTHER WAGERS <u>COLLECTION</u>
\$10 – \$100	\$2.00	\$1.00 Per Square/Wager
\$20 – \$100	\$3.00	\$1.00 Per Square/Wager
\$40 – \$100	\$3.00	\$1.00 Per Square/Wager
\$40 – \$200	\$4.00	\$1.00 Per Square/Wager
\$100	\$4.00	\$1.00 Per Square/Wager
\$100 – \$200	\$5.00	\$1.00 Per Square/Wager
\$200	\$5.00	\$2.00 Per Square/Wager

If there is more than one wager on a hand, there must be a collection for each wager. The House Dealer picks up all collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

BETTING LIMITS

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section.

DETERMINING AND PAYING WINNERS / OBJECT OF THE GAME

The object of the game is to get a hand value of 9 or as close to 9 as possible. When the total is 10 or more, only the right hand digit counts. Face cards count as 0, aces as 1, and all other cards count as their face value. The Player/Dealer wins when they have a higher point value than the Player. The Player wins when they have a higher point value than the Player/Dealer. **All ties other than 8 or 9 are considered a push and no money is exchanged. All ties on 8 and 9 will no longer push, but instead will be resolved using a patent pending tie breaker rule.**

RANK OF HANDS

9 – Highest Ranking Hand

8

7

6

5

4

3

2

1

0 – Lowest Ranking Hand

TIE BREAKER RULE ON 8 and 9

OPTION A - In the event of a tie between the Player and the Player/Dealer on 8 or 9 the highest card in the hand shall be used to determine the winner. If the 1st highest card in both hands is the same then the 2nd highest card is used to decide the winner. If the 2nd highest card is the same then the 3rd highest card is used to decide the winner. In the event that the first 3 highest cards are the same, regardless of suits, the hand will be declared a push and no money is exchanged. If **both** hands have 4 cards and the 3 previous cards were the same, then the 4th card will be used to decide a winner. If the 4th highest card is the same then a push will be declared and no money is exchanged.

OPTION B – In the event of a tie between the Player and the Player/Dealer on 8 or 9 the highest card in the hand shall be used to determine the winner. If the 1st highest card in both hands is the same, then the suit of the high card shall determine the winner. If the highest card and the highest suit of the Player and Player/Dealer's hand are exactly the same, the hand is considered a push and no money is exchanged.

RANKING OF SUITS -

Spades – 1st Highest

Hearts – 2nd highest

Diamonds – 3rd highest

Clubs – 4th Highest

HIGHEST CARD OPTIONS – Used to declare a winner with a tie on 8 or 9

OPTION 1

6 – Highest Ranking Card

5

4

3

2

Ace

King

Queen

Jack – Lowest Ranking Card

OPTION 2

Ace – Highest Ranking Card

King

Queen

Jack

6

5

4

3

2 – Lowest Ranking Card

OPTION 3

King – Highest Ranking Card

Queen

Jack

6

5

4

3

2

Ace – Lowest Ranking Card

ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player then places a wager anywhere one of the designated betting circles is located. Each player must pay the posted collection for each wager.
5. 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 prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point, all wagers are settled as described above in "Determining and Paying Winners".
8. The cards are all collected.
9. The collections are dropped.
10. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
11. The next round of play begins.

GAMING TABLE

The game may be played on a blackjack or baccarat style table, similar to that used for Pan 9 or blackjack. Depending on the size and configuration of the table, it seats eight or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

The table will have a secured box(es) and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection.

OTHER EQUIPMENT

In addition to the table, cards, chips, dice cup, cut card, a dealing shoe will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides which will show if this is the first or second hand this party has acted as Player/Dealer.

GLOSSARY OF TERMS

HOUSE DEALER

A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

PLAYER

A player is any participant in the game who is not acting as Player/Dealer.

PLAYER/DEALER

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

ACTION BUTTON

The “action” button will designate where the settling of wagers will begin.

HOUSE FEES (COLLECTIONS)

Each Player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

Bay 101 “California Game Collection Schedule”

BAY BACCARAT

Table Limit	Player Position Collection (per square)	Player Backline Wager (per square)	Player/Dealer Position Collection
\$5 - \$50	\$1.00	\$1.00	\$2.00
\$10 - \$100	\$1.00	\$1.00	\$2.00
\$20 - \$100	\$1.00	\$1.00	\$3.00
\$40 - \$100	\$1.00	\$1.00	\$3.00
\$100	\$1.00	\$1.00	\$4.00

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 without rotating. The player/dealer position must be offered to each player at the table in such a manner so as an observer or surveillance camera can determine if it was offered.

BAY 101

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 a blackjack-style, poker-style or baccarat style table.
2. The game is played with one standard 52-card deck, but may be played with a shoe or shuffle machine containing up to eight 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 thirteen players and a player/dealer for a total of fourteen 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.
 - 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.
 - 3) If the Player/Dealer's hand and the player's hand are identical it is a push and no wagers are paid or taken.
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 so all players have the opportunity to act as Player/Dealer. No one player may serve as the Player/Dealer for more than two consecutive hands without the player/dealer position being offered to all other players in a manner easily verified by an onlooker or surveillance. The Player/Dealer button rotates clockwise around the table.

Bonus Bets:

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

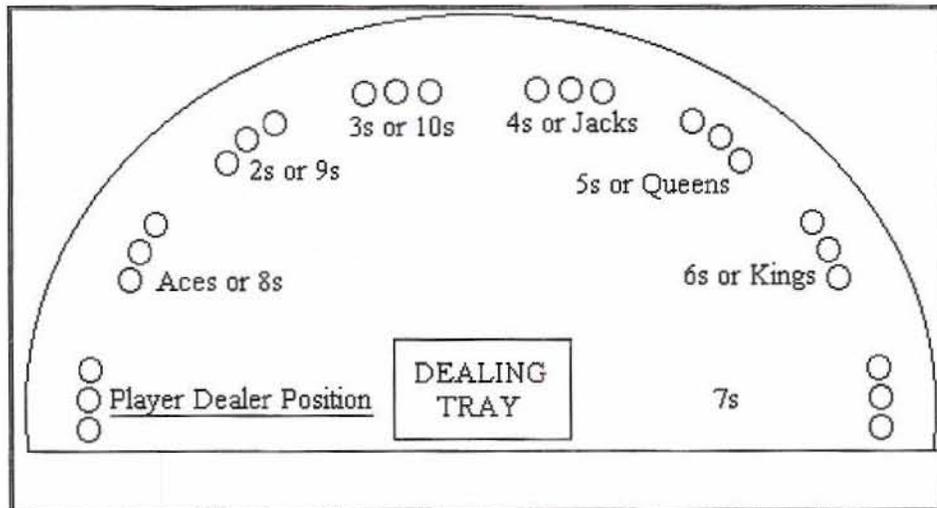
1. Bonus Bets must be placed and pay a collection prior to the initial deal.
Option: Bonus bets must be placed prior to the initial deal and no additional collection is due.
2. Bonus Bets must be within the posted limits of the table to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.

4. The Action Button determines which player receives first action on their wager. The Player/Dealer's second card, which is dealt face-up, determines the position of the action button. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet and Bonus Bet.

Player with Position Number Is Represented By

8 Handed Game

Player/Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



14 Handed Game

Player/Dealer position	0
Seat 2	Ace
Seat 3	2
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack
Seat 13	Queen
Seat 14	King

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:

Hand	Payoff
Royal Flush	200:1
Straight Flush	40:1
Three of a kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Glossary of terms used in the controlled games

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	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.
Player/Dealer	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).
Qualifier	A specific set of card(s) that a player and/or the Player/Dealer must have to play.
Seated-Positions	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.

21st
CENTURY

BACCARAT

4.0 Version

7/1/08

21st CENTURY BACCARAT ***with Tie hands***

SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The House Dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the House Dealer belongs to the Player/Dealer. Player/Dealer hand will have one face down and one face up. The hand to the right of the House Dealer belongs to the players. The hands to the right of House Dealer are dealt face up and are community hands for all players. The Player/Dealer's first card is dealt face up and the second card is face down.

Player must stay on 6 or more and hit on 0 to 4.

Players have an option on 5: a) stand; b) hit and take a community card.

Player/Dealer must hit on 0-5 and stand on 6-9.

House Way: Hit on 0-5 and stand on 6-9.

BASIC CONCEPT & RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. Each player's hand is compared with the Player/Dealer's hand. The hand closest to "9" wins.
3. The game is played with one to eight standard decks of 52 cards.
4. There are no Jokers.
5. The table is a blackjack style or baccarat style gaming table with eight to 14 seats. See Diagram.
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. Players have option to place bets for:
 - a) Player line that pays 1 to 1
 - b) Player /dealer line that pays 19 to 20 or 9 and a half to 10
 - c) Early tie bet that pays 8 to 1
 - d) Late tie bet that pays 7 to 1
 - e) Player pair (first two cards) pays 10 to 1
 - f) Dealer pair (first two cards) pays 10 to 1

Option 1:

- g) Player pair and same color (first two Cards) pays 20 to 1.
- h) Dealer pair and same color (first two cards) pays 20 to 1.
- i) Player pair and same suit (first two cards) pays 40 to 1.
- j) Dealer pair and same suit (first two cards) pays 40 to 1.

Option 2:

- k) Player pair (first two cards) pays 12 to 1
- l) Dealer pair (first two cards) pays 12 to 1
- m) Player pair and same color (first two Cards) pays 25 to 1.
- n) Dealer pair and same color (first two cards) pays 25 to 1.
- o) Player pair and same suit (first two cards) pays 50 to 1.
- p) Dealer pair and same suit (first two cards) pays 50 to 1.

Pair bets must be equal to or less than the player's base game wager.

11. The House Dealer deals two - two card hands, in rotation, one at a time.
12. Players in seats 1 up to 14 receive two community cards, face up.
13. The Player/Dealer receives two cards. The first card is face up. The second card is face down or dealt after the player's hit decision.
14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

15. Each player with a wager on the Stand Line (“Player” Line) with two cards valued at 5 has two options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line or place a hit button on his wager.

16. NATURAL HANDS: All 8s and 9s are natural hands. When it appears either in player hand or Player/Dealer hand on the initial two cards the game is over (decision). Each player’s hand is compared with the Player/Dealer’s hand. There is no option to draw for player’s line or dealer’s line. Naturals override the previous hit strategies.

17. The House Dealer will deliver additional hit cards to player’s hand if requested and will then expose the Player/Dealer’s hole (down) card.
 - a) If the player has a two-card nine the dealer will not draw any additional cards and the hands will be settled as-is.
 - b) If the Player/Dealer has a two-card nine the dealer will not draw any additional cards and the hand will be settled as-is.
 - c) If the player has a two-card eight the dealer will not draw any additional cards and the hands will be settled as-is.
 - d) If the Player/Dealer has a two-card eight the dealer will not draw any additional cards and the hand will be settled as-is.

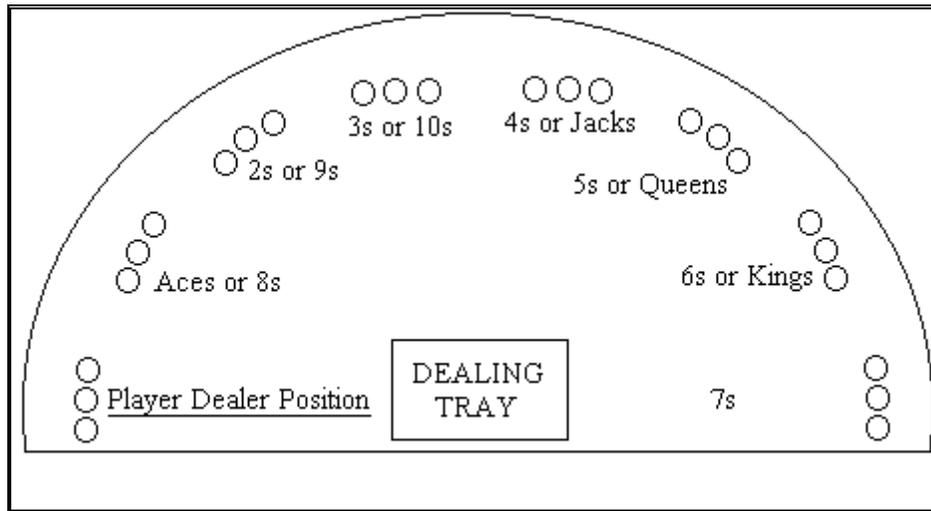
18. The Action Button determines which player receives first action on their wager. The Player/Dealer’s Hole Card determines the position of the action button. The Player/Dealer’s position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number

Is Represented By

8 Handed Game

Player/Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



14 Handed Game

Player/Dealer position	0
Seat 2	Ace
Seat 3	2
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack
Seat 13	Queen
Seat 14	King

19. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

20. Players with hands valued at 6 to 9 must stand.
21. Players with hands valued at 0 to 4 must hit.
22. Players have options on 5.
23. The Player/Dealer wins all ties on zero and one on the base game.
24. The Player/Dealer will lose all ties to player's tie wager.
25. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
26. The Player/Dealer must hit on 5s or below and must stand 6s and above.
27. House Way: Players hit on 5 or below and stand on 6 or above. The House Dealer must use House Way when a player requests the House Dealer to play an additional wager.
28. Backline betting is allowed. Each seat has betting circles for the player line/ player/dealer line and tie bets.
29. All bets for the base game and tie bet must be between the minimum and Maximum table limit.
30. Round of Play": Players choose their spots around a blackjack style or baccarat style table. Prior to the deal, the House Dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

Tie Hands

A) TIE BET (GAME OPTION)

Tie bets are placed by the players prior to the deal of any cards. This wager pays 8 to 1.

- 1) Each player has an option to place a Tie wager prior to the dealing of any cards.
- 2) Players must place a wager for the base game to be able to wager on the Tie bet.
- 3) The Tie wager and/or the original base game wager cannot exceed the table limit.
- 4) The Tie bet wager cannot exceed the base game wager.
- 5) Wagers are collected or paid in order from the action button to the extent the Player/Dealers' wagers covers.

B) LATE TIE BET (GAME OPTION)

- 1) Players may place a wager on the Tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. This wager pays 7 to 1.
- 2) House Dealer will determine if a Tie bet may be wagered according to the following rules.
- 3) No Tie bets are allowed if the Player's hand (total of two cards value of 5,6,7,8, or 9) equals the Dealer's up card (single card value of 5,6,7,8, or 9).
- 4) No Tie bets are allowed if the Player's hand has a two card value of 9.
- 5) All Tie bets will be returned if the Dealer's hand has a two card value of 9.
- 6) Option: Only players with a Tie bet may place a late Tie bet.

Player Pair Bet & Dealer Pair Bet

(Game Option)

Player Pair bets and/or Dealer Pair bets are placed by players prior to the deal of any cards. This wager pays the posted odds.

- 1) Each player has an option to place a Player Pair and/or Dealer Pair wager prior to any cards being dealt.
- 2) The Player Pair wager, the Dealer Pair wager, and/or the original Base game wager cannot exceed the table limit.
- 3) Players must place a wager for the base game to be able to wager on the Player Pair bet and/or Dealer Pair bet.
- 4) The Player Pair wager and/or the Dealer Pair wager must not exceed the base game wager.
- 5) All Player Pair wagers and/or Dealer Pair wagers will be paid the posted odds. Posted odds options are:

Standard

- a) Player pair (first two cards) pays 10 to 1
- b) Dealer pair (first two cards) pays 10 to 1

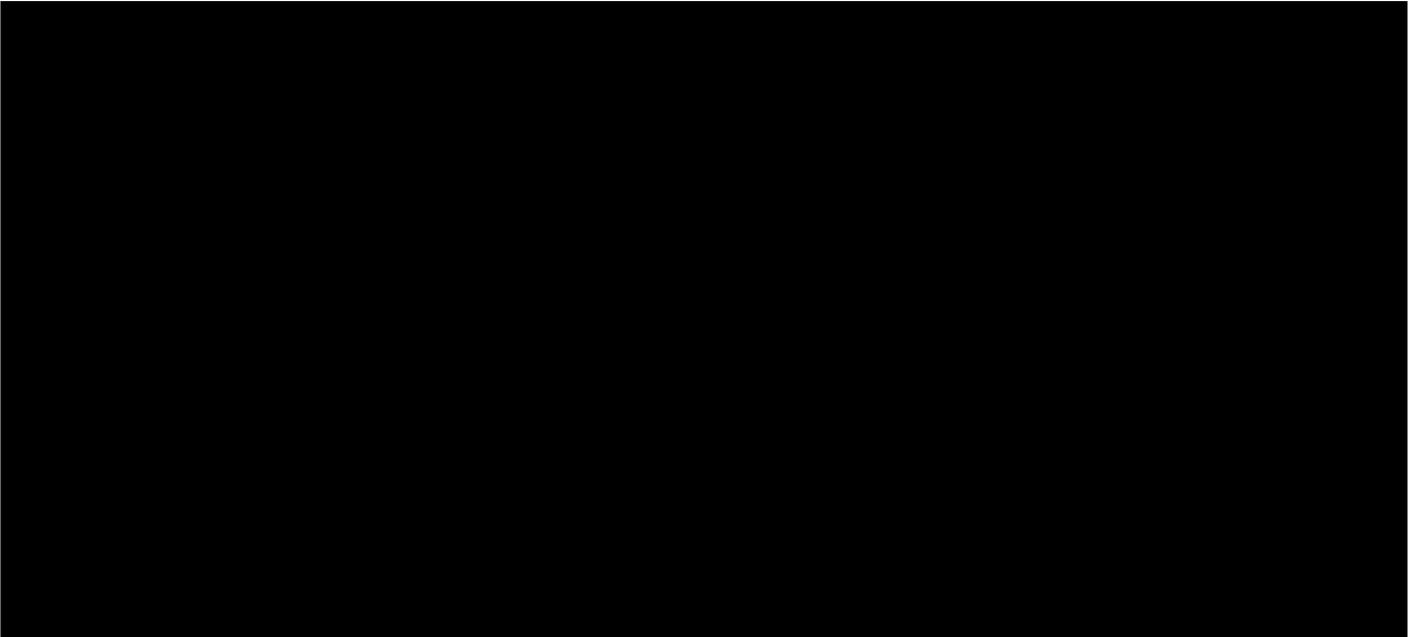
Option 1:

- c) Player pair and same color (first two Cards) pays 20 to 1.
- d) Dealer pair and same color (first two cards) pays 20 to 1.
- e) Player pair and same suit (first two cards) pays 40 to 1.
- f) Dealer pair and same suit (first two cards) pays 40 to 1.

Option 2:

- g) Player pair (first two cards) pays 12 to 1
- h) Dealer pair (first two cards) pays 12 to 1
- i) Player pair and same color (first two Cards) pays 25 to 1.

- j) Dealer pair and same color (first two cards) pays 25 to 1.
 - k) Player pair and same suit (first two cards) pays 50 to 1.
 - l) Dealer pair and same suit (first two cards) pays 50 to 1.
- 6) Wagers are collected or paid in order from the action button to the extent that the player/dealers' wagers covers.



PLAYER / DEALER & DEAL

The Player/Dealer position rotates in a systematic and continuous way so that the opportunity to act as the Player/Dealer does not constantly remain with a single person for many hands. Player/Dealer's are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The House never participates as a Player/Dealer. The house does not take a percentage of wagers placed in the game.

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1 on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
		Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the Player/Dealer drawing procedure. After all players have exercised their rights to draw an additional card, the Player/Dealer may receive one draw card.

Rules for Player / Dealer		
		Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the Player/Dealer, have received their initial two cards, starting from the next clockwise position from the Player/Dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
		Have Option On
<u>6 OR MORE</u>	<u>4 OR LESS</u>	<u>5</u>

BAY 101

THREE CARD POKER (Version B)

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 a blackjack-style, poker-style or baccarat style table.
2. The game is played with one standard 52-card deck, but may be played with a shoe or shuffle machine containing up to eight 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 thirteen players and a player/dealer for a total of fourteen 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) If the Player/Dealer does NOT qualify, the Ante Bet – the ones not surrendered by folding - shall automatically be paid even money.
 - 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.
 - 3) If the Player/Dealer's hand and the player's hand are identical it is a push and no wagers are paid or taken.
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 so all players have the opportunity to act as Player/Dealer. No one player may serve as the Player/Dealer for more than two consecutive hands without the player/dealer position being offered to all other players in a manner easily verified by an onlooker or surveillance. The Player/Dealer button rotates clockwise around the table.

Bonus Bets:

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

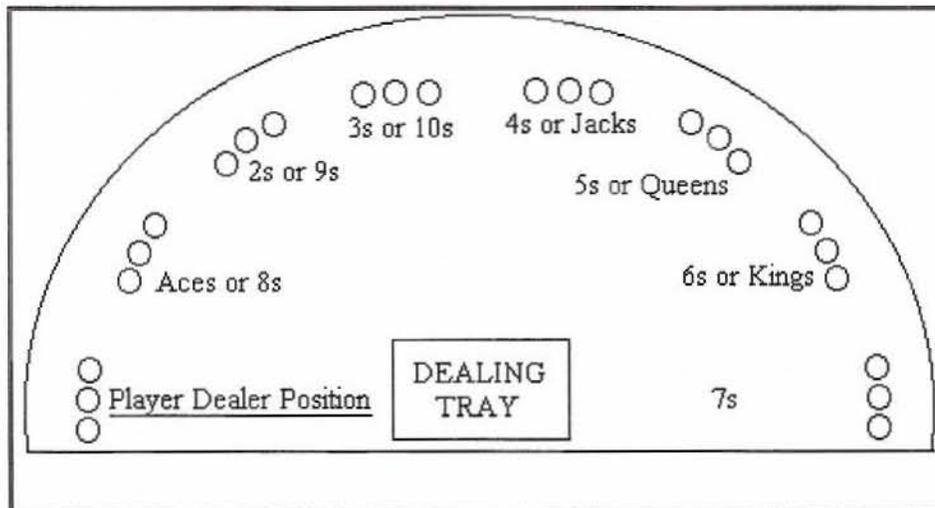
1. Bonus Bets must be placed and pay a collection prior to the initial deal.
Option: Bonus bets must be placed prior to the initial deal and no additional collection is due.
2. Bonus Bets must be within the posted limits of the table to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. The Action Button determines which player receives first action on their wager. The Player/Dealer's second card, which is dealt face-up, determines the position

of the action button. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet and Bonus Bet.

Player with Position Number Is Represented By

8 Handed Game

Player/Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



14 Handed Game

Player/Dealer position	0
Seat 2	Ace
Seat 3	2
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack
Seat 13	Queen
Seat 14	King

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:

Hand	Payoff
Royal Flush	200:1
Straight Flush	40:1
Three of a kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Glossary of terms used in the controlled games

- Action Button** A token used to designate where the settling of bets will begin (the action).
- Ante** The mandatory wager players make before seeing their hand.
- Bonus Bet** An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
- Fold** The player option to surrender his/her ante, rather than continue the game.
- Play Bet** An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
- Play Wager** 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.
- Player/Dealer** 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).
- Qualifier** A specific set of card(s) that a player and/or the Player/Dealer must have to play.
- Seated-Positions** 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.



RULES OF PLAY

1. Fortune Pai Gow Poker is an optional bonus bet.
2. The bet considers the best hand possible among the player's seven cards.
3. Players may bet any amount within table limits; however, a Fortune bet of at least \$5 qualifies them for Envy Bonus payouts. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher.
4. A sample payable is below. Several others are available.

	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$ 1,000
Royal Flush + Royal Match	1,000 to 1	\$ 750
7 Card Straight Flush with Joker	750 to 1	\$ 250
5 Aces	250 to 1	\$ 100
Royal Flush	125 to 1	\$ 50
Straight Flush	50 to 1	\$ 20
4 of a Kind	25 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

5. To begin each round, players must make their standard pai gow wagers and, if they like, the Fortune bonus wager. If a player wagers at least \$5 on the Fortune bonus, the dealer must place an "Envy" button next to it.

6. The dealer then follows house procedures for pai gow poker.
7. While reconciling the standard pai gow poker wagers, the dealer also reconciles Fortune bonus bets.
 - a. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable.
 - i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
 - b. If the player's hand does not qualify for payouts, the dealer takes his Fortune wager.
 - i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
8. The dealer pays any Envy Bonuses at the end of the round. If at least one player has a four of a kind or higher, all players with envy buttons win—see payable. In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - a. Note: A player cannot win Envy Bonuses for his own—or for the dealer's—hand.

21st
CENTURY

BACCARAT

8.0 Version

04/13/09

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

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

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):

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- a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1
4. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.
 5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
 - Stand and keep their wager on the stand line;
 - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

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Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager is won or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager (minimum of \$10.00, maximum of \$200.00). There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

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

A card shoe will be used to deal the cards

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An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the “Dragon Bonus” (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of \$10.00, maximum of \$200.00) on the designated DB spot located next to each player’s position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled “Player Dragon Bonus” and the other will be “Dealer Dragon Bonus.”

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a “natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Dealer Dragon Bonus Bet circle, or both.
4. There is no collection for the DB bet.
5. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer’s wager covers. Once the player/dealer’s wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

DRAGON BONUS PAYTABLE

<u>Hand (Points Won By)</u>	<u>Payout</u>
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)

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Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9)

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Table Limits & Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limit	Player Position Collection (per square)	Player Backline Wager Collection (per square)	Player/Dealer Position Collection (per hand)
\$10 – \$100	\$1.00	\$1.00	\$2.00
\$20 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$200	\$1.00	\$1.00	\$4.00
\$100	\$1.00	\$1.00	\$4.00
\$100 – \$200	\$1.00	\$1.00	\$5.00
\$200	\$2.00	\$2.00	\$5.00

Millennium-19 (M-19)

Millenium Gaming Corp. U.S. PATENT PENDING

INTRODUCTION

Millennium 19 is a card game based on the play from both blackjack and baccarat. M-19 can be played on a standard 180 degree casino style table with 8 player positions, or the use of a batwing table also can be utilized. The *House* will provide a *House Dealer* at all times. The *House Dealer* does not receive any cards, and does not participate as a Player or Player/Dealer. Neither the *House* nor the *House Dealer* shall have an interest in the outcome of a hand.

RULES OF PLAY

1. **OBJECT OF THE GAME:** The object of the game is for the Player and Player/Dealer to achieve the best possible hand (Natural 19). A Natural 19 consists of any card with the value of 10 and a 9. A Natural 19 can only be achieved with the 1st two cards. If the Player or the Player/Dealer does not achieve a Natural 19, the player has the option of drawing up to 2 additional cards to make the best possible hand total. The PLAYER/DEALER has the option of drawing up to 3 additional cards.
2. **CARDS:** M-19 can be dealt with one standard deck of playing cards (52) or up to six decks (312), dealt from a shoe. All cards from 1 to 10 have face value. All face cards have a value of 10. Aces have a value of 1 or 11.
3. **PLAYER/DEALER POSITION:** Before any cards are dealt, one player will be designated to take the PLAYER/DEALER position. As soon as a player has accepted the PLAYER/DEALER position, they have the option to remain the PLAYER/DEALER for no more than two consecutive hands in that position. The PLAYER/DEALER will then rotate clockwise to the next player in a continuous, systematic progression. Each player has the option to be the PLAYER/DEALER or they have the option to pass the PLAYER/DEALER position.

4. DEALING OF THE GAME: The House Dealer will put a “button” designating the player who accepts the PLAYER/DEALER position. The players and the PLAYER/DEALER place their wagers and collection fees prior to any cards being dealt. The players have two betting options. They can bet their hand to win, which pays even money, except for a NATURAL 19, which pays 5 to 2, and they can bet for the hand to “PUSH”, it pays 6 to 1. In the event that a tie occurs between the player’s hand and that of the player/dealer, the tie bet will win regardless of the base game wager and outcome. A push bet will lose if a tie does not occur between the player and player/dealer’s hand. The House dealer delivers the cards beginning with the player to the left of the PLAYER/DEALER position, and continues in a clockwise order until all players and the PLAYER/DEALER have two cards. All the player’s cards are dealt face down. The PLAYER/Dealer’s 1st card is dealt face up; their 2nd card is dealt face down and placed underneath the face up card. After receiving their 1st two cards, the players check for a NATURAL 19 and place their cards face up on the table.

Important: Players may only use one hand to touch the cards. The House Dealer will check the PLAYER/DEALER’s hand for a NATURAL 19 only when there is a 9 or a card with the value of 10 showing. The House Dealer will implement the use of a card reader to check the PLAYER/DEALER’s hand. If the PLAYER/DEALER’s hand is a NATURAL 19, there is no draw.

5. DRAW CARDS: If the player’s hand total is less than a NATURAL 19, they have the option of drawing up to 2 additional cards. The 1st draw card will be delivered face up. If the player options to draw a 2nd card, it will be delivered face down. The PLAYER/DEALER has the option of drawing up to 3 additional cards. The PLAYER/DEALER must hit soft 16 and below. They must stand on hard 16 and above. Neither the player’s hand or the PLAYER/DEALER hand total can exceed the value of 19. When the total numerical value of the cards is greater than 19, only the right hand digit is considered.

EXAMPLE: KING + JACK + 9 = 29 = 19.

EXAMPLE: 8 + 9 + 4 = 21 = 11.

6. DETERMINING WINNERS AND LOSERS: The PLAYER/ DEALER's 2nd card, or another method of random selection will be used to determine which seat to begin comparing the player's hands, to the PLAYER/DEALER's hand. A NATURAL 19 for the player beats **ALL** PLAYER/DEALER hands and always pays 5 to 2. If the player's hand total is closer to 19, the player wins. If the PLAYER/DEALER hand is closer to 19, the PLAYER/ DEALER wins. If the player's and PLAYER/DEALER hand total is the same it is a "push" and the base game wagers are returned to the player.
7. HAND RANKINGS
Natural 19(any card with a value of 10 + 9) This hand can only be achieved on the initial 2 cards.
"Mix 19(Ace + 8, or any 3 or 4 card hand with a total of 19,)

No Limit Texas Hold'em

Blinds	7 or more players	6 players	5 players	4 or Less or no flop
\$1/1/2	\$4	\$4	\$3	\$1
2/2	\$5	\$4	\$2	\$1
\$1/2/2	\$5	\$3	\$2	\$1
\$2/3	\$4	\$4	\$3	\$1
\$2/3/5	\$5	\$4	\$3	\$1
\$5/5	\$4	\$3	\$2	\$1
\$5/10	\$6	\$5	\$3	\$2
\$10/20	\$7	\$6	\$4	\$3
\$25/50	\$8	\$7	\$5	\$3

No Limit Texas Hold'em per 1/2 hour

Blinds	7 or more players	6 players	5 players or less
\$1/1/2	\$7	\$5	\$4
\$2/3/5	\$9	\$7	\$5
\$5/10	\$9	\$8	\$5
\$10/20	\$10	\$9	\$6
\$10/25	\$11	\$10	\$6
\$25/25	\$11	\$10	\$6
\$20/40	\$12	\$10	\$6
\$25/50	\$13	\$10	\$6

EZ BACCARAT™



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EZ BACCARAT

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Banker line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.



To begin the game, players make a wager(s) on Player, or Dealer, or Tie ("Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:

In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.

In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.

In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.

In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.

EZ BACCARAT



Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Banker line which pays 1 to 1

EZ BACCARAT

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Banker line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There will be no extra fee for placing a Dragon 7 wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player-dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

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How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rules:

After the casino dealer delivers the first two cards to both the Player Line and Banker line, the following Baccarat rules are followed.

- The player hand must stand when their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

The following chart, where "S"= Banker line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

		Player's Hand									
		0	1	2	3	4	5	6	7	8	9
Dealer's Hand	7	S	S	S	S	S	S	S	S	S	S
	6	S	S	S	S	S	S	H	H	S	S
	5	S	S	S	S	H	H	H	H	S	S
	4	S	S	H	H	H	H	H	H	S	S
	3	H	H	H	H	H	H	H	H	S	H
	2	H	H	H	H	H	H	H	H	H	H
	1	H	H	H	H	H	H	H	H	H	H
	0	H	H	H	H	H	H	H	H	H	H

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.

Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of

EZ BACCARAT

the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and banker line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or banker line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the banker line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.

EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker and Tie Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

EZ BACCARAT

Table Limits and Collection Rates

The collection is taken from each player for every bet prior to the start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand. A collection fee will be charged for each base game wager placed (Player line, Dealer line, Tie bet).

Schedule Option	Table Limit	Player Fee (per square)	Backline Betting Fee (per square)	Player-dealer Fee
1	\$10 - \$100	\$1	\$1	\$2
2	\$20 - \$100	\$1	\$1	\$2
3	\$20 - \$200	\$2	\$2	\$3
4	\$40 - \$200	\$2	\$2	\$3
5	\$60 - \$300	\$2	\$2	\$4
6	\$100 - \$500	\$3	\$3	\$5
7	\$200 - \$500	\$3	\$3	\$5
8	\$300 - \$1,000	\$4	\$4	\$6
9	\$500 - \$1,000	\$4	\$4	\$6

Schedule Option	Table Limit	Player Wager	Player Fee (per square)	Backline Betting Fee (per square)	Player-dealer Fee
10	\$20 - \$500	\$20 - \$100	\$1	\$1	\$3
		\$101 - \$200	\$2	\$2	\$3
		\$201 - \$300	\$3	\$3	\$3
		\$301 - \$400	\$4	\$4	\$3
		\$401 - \$500	\$5	\$5	\$3
11	\$20 - \$600	\$20 - \$200	\$1	\$1	\$3
		\$201 - \$400	\$2	\$2	\$3
		\$401 - \$600	\$3	\$3	\$3
12	\$40 - \$500	\$40 - \$100	\$1	\$1	\$3
		\$101 - \$200	\$2	\$2	\$3
		\$201 - \$300	\$3	\$3	\$3
		\$301 - \$400	\$4	\$4	\$3
		\$401 - \$500	\$5	\$5	\$3
13	\$40 - \$600	\$40 - 200	\$1	\$1	\$3
		\$201 - \$400	\$2	\$2	\$3
		\$401 - \$600	\$3	\$3	\$3

BAY 101 CASINO

SUBMITTED TO DOJ 2/11/11

GEGA-002160



Texas Hold'em & Texas Hold'em High/Low Split – Limit

Table Limit	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$1 / \$2	\$1 / \$1	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$1 / \$2	\$3.00	\$2.00	\$1.00
\$3 / \$6	\$1 / \$3	\$4.00	\$3.00	\$1.00
\$3 / \$6	\$1 / \$3	\$5.00	\$3.00	\$1.00
\$4 / \$8	\$2 / \$4	\$5.00	\$3.00	\$1.00
\$5 / \$10	\$3 / \$5	\$5.00	\$3.00	\$1.00
\$6 / \$12	\$2 / \$6	\$5.00	\$3.00	\$1.00
\$8 / \$16	\$4 / \$8	\$5.00	\$3.00	\$1.00
\$9 / \$18	\$3 / \$9	\$5.00	\$3.00	\$1.00
\$10 / \$20	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$12 / \$24	\$6 / \$12	\$5.00	\$3.00	\$1.00
\$15 / \$30	\$5 / \$15	\$5.00	\$3.00	\$1.00
\$20 / \$40	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$30 / \$60	\$10 / \$30	\$5.00	\$3.00	\$1.00
\$40 / \$80	\$20 / \$40	\$5.00	\$3.00	\$1.00
\$50 / \$100	\$25 / \$50	\$5.00	\$3.00	\$1.00
\$60 / \$120	\$20 / \$60	\$5.00	\$3.00	\$1.00
\$75 / \$150	\$25 / \$75	\$5.00	\$3.00	\$1.00
\$80 / \$160	\$40 / \$80	\$5.00	\$3.00	\$1.00
\$100 / \$200	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$200 / \$400	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$300 / \$600	\$100 / \$300	\$6.00	\$3.00	\$1.00
\$400 / \$800	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$1,000 / \$2,000	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$1,500 / \$3,000	\$500 / \$1,500	\$6.00	\$3.00	\$1.00
\$2,000 / \$4,000	\$1,000 / \$2,000	\$6.00	\$3.00	\$1.00
\$3,000 / \$6,000	\$1,000 / \$3,000	\$6.00	\$3.00	\$1.00
\$4,000 / \$8,000	\$2,000 / \$4,000	\$6.00	\$3.00	\$1.00

- Texas Hold'em, the house dealer shall spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection fee from 'the pot.' The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above.

Time Collection per One-Half Hour for Texas Hold'em & Texas Hold'em High/Low Split – Limit

Table Limit	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$80 / \$160	\$40 / \$80	\$11.00	\$8.00	\$6.00
\$100 / \$200	\$50 / \$100	\$12.00	\$9.00	\$6.00
\$150 / \$300	\$75 / \$150	\$14.00	\$14.00	\$14.00
\$200 / \$400	\$100 / \$200	\$15.00	\$15.00	\$15.00
\$300 / \$600	\$100 / \$300	\$15.00	\$15.00	\$15.00
\$400 / \$800	\$200 / \$400	\$15.00	\$15.00	\$15.00
\$500 / \$1,000	\$250 / \$500	\$15.00	\$15.00	\$15.00
\$1,000 / \$2,000	\$500 / \$1,000	\$15.00	\$15.00	\$15.00
\$1,500 / \$3,000	\$500 / \$1,500	\$15.00	\$15.00	\$15.00
\$2,000 / \$4,000	\$1,000 / \$2,000	\$15.00	\$15.00	\$15.00
\$3,000 / \$6,000	\$1,000 / \$3,000	\$15.00	\$15.00	\$15.00
\$4,000 / \$8,000	\$2,000 / \$4,000	\$15.00	\$15.00	\$15.00

- Texas Hold'em, the house dealer shall finish their current hand, then request the appropriate collections from the players. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If a new player comes in 10 minutes or more after the last collection, he may play for free until the next collection, where he then would pay as noted above.

Texas Hold'em & Texas Hold'em High/Low Split – No Limit (2 Blind Structure)

Minimum Buy-In	Maximum Buy-In	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$50	\$300	\$1 / \$3	\$4.00	\$3.00	\$1.00
\$200	\$500	\$2 / \$5	\$5.00	\$3.00	\$1.00
\$500	\$1,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$1,500	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$2,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$2,500	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$3,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$4,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$5,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$750	\$5,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$750	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,000	\$5,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,000	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,500	\$5,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,500	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$2,000	\$5,000	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$2,000	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$3,000	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$4,000	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$5,000	No Limit	\$5 / \$10	\$5.00	\$3.00	\$1.00

\$1,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$1,500	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$2,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$3,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$4,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$5,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$10,000	No Limit	\$10 / \$20	\$5.00	\$3.00	\$1.00
\$1,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$1,500	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$2,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$3,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$4,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$5,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$10,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$20,000	No Limit	\$20 / \$20	\$5.00	\$3.00	\$1.00
\$1,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$1,500	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$3,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$1,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$3,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$25 / \$25	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$3,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00

\$500,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$3,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$2,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$100 / \$100	\$6.00	\$3.00	\$1.00
\$4,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$5,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$10,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00

\$100,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$30,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$500 / \$1000	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$1000 / \$2000	\$6.00	\$3.00	\$1.00

- Texas Hold'em, the house dealer shall spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection fee from 'the pot.' The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above.

Texas Hold'em & Texas Hold'em High/Low Split – No Limit (3 Blind Structure)

Minimum Buy-In	Maximum Buy-In	Blinds (Button/ Small/Big)	7 or more Players	6 Players	5 or less Players
\$40	\$200.00	\$1 / \$2 / \$2	\$5.00	\$3.00	\$1.00
\$200	\$500.00	\$2 / \$3 / \$5	\$5.00	\$3.00	\$1.00
\$500	\$1,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$2,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$3,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$4,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$5,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$750	\$5,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$750	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,000	\$5,000.00	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,000	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,500	\$5,000	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$1,500	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$2,000	\$5,000	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$2,000	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$3,000	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$4,000	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$5,000	No Limit	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00
\$500	\$1,000.00	\$5 / \$10 / \$10	\$5.00	\$3.00	\$1.00

\$30,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$100 / \$200 / \$400	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$30,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$500 / \$500 / \$1000	\$6.00	\$3.00	\$1.00
\$20,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$30,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$500 / \$1000 / \$1000	\$6.00	\$3.00	\$1.00
\$40,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$50,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$100,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$200,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$500,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$1,000,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$2,000,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00
\$4,000,000	No Limit	\$500 / \$1000 / \$2000	\$6.00	\$3.00	\$1.00

- Texas Hold'em, the house dealer shall spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection fee from 'the pot.' The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above.

Texas Hold'em & Texas Hold'em High/Low Split – Spread Limit - 3 Blind Structure

Minimum Buy-In	Maximum Buy-In	Table Limit	Blinds (Button/ Small/Big)	7 or more Players	6 Players	5 or less Players
\$50	\$300	\$5 - \$200	\$2 / \$3 / \$5	\$5.00	\$3.00	\$1.00
\$400	\$1,500	\$10 - \$200	\$5 / \$5 / \$10	\$5.00	\$3.00	\$1.00

- Texas Hold'em, the house dealer shall spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection

fee from 'the pot.' The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above.

Seven Card Stud, Seven Card Stud Low, Seven Card Stud High/Low Split, Stud Poker – Limit

Table Limit	Ante	7 or more Players	6 Players	5 or less Players
\$2 / \$4	\$1	\$4.00	\$3.00	\$1.00
\$4 / \$8	\$1	\$5.00	\$4.00	\$1.00
\$8 / \$16	\$4	\$6.00	\$4.00	\$1.00
\$15 / \$30	\$5	\$6.00	\$4.00	\$1.00
\$20 / \$40	\$5	\$6.00	\$4.00	\$1.00
\$30 / \$60	\$10	\$6.00	\$4.00	\$1.00
\$40 / \$80	\$10	\$6.00	\$4.00	\$1.00
\$60 / \$120	\$20	\$6.00	\$4.00	\$1.00
\$80 / \$160	\$20	\$6.00	\$4.00	\$1.00
\$75 / \$150	\$25	\$6.00	\$4.00	\$1.00
\$100 / \$200	\$25	\$6.00	\$4.00	\$1.00
\$300 / \$600	\$100	\$6.00	\$4.00	\$1.00
\$400 / \$800	\$100	\$6.00	\$4.00	\$1.00
\$1,500 / \$3,000	\$500	\$6.00	\$4.00	\$1.00
\$2,000 / \$4,000	\$500	\$6.00	\$4.00	\$1.00
\$3,000 / \$6,000	\$1,000	\$6.00	\$4.00	\$1.00
\$4,000 / \$8,000	\$1,000	\$6.00	\$4.00	\$1.00

- Seven Card Stud and Seven Card Stud High/Low Split, the house dealer shall collect the appropriate collection fee from 'the pot' after players have posted the pre-determined and designated antes but prior to the start of any cards being dealt. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above.

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Omaha & Omaha High/Low Split – Limit

Table Limit	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$1 / \$2	\$1 / \$1	\$3.00	\$2.00	\$1.00
\$2 / \$4	\$1 / \$2	\$3.00	\$2.00	\$1.00
\$3 / \$6	\$1 / \$3	\$5.00	\$2.00	\$1.00
\$4 / \$8	\$2 / \$4	\$6.00	\$3.00	\$1.00
\$5 / \$10	\$3 / \$5	\$6.00	\$3.00	\$1.00
\$6 / \$12	\$2 / \$6	\$6.00	\$3.00	\$1.00
\$8 / \$16	\$4 / \$8	\$6.00	\$3.00	\$1.00
\$9 / \$18	\$3 / \$9	\$6.00	\$3.00	\$1.00
\$10 / \$20	\$5 / \$10	\$6.00	\$3.00	\$1.00
\$12 / \$24	\$6 / \$12	\$6.00	\$3.00	\$1.00
\$15 / \$30	\$5 / \$15	\$6.00	\$3.00	\$1.00
\$20 / \$40	\$10 / \$20	\$6.00	\$3.00	\$1.00
\$30 / \$60	\$10 / \$30	\$6.00	\$3.00	\$1.00
\$40 / \$80	\$20 / \$40	\$6.00	\$3.00	\$1.00
\$50 / \$100	\$25 / \$50	\$6.00	\$3.00	\$1.00
\$75 / \$150	\$25 / \$75	\$6.00	\$3.00	\$1.00
\$80 / \$160	\$40 / \$80	\$6.00	\$3.00	\$1.00
\$100 / \$200	\$50 / \$100	\$6.00	\$3.00	\$1.00
\$200 / \$400	\$100 / \$200	\$6.00	\$3.00	\$1.00
\$300 / \$600	\$100 / \$300	\$6.00	\$3.00	\$1.00
\$400 / \$800	\$200 / \$400	\$6.00	\$3.00	\$1.00
\$500 / \$1,000	\$250 / \$500	\$6.00	\$3.00	\$1.00
\$1,000 / \$2,000	\$500 / \$1,000	\$6.00	\$3.00	\$1.00
\$1,500 / \$3,000	\$500 / \$1,500	\$6.00	\$3.00	\$1.00
\$2,000 / \$4,000	\$1,000 / \$2,000	\$6.00	\$3.00	\$1.00
\$3,000 / \$6,000	\$1,000 / \$3,000	\$6.00	\$3.00	\$1.00
\$4,000 / \$8,000	\$2,000 / \$4,000	\$6.00	\$3.00	\$1.00

- Omaha and Omaha High/Low Split, the house dealer shall spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot.’ The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Time Collections per One-Half Hour for Omaha, Pot Limit Omaha & Omaha High/Low Split – Limit

Table Limit	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$5 / \$10	\$3 / \$5	\$9.00	\$8.00	\$6.00
\$10 / \$20	\$5 / \$10	\$11.00	\$8.00	\$6.00
\$15 / \$30	\$5 / \$15	\$13.00	\$9.00	\$6.00
\$25 / \$50	\$25 / \$25	\$14.00	\$10.00	\$7.00
\$50 / \$100	\$25 / \$50	\$15.00	\$11.00	\$7.00
\$75 / \$150	\$25 / \$75	\$15.00	\$11.00	\$7.00
\$80 / \$160	\$40 / \$80	\$15.00	\$11.00	\$7.00
\$100 / \$200	\$50 / \$100	\$15.00	\$11.00	\$10.00
\$150 / \$300	\$75 / \$150	\$15.00	\$11.00	\$10.00
\$300 / \$600	\$100 / \$300	\$15.00	\$15.00	\$15.00
\$400 / \$800	\$200 / \$400	\$15.00	\$15.00	\$15.00
\$1,000 / \$2,000	\$500 / \$1,000	\$15.00	\$15.00	\$15.00
\$1,500 / \$3,000	\$500 / \$1,500	\$15.00	\$15.00	\$15.00
\$2,000 / \$4,000	\$1,000 / \$2,000	\$15.00	\$15.00	\$15.00
\$3,000 / \$6,000	\$1,000 / \$3,000	\$15.00	\$15.00	\$15.00
\$4,000 / \$8,000	\$2,000 / \$4,000	\$15.00	\$15.00	\$15.00

- Omaha, the house dealer shall finish their current hand, then request the appropriate collections from the players. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If a new player comes in 10 minutes or more after the last collection, he may play for free until the next collection, where he then would pay as noted above.

Draw Poker, Lowball Poker - Limit

Table Limit	Ante	7 or more Players	6 Players	5 or less Players
\$2	\$1	\$3.00	\$2.00	\$1.00
\$3	\$1	\$3.00	\$2.00	\$1.00
\$5	\$1	\$4.00	\$3.00	\$1.00
\$10	\$2	\$5.00	\$3.00	\$1.00
\$15	\$5	\$5.00	\$3.00	\$1.00
\$20	\$5	\$5.00	\$3.00	\$1.00
\$30	\$5	\$5.00	\$3.00	\$1.00
\$40	\$10	\$5.00	\$3.00	\$1.00
\$50	\$10	\$5.00	\$3.00	\$1.00
\$60	\$10	\$5.00	\$3.00	\$1.00
\$75	\$10	\$5.00	\$3.00	\$1.00

- All Draw Poker Games. The dealer will collect the antes, moving them to the center of the table, which is referred to as “the pot,” deal out the appropriate number of cards, distribute the cards, then remove the appropriate collection fee from “the pot.” The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Pineapple, Crazy Pineapple, Pineapple High-Low Split, Crazy Pineapple High-Low Split - Limit

Table Limit	Blinds (Small/Big)	7 or more Players	6 Players	5 or less Players
\$1 / \$2	\$1 / \$1	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$3.00	\$2.00	\$1.00
\$3 / \$6	\$1 / \$3	\$5.00	\$2.00	\$1.00
\$4 / \$8	\$2 / \$4	\$5.00	\$3.00	\$1.00
\$5 / \$10	\$3 / \$5	\$5.00	\$3.00	\$1.00
\$6 / \$12	\$2 / \$6	\$5.00	\$3.00	\$1.00
\$8 / \$16	\$4 / \$8	\$5.00	\$3.00	\$1.00
\$9 / \$18	\$3 / \$9	\$5.00	\$3.00	\$1.00
\$10 / \$20	\$5 / \$10	\$5.00	\$3.00	\$1.00
\$12 / \$24	\$6 / \$12	\$5.00	\$3.00	\$1.00
\$15 / \$30	\$5 / \$15	\$5.00	\$3.00	\$1.00
\$20 / \$40	\$10 / \$20	\$5.00	\$3.00	\$1.00

- All Pineapple Poker Games, the house dealer shall spread the 'flop,' move all pre-flop wagers into the center of the table, which is referred to as 'the pot,' then remove the appropriate collection fee from 'the pot.' The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Panguingue (Pan) - Limit

Table Limit	8 players	7 Players	6 Players	5 or less Players
\$2	\$2.00	\$2.00	\$2.00	\$1.00
\$3	\$3.00	\$3.00	\$2.00	\$1.00
\$5	\$5.00	\$5.00	\$5.00	\$3.00
\$10	\$8.00	\$6.00	\$5.00	\$5.00
\$20	\$8.00	\$6.00	\$5.00	\$5.00

- Panguingue, Time Collection Charge to be taken every half an hour. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

BAY 101 CASINO, San Jose, California
CALIFORNIA GAME COLLECTION SCHEDULE
 COLLECTION RATE AS OF 11/10/2011



DOUBLE HAND POKER – (Pai Gow Poker)

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$5 – \$100		\$1.00	\$1.00	\$2.00
\$10 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$100		\$1.00	\$1.00	\$2.00
\$40 – \$100		\$1.00	\$1.00	\$3.00
\$40 – \$200		\$1.00	\$1.00	\$3.00
\$40 – \$500	\$40 – \$ 200	\$1.00	\$1.00	\$3.00
	\$201 – \$ 400	\$2.00	\$2.00	\$3.00
	\$401 – \$ 500	\$3.00	\$3.00	\$3.00
\$100 – \$500	\$100 – \$ 200	\$1.00	\$1.00	\$4.00
	\$201 – \$ 400	\$2.00	\$2.00	\$4.00
	\$401 – \$ 500	\$3.00	\$3.00	\$4.00
\$300 – \$1000	\$300 – \$ 500	\$3.00	\$3.00	\$4.00
	\$501 – \$ 800	\$4.00	\$4.00	\$4.00
	\$801 – \$1000	\$5.00	\$5.00	\$4.00

FORTUNE PAI GOW POKER

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>BONUS</u>	<u>LIMIT</u>	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$5 – \$20	\$1.00	\$1.00	\$ 0	\$1 - \$5	\$3.00
\$5 – \$40	\$1.00	\$1.00	\$ 0	\$1 - \$5	\$3.00
\$5 – \$40	\$1.00	\$1.00	\$1.00	\$5 - \$40	\$3.00
\$5 – \$100	\$1.00	\$1.00	\$1.00	\$5 - \$100	\$3.00
\$20 – \$100	\$1.00	\$1.00	\$1.00	\$5 - \$100	\$3.00
\$20 -- \$200	\$ 1.00	\$1.00	\$1.00	\$5 -- \$100	\$3.00
\$100	\$1.00	\$1.00	\$1.00	\$5 - \$100	\$3.00
\$200	\$2.00	\$2.00	\$1.00	\$5 - \$200	\$5.00

NO BUST 21st Century Blackjack
NO BUST 21st CENTURY BLACKJACK 4.0
NO BUST 21st CENTURY BLACKJACK 5.0

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$5 – \$50		\$1.00	\$1.00	\$2.00
\$10 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$100		\$1.00	\$1.00	\$3.00
\$10 – \$200	\$10 – \$100	\$1.00	\$1.00	\$2.00
	\$101 – \$200	\$2.00	\$2.00	\$2.00
\$20 – \$300	\$ 20 – \$100	\$1.00	\$1.00	\$3.00
	\$101 – \$200	\$2.00	\$2.00	\$3.00
	\$201 – \$300	\$3.00	\$3.00	\$3.00

\$40 – \$400	\$ 40 – \$100	\$1.00	\$1.00	\$3.00
	\$101 – \$200	\$2.00	\$2.00	\$3.00
	\$201 – \$300	\$3.00	\$3.00	\$3.00
	\$301 – \$400	\$4.00	\$4.00	\$3.00
\$100 – \$500	\$100 – \$200	\$2.00	\$2.00	\$4.00
	\$201 – \$300	\$3.00	\$3.00	\$4.00
	\$301 – \$400	\$4.00	\$4.00	\$4.00
	\$401 – \$500	\$5.00	\$5.00	\$4.00

THREE CARD POKER
THREE CARD POKER 1.3

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)	<u>BONUS BET COLLECTION</u>
\$5 – \$60		\$1.00	\$1.00	\$2.00	\$ 0
\$5 – \$100		\$1.00	\$1.00	\$2.00	\$ 0
\$10 – \$100		\$1.00	\$1.00	\$2.00	\$ 0
\$10 – \$200	\$10 – \$100	\$1.00	\$1.00	\$2.00	\$ 0
	\$101 – \$200	\$2.00	\$2.00	\$2.00	\$ 0
\$20 – \$200	\$ 20 – \$100	\$1.00	\$1.00	\$2.00	\$ 0
	\$101 – \$200	\$2.00	\$2.00	\$2.00	\$ 0
\$40 – \$300	\$ 40 – \$100	\$1.00	\$1.00	\$3.00	\$ 0
	\$101 – \$200	\$2.00	\$2.00	\$3.00	\$ 0
	\$201 – \$300	\$3.00	\$3.00	\$3.00	\$ 0

PAI GOW TILES

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$10 – \$100		\$1.00	\$1.00	\$2.00
\$10 – \$200		\$1.00	\$1.00	\$2.00
\$20 – \$200		\$1.00	\$1.00	\$3.00
\$40 – \$200		\$1.00	\$1.00	\$3.00
\$100 – \$200		\$1.00	\$1.00	\$5.00
\$40 – \$400	\$ 40 – \$ 200	\$1.00	\$1.00	\$3.00
	\$201 – \$ 400	\$2.00	\$2.00	\$3.00
\$40 – \$600	\$ 40 – \$ 200	\$1.00	\$1.00	\$3.00
	\$201 – \$ 400	\$2.00	\$2.00	\$3.00
	\$401 – \$ 600	\$3.00	\$3.00	\$3.00
\$100 – \$600	\$100 – \$ 200	\$1.00	\$1.00	\$4.00
	\$201 – \$ 400	\$2.00	\$2.00	\$4.00
	\$401 – \$ 600	\$3.00	\$3.00	\$4.00
\$300 – \$1000	\$300 – \$ 500	\$3.00	\$3.00	\$4.00
	\$501 – \$ 800	\$4.00	\$4.00	\$4.00
	\$801 – \$1000	\$5.00	\$5.00	\$4.00

SUPER PAN 9

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER / DEALER COLLECTION</u> (Per Hand)
\$5 – \$100	\$1.00	\$1.00	\$2.00
\$20 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$200	\$1.00	\$1.00	\$4.00
\$100	\$1.00	\$1.00	\$4.00
\$100 – \$200	\$1.00	\$1.00	\$5.00
\$200	\$2.00	\$2.00	\$5.00

BAY BACCARAT
21st CENTURY BACCARAT 4.0
21st CENTURY BACCARAT 8.0

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$5 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$100		\$1.00	\$1.00	\$3.00
\$40 – \$100		\$1.00	\$1.00	\$3.00
\$40 – \$200		\$1.00	\$1.00	\$4.00
\$40 – \$500	\$40 – \$ 100	\$1.00	\$1.00	\$4.00
	\$101 – \$ 200	\$1.00	\$1.00	\$4.00
	\$201 – \$ 300	\$2.00	\$2.00	\$4.00
	\$301 – \$ 500	\$3.00	\$3.00	\$4.00
\$100		\$1.00	\$1.00	\$4.00
\$100 – \$200		\$1.00	\$1.00	\$5.00
\$100 – \$500	\$100 – \$ 200	\$1.00	\$1.00	\$5.00
	\$201 – \$ 400	\$2.00	\$2.00	\$5.00
	\$401 – \$ 500	\$3.00	\$3.00	\$5.00
\$100 – 800	\$100 – \$ 200	\$1.00	\$1.00	\$5.00
	\$201 – \$ 400	\$2.00	\$2.00	\$5.00
	\$401 – \$ 600	\$3.00	\$3.00	\$5.00
	\$601 – \$ 800	\$4.00	\$4.00	\$5.00
\$200		\$2.00	\$2.00	\$5.00

EZ BACCARAT

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$10 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$200		\$2.00	\$2.00	\$3.00
\$40 – \$200		\$2.00	\$2.00	\$3.00
\$60 – \$200		\$2.00	\$2.00	\$4.00
\$100 – \$500		\$3.00	\$3.00	\$5.00
\$200 – \$500		\$3.00	\$3.00	\$5.00
\$300 – \$1,000		\$4.00	\$4.00	\$6.00
\$500 – \$1,000		\$4.00	\$4.00	\$6.00

\$20 – \$500	\$20 – \$ 100	\$1.00	\$1.00	\$3.00
	\$101 – \$ 200	\$2.00	\$2.00	\$3.00
	\$201 – \$ 300	\$3.00	\$3.00	\$3.00
	\$301 – \$ 500	\$4.00	\$4.00	\$3.00
\$20 – \$600	\$20 – \$ 200	\$1.00	\$1.00	\$3.00
	\$201 – \$ 400	\$2.00	\$2.00	\$3.00
	\$401 – \$ 600	\$3.00	\$3.00	\$3.00
\$40 – \$500	\$40 – \$ 100	\$1.00	\$1.00	\$3.00
	\$101 – \$ 200	\$2.00	\$2.00	\$3.00
	\$201 – \$ 300	\$3.00	\$3.00	\$3.00
	\$301 – \$ 500	\$4.00	\$4.00	\$3.00
\$40 – \$600	\$40 – \$ 200	\$1.00	\$1.00	\$3.00
	\$201 – \$ 400	\$2.00	\$2.00	\$3.00
	\$401 – \$ 600	\$3.00	\$3.00	\$3.00

Millenium-19

<u>LIMIT</u>	<u>PLAYER WAGER</u>	<u>PLAYER POSITION COLLECTION</u> (Per Square)	<u>BACKLINE COLLECTION</u> (Per Square)	<u>PLAYER/DEALER COLLECTION</u> (Per Hand)
\$5 – \$100		\$1.00	\$1.00	\$2.00
\$20 – \$100		\$1.00	\$1.00	\$3.00
\$40 – \$100		\$2.00	\$2.00	\$3.00
\$100		\$1.00	\$1.00	\$3.00
\$200		\$2.00	\$2.00	\$5.00