

Capitol Casino No Bust 21st Blackjack Collection Fees

Option A:

<u>Table Limit</u>		<u>Player Fee</u>		<u>Player/Dealer Fee</u>
\$5 - \$500	\$5 - \$100	\$0.50	\$5 - \$50	\$0.50
	\$105 - \$300	\$1	\$55 - \$200	\$2
	\$305 - \$500	\$2	\$205+	\$3

Option B:

<u>Table Limit</u>	<u>Player Fee</u>		<u>Player/Dealer Fee</u>	
\$5 - \$500	\$5 - \$300	\$0.50	\$5 - \$50	\$0.50
	\$305 - \$500	\$1	\$55 - \$300	\$2
				\$305+

Option C (No Player Fee):

<u>Table Limit</u>	<u>Player Fee</u>	<u>Player/Dealer Fee</u>	
\$5 - \$500	None	\$5 - \$100	\$1
		\$105 - \$300	\$2
		\$305+	\$4

Option D (Higher Limit Blackjack):

<u>Table Limit</u>	<u>Player Fee</u>		<u>Player/Dealer Fee</u>	
\$50 - \$1,000	\$50 - \$400	\$0.50	\$50 - \$200	\$1
	\$405 - \$1,000	\$1	\$205 - \$400	\$2
				\$405+

THE RULES OF PAI GOW POKER

1. Capitol Casino does not participate in the play of the game and has no interest in the outcome of the play. No individual can compete with or bet against the Capitol Casino.
2. By taking a seat in a game at Capitol Casino, you agree that all decisions of the management are final. Discourteous behavior and/or abusive language will not be tolerated.
3. No decision on a hand may be rendered by a floor person once the next hand has commenced.
4. A collection is taken in advance for each wager. Player must have a full minimum bet after paying the collection.
5. Each table has a "Spread" limit defining the minimum and maximum amounts that may be wagered in each betting circle.
6. Players must bet at least the table minimum. In a situation in which less than a minimum bet is made and acted on, the bet will receive action, but will not be permitted further.
7. Bet amounts over the table maximum will receive no action.
8. Player/Dealer wagers have no maximum.
9. Player/Dealer will receive action only on amount wagered. The Player/Dealer cannot collect losing bets beyond the amount that he/she has been wagered.
10. Kum-Kum bets are paid off and considered a single bet.
11. Players opting to bet Kum-Kum play at their own risk. Capitol Casino holds no responsibility for decision-making for any disputes that involve Kum-Kum betting.
12. All action runs clockwise beginning with action button.
13. Players may not show their hands or discuss their hands with any other player at any time while the game is in play. The only exception is when there is more than one player betting on the same position.
14. The value of the dice cup determines which player receives the first hand and also where action starts, counting from the Player/Dealer as number 1 and proceeding clockwise. The Player/Dealer's position is always 1, 8, and 15.
15. The Joker may be used as an ace or to complete a straight or flush. The joker in Pai Gow Poker Joker Wild is wild and may be used as any card.
16. Cash is traded for chips and bets are paid off in chips.

17. The person who occupies a seat has priority on the placing of a wager is the sole active player for that spot. However, the person playing with the largest amount of money in action will handle the cards.
18. A seated An-active player cannot stop any backline bets. A seated An-active player cannot stop anyone from wagering on a betting circle that he/she is not betting on.
19. Backline bettors are allowed to take part in the playing of a hand. If a seated player and backline player (or players) are in dispute about the play of a hand, the player who places the biggest wager in the action has the final say controls the cards. If the wagers involved are equivalent equal and there is a dispute about the play of a hand, the seated player has the final say.
20. In the event a backline player (or players) has the biggest wager and the player wishes to decide on how a hand is played, the backline player (or players) needs to verbally express their intent to the casino dealer may set the hand or play it house way.
21. If an active player or a backline player wishes to bet on other spots that are not adjacent to them, the house dealer MUST handle all transactions.
22. When there is a dispute in the Player/Dealer seat, the person with the biggest wager in action has the final say in the play of the hand.
23. When the casino dealer opens the dice and declares "no more bets," no one is permitted to change their bet.
24. Player/Dealer's hand is not to be revealed until all other hands are set.
25. All wagers must be placed before house dealer opens the dice.
26. Side bets or proposition bets are not permitted.
27. An active player is given the first chance at being the Player/Dealer at that individual's spot seat. If no wager was placed on the prior hand, no one will be Player/Dealer on at that spot seat.
28. The switching, passing and/or holding out of cards will foul a hand and the wager will be forfeited to the extent that money covers. A player(s) proven guilty of this practice will be barred and may be subject to prosecution.
29. Player must never hold cards below the level of the table top and cards may not leave the border of the table.
30. A player or players who remove a losing bet could be barred and/or subject to prosecution.
31. An individual has a FOULED hand if any of the following occurs:
 - a. The two-card hand is superior to the behind five-card hand.
 - b. The player does not hold exactly two cards in the front hand.
 - c. The player does not hold exactly five cards in the back hand.

32. A player is permitted to set only one hand. Any additional hands he wagered on must be played as house way.
33. During a deal, any boxed or exposed card will be replaced after the deal is finished by the first of the remaining four cards.
34. If one of the following occurs, a misdeal will be declared:
 - a. Joker or Ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed.
35. Each player is responsible for the final setting of their own hands. In the event a player asks the house dealer for assistance on the setting of a hand, it will be set as house way.
36. The casino dealer cannot permit the Player/Dealer to set his hand foul. If by mistake the house dealer permits a foul hand to be played, the hand will be reset (house way) by casino management and the play will continue.
37. The Player/Dealer's hand will not be set until that individual has made a clear and final decision by means of an obvious signal to the casino dealer.
38. Requests for new setups are permitted after two hours.
39. The Player/Dealer is permitted to request an extra shuffle from the casino dealer.
40. Only the Player/Dealer is permitted to ask for a deck change.
41. Casino Management reserves the right to make decisions which are in the best interest of the game.

CAPITOL CASINO

PAI GOW POKER												
HAND	HOW TO PLAY	EXAMPLE										
NO PAIR	Put 2nd and 3rd highest cards in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">Q ♠</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">7 ♠</td> <td style="border: 1px solid black; padding: 2px;">6 ♥</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> </tr> </table>	Q ♠	J ♠				K ♠	9 ♠	7 ♠	6 ♥	5 ♠
Q ♠	J ♠											
K ♠	9 ♠	7 ♠	6 ♥	5 ♠								
ONE PAIR	Put pair in back, highest two cards in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">Q ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">9 ♥</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">4 ♠</td> <td style="border: 1px solid black; padding: 2px;">3 ♠</td> </tr> </table>	K ♠	Q ♥				9 ♥	9 ♠	5 ♠	4 ♠	3 ♠
K ♠	Q ♥											
9 ♥	9 ♠	5 ♠	4 ♠	3 ♠								
TWO PAIR High pair is A's, K's, Q's	Put small pair in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">Q ♥</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">8 ♠</td> </tr> </table>	5 ♠	5 ♠				K ♠	K ♠	Q ♥	9 ♠	8 ♠
5 ♠	5 ♠											
K ♠	K ♠	Q ♥	9 ♠	8 ♠								
TWO PAIR High pair is J's, 10's, 9's	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">A ♥</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">J ♥</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td style="border: 1px solid black; padding: 2px;">6 ♠</td> <td style="border: 1px solid black; padding: 2px;">6 ♠</td> <td style="border: 1px solid black; padding: 2px;">7 ♠</td> </tr> </table>	A ♥	9 ♠				J ♥	J ♠	6 ♠	6 ♠	7 ♠
A ♥	9 ♠											
J ♥	J ♠	6 ♠	6 ♠	7 ♠								
TWO PAIR High pair is 8's, 7's, 6's	Put both pairs in back if you can put a King or higher in front, otherwise split.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">8 ♥</td> <td style="border: 1px solid black; padding: 2px;">8 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♥</td> </tr> </table>	K ♠	J ♠				8 ♥	8 ♠	5 ♠	5 ♠	9 ♥
K ♠	J ♠											
8 ♥	8 ♠	5 ♠	5 ♠	9 ♥								
TWO PAIR High pair is 5's, 4's, 3's	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">Q ♥</td> <td style="border: 1px solid black; padding: 2px;">10 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">2 ♠</td> <td style="border: 1px solid black; padding: 2px;">2 ♠</td> <td style="border: 1px solid black; padding: 2px;">8 ♥</td> </tr> </table>	Q ♥	10 ♠				5 ♠	5 ♠	2 ♠	2 ♠	8 ♥
Q ♥	10 ♠											
5 ♠	5 ♠	2 ♠	2 ♠	8 ♥								
THREE PAIRS	Put highest pair in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">10 ♠</td> <td style="border: 1px solid black; padding: 2px;">10 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♥</td> <td style="border: 1px solid black; padding: 2px;">5 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♥</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> </tr> </table>	10 ♠	10 ♥				9 ♠	9 ♥	5 ♠	5 ♥	J ♠
10 ♠	10 ♥											
9 ♠	9 ♥	5 ♠	5 ♥	J ♠								
THREE of a KIND (Aces)	Put an Ace and next highest card in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">A ♥</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">A ♠</td> <td style="border: 1px solid black; padding: 2px;">A ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">7 ♠</td> <td style="border: 1px solid black; padding: 2px;">4 ♥</td> </tr> </table>	A ♥	J ♠				A ♠	A ♠	9 ♠	7 ♠	4 ♥
A ♥	J ♠											
A ♠	A ♠	9 ♠	7 ♠	4 ♥								
THREE of a KIND Kings and below	Put three of a kind in back, two highest card in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">K ♥</td> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">K ♠</td> <td style="border: 1px solid black; padding: 2px;">7 ♠</td> <td style="border: 1px solid black; padding: 2px;">5 ♥</td> </tr> </table>	J ♠	9 ♠				K ♥	K ♠	K ♠	7 ♠	5 ♥
J ♠	9 ♠											
K ♥	K ♠	K ♠	7 ♠	5 ♥								
TWO SETS	Put highest allowable pair in front	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="border: 1px solid black; padding: 2px;">J ♥</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">9 ♥</td> <td style="border: 1px solid black; padding: 2px;">9 ♠</td> <td style="border: 1px solid black; padding: 2px;">J ♠</td> <td style="border: 1px solid black; padding: 2px;">7 ♠</td> </tr> </table>	J ♥	J ♠				9 ♠	9 ♥	9 ♠	J ♠	7 ♠
J ♥	J ♠											
9 ♠	9 ♥	9 ♠	J ♠	7 ♠								

CAPITOL CASINO

PAI GOW POKER												
HAND	HOW TO PLAY	EXAMPLE										
STRAIGHT, FLUSH, STR. FLUSH With no pair	Put the two highest cards in front that will leave any complete hand in back	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">9 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♥</td><td style="border: 1px solid black; padding: 2px;">7 ♠</td><td style="border: 1px solid black; padding: 2px;">6 ♠</td><td style="border: 1px solid black; padding: 2px;">5 ♥</td></tr> </table>	J ♠	10 ♠				9 ♠	8 ♥	7 ♠	6 ♠	5 ♥
J ♠	10 ♠											
9 ♠	8 ♥	7 ♠	6 ♠	5 ♥								
With one pair	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">K ♥</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td><td style="border: 1px solid black; padding: 2px;">7 ♠</td><td style="border: 1px solid black; padding: 2px;">4 ♠</td></tr> </table>	K ♥	Q ♠				Q ♠	10 ♠	8 ♠	7 ♠	4 ♠
K ♥	Q ♠											
Q ♠	10 ♠	8 ♠	7 ♠	4 ♠								
With two pair	Play according to two pair strategy	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">J ♥</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td style="border: 1px solid black; padding: 2px;">6 ♠</td><td style="border: 1px solid black; padding: 2px;">5 ♠</td></tr> </table>	J ♠	J ♥				Q ♠	Q ♠	10 ♠	6 ♠	5 ♠
J ♠	J ♥											
Q ♠	Q ♠	10 ♠	6 ♠	5 ♠								
With Three of a Kind	Put complete hand in back pair in front	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">Q ♥</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">J ♥</td><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td style="border: 1px solid black; padding: 2px;">9 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td></tr> </table>	Q ♥	Q ♠				Q ♠	J ♥	10 ♠	9 ♠	8 ♠
Q ♥	Q ♠											
Q ♠	J ♥	10 ♠	9 ♠	8 ♠								
FULL HOUSE	Put highest permissible pair in front	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">K ♥</td><td style="border: 1px solid black; padding: 2px;">K ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">9 ♠</td><td style="border: 1px solid black; padding: 2px;">9 ♥</td><td style="border: 1px solid black; padding: 2px;">9 ♠</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">6 ♠</td></tr> </table>	K ♥	K ♠				9 ♠	9 ♥	9 ♠	Q ♠	6 ♠
K ♥	K ♠											
9 ♠	9 ♥	9 ♠	Q ♠	6 ♠								
FOUR of a KIND A's, K's, Q's	Play four of a kind in back if you can put a pair up front otherwise split	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">5 ♥</td><td style="border: 1px solid black; padding: 2px;">5 ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">Q ♥</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td></tr> </table>	5 ♥	5 ♠				Q ♠	Q ♥	Q ♠	Q ♠	8 ♠
5 ♥	5 ♠											
Q ♠	Q ♥	Q ♠	Q ♠	8 ♠								
FOUR of a KIND J's, 10's, 9's	Play four of a kind in back if you can put at least a King up front otherwise split	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">K ♠</td><td style="border: 1px solid black; padding: 2px;">Q ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">J ♥</td><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">7 ♥</td></tr> </table>	K ♠	Q ♠				J ♠	J ♥	J ♠	J ♠	7 ♥
K ♠	Q ♠											
J ♠	J ♥	J ♠	J ♠	7 ♥								
FOUR of a KIND 8's, 7's, 6's	Play four of a kind in back if you can put at least a Queen up front otherwise split	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">Q ♥</td><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">8 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♥</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td></tr> </table>	Q ♥	10 ♠				8 ♠	8 ♥	8 ♠	8 ♠	8 ♠
Q ♥	10 ♠											
8 ♠	8 ♥	8 ♠	8 ♠	8 ♠								
FOUR of a KIND 5's and below	Never split	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">10 ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">5 ♠</td><td style="border: 1px solid black; padding: 2px;">5 ♥</td><td style="border: 1px solid black; padding: 2px;">5 ♠</td><td style="border: 1px solid black; padding: 2px;">5 ♠</td><td style="border: 1px solid black; padding: 2px;">3 ♠</td></tr> </table>	10 ♠	8 ♠				5 ♠	5 ♥	5 ♠	5 ♠	3 ♠
10 ♠	8 ♠											
5 ♠	5 ♥	5 ♠	5 ♠	3 ♠								
FIVE ACES	Put pair of Aces in front	<table style="border-collapse: collapse; margin: auto;"> <tr><td style="border: 1px solid black; padding: 2px;">A ♠</td><td style="border: 1px solid black; padding: 2px;">JOKR</td><td></td><td></td><td></td></tr> <tr><td style="border: 1px solid black; padding: 2px;">A ♥</td><td style="border: 1px solid black; padding: 2px;">A ♠</td><td style="border: 1px solid black; padding: 2px;">A ♠</td><td style="border: 1px solid black; padding: 2px;">J ♠</td><td style="border: 1px solid black; padding: 2px;">8 ♠</td></tr> </table>	A ♠	JOKR				A ♥	A ♠	A ♠	J ♠	8 ♠
A ♠	JOKR											
A ♥	A ♠	A ♠	J ♠	8 ♠								

Fast Nine

A fast pace variation of Super Pan 9

The Capitol Casino would operate the game and would settle the wagers but does not participate in the outcome. Players play against another player, the Player Dealer.

OBJECT OF THE GAME

Get 9 or as close to 9 as possible by adding the value of the cards. When the total is 10 or more, only the right-hand digit counts. Face cards counts as 0, aces as 1, and all other cards count as their face value.

RANK OF HANDS

9-8-7-6-5-4-3-2-1-0

RULES

The deck has 288 cards – eight poker decks with all Sevens, Eights, Nines and Tens removed.

Back line betting is allowed. A player does not have to be seated to play.

In turn, each seated player has the option to be the Player/Dealer for two consecutive hands, provided there was a bet in their spot the previous hand.

For each hand, the position of the action button is determined by the total of the dice shaken by the Player/Dealer.

The cards are dealt clockwise, starting with the action button position. Each position is dealt a hand of three cards, as long as there is a bet there.

If a player wants to stand, he/she places the card in the no hit box. A player draws a fourth card by placing the hand in the hit box. The player with the most money in action has the right to make hit/stand decision.

A player may play more than one hand. He/she plays each hand in turn. Once a player touches the next hand, he/she may not change a prior hand.

Only seated players may handle the cards. When a non-seated player controls a hand, he/she allows a seated player betting in the position to see it. Otherwise, the hand will be set House Way.

HOUSE WAY

HIT 0,1,2,3,4 or 5	STAND 6,7,8 or 9
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The draw moves clockwise, starting with the first active position to the left of the Player/Dealer's position.

The Player/Dealer may not look at or even touch his/her cards. When the draw is concluded, the House Dealer turns the Player/Dealer's hand over.

When the Player/Dealer's first three cards total 0 (zero), the Player/Dealer does not hit and:

- Player wins with 7, 8, 9
- Player wins half the bet with 6
- Player pushes with other hands.

In order to win, a player's hand must beat the Player/Dealer's hand. Player/Dealer and player push on ties.

The settlement starts with the action button and moves clockwise. All hands will be exposed. No player may win or lose more money than was actually wagered.

Section III – Game Information/Specifics

- 1) Name of the controlled game: Spread-Limit Texas Holdem
- 2) Proposed promotions or advertisement literature: N/A
- 3) Detailed description of the rules of the controlled game:

The game of Spread-Limit Texas Holdem uses the same basic structure as Texas Holdem for a 9-10 handed/player poker game. A small flat disk, called a “dealer button” is used to indicate the dealer position. Prior to the cards being dealt, the first player to the left of the dealer position posts a “small blind” and the next player to the immediate left of the small blind posts the “big blind”. The big blind is usually the minimum amount of any bet in all betting rounds. The blinds are “live” bets, which signify two things:

- First, a blind is a “real” bet, and to enter the pot, a player in a blind position needs only to make up the difference, if any, between his blind and the current bet.
- Second, players in the blinds have the option of raising when it is their turn to act.

When each hand is completed, the dealer button is moved to the next active player/position to the left, and the procedure of posting blinds is repeated, so everyone pays the blinds to play a complete rotation/orbit.

To start the hand, the dealer uses a standard 52 card deck and passes two cards, one at a time, to each player face down starting with the small blind first in a clockwise direction ending with the player with the dealer button in seat 1. Then the dealer takes \$1 from the small blind and places it on the top of the dealer tray, and if there is no action the dollar chip will be placed in the drop box. If there is a “flop”, an additional \$4 will be taken from the pot, placed in the dealer tray and a “drop chip” is removed from the dealer tray and placed in the drop box.

Action is initiated on the first betting round by the player to the immediate left of the big blind, who has the options of “folding” (discarding his cards), calling the big blind or raising. The players may bet a discretionary amount from the amount of the big blind up to \$1000 and can raise himself up to 4 times. The action then moves clockwise in this manner until all players have exercised their options and all bets and raises have been called. On all subsequent betting rounds the first active player to the left of the dealer button starts the action.

The pre-flop action ends with all bets and raises being called or all hands are folded. If there is action (pre-flop betting other than the blinds) the dealer will gather all the bets from in front of the players and place them into the middle of the table.

After the first round of betting is completed, three cards (the "flop") are turned face up simultaneously in the center of the table, and another round of options (check, bet, raise, fold, etc.) occurs. The next card (the "turn" or "fourth street") is then dealt face up, and another round of options occurs. Finally the last card (the "river" or "fifth street") is then dealt face up, and the final round of options occurs. These 5 face up cards are "community cards" and are shared by all active players in the hand.

At the showdown, the player who makes the best 5 card poker hand, using any combination of the community cards and the cards in their hand, wins the pot. In Texas Holdem, more than one player may have the best hand. When this happens the pot is split with any odd amount going to the player or players closest to the left of the dealer button.

4) Describe a "round of play". Video not available.

The example hand starts with the dealer button in seat 1, the player in seat 2 posts the small blind of \$2 and the player in seat 3 posts the big blind of \$5. The player immediately to the left of the big blind ("under the gun" or "first position") in seat 4 is first to act and calls the big blind of \$5 and raises to \$40. The next player elects to call the \$40 bet and raise an additional \$200 to a total of \$240. The rest of the players fold and the original player in seat 4 calls the additional \$200.

The dealer collects the discards, the bets are gathered to the middle of the table and deals the "flop". Another round of betting ensues between the two remaining players. First to act, player in seat 4, bets \$300 and his opponent then calls the \$300, raises an additional \$1000 and re-raises himself 3 times at \$1000 per bet. The player in seat 4 calls the additional bets, the dealer collects the money to the middle of the table and deals the final "river" card. The winning hand is then turned face up and that player receives the pot. The dealer collects the cards, moves the dealer button to the next clockwise player, the blinds are again posted and a new hand begins.

5) Type of gaming table: Poker table

6) Other equipment: Shuffle Master (automated card shuffler)

Glossary of Poker Terms

ACTION: A fold, check, call, bet raise, or showdown.

All IN: When you have put all of your playable chips into the pot during the course of a hand, you are said to be all in.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest blind in the game.

BLIND: A required bet made before any cards are dealt.

BLIND BET or BLIND RAISE: A wager made prior to looking at any of your cards.

BUFF: To be an inferior hand, attempting to eliminate all opponents.

BOARD: 1. The board on which a waiting list is kept for player wanting seats in specific games. 2. The five communal cards in hold-em format games.

BOARDCARDS: The community cards in the center of the table in Hold-em or Omaha. Also called board.

BOARDPERSON: A casino employee who puts names of players who are waiting for a game on the board.

BOXED CARD: A card that appears face up in the deck where all other cards are face down.

BROKEN GAME: A game no longer in action.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round have been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-AND-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

COLLECTION DROP: A fee charged for each hand dealt.

COLOR CHANGE: 1. A request to change the deck. 2. A request to change the chips from one denomination to another.

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form their best hand in the games of hold-em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit poker.

CUT: To divide the deck into two sections in such a manner as to change the order of the cards.

CUT CARD: Another term for bottom card or security card.

DEAD CARD: A card that is not legally playable.

DEAD HAND: A hand that is not legally playable.

DEAL OFF: To take all the blinds and the button before changing seat or leaving the table. That is, participate through all the blind positions and the dealer position.

FACE CARD: A king, queen, or jack.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLASHED CARD: A card that is partially exposed.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In hold-em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOURTH STREET: The second upcard in seven-card stud or the first board card after the flop in hold-em (also called the turn card).

FOULD HAND: A dead hand.

FLUSH: A poker hand consisting of five cards of the same suit.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

INSIDE STRAIGHT: A sequence of four cards that needs one card to fill a straight.

IN TURN: Describing when it is legally a player's turn to act.

KICKER: The highest unpaired card that helps determine the value of a five card poker hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck and cards that players have discarded, gathered facedown in the center of the table by the dealer.

OPEN END: A sequence of four cards, "open" at both "ends," that needs either of two ranks to fill a straight.

OPTION: The choice to raise a bet given to a player with a blind.

PLAYER'S BANK: Money deposited in the cashier's cage into an account for a player.

PLAYING THE BOARD: Using all five community cards for your hand in hold-em.

PUSH: When a new dealer replaces an existing dealer at a particular table.

RABBIT HUNTING: Looking for or asking to see cards that are out of play in order to ascertain what hand you might have made.

RACK: 1. A container in which chips are stored while being transported. 2. A tray in front of the dealer, used to hold chips and cards.

RAISE: To call a previous bet while making an additional bet simultaneously.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game.

SCRAMBLE: A face down mixing of the cards.

SET: Three of a kind, also called trips.

SETUP: Two suited decks, each with different colored backs, to replace the current decks in a game.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SHUFFLE: The act of randomly mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

STRAIGHT: Five consecutive ranks of any suit.

STUB: The portion of the deck which has not been dealt.

“TIME”: An expression used to stop the action on a hand.

TOURNAMENT: A competition for players to determine who is the best player.

TURN CARD: The fourth street card in hold-em or Omaha.

TRIPS: Three of a kind, also called a set.

NO BUST 21st CENTURY BLACKJACK

4.01

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Any use of the game, rules, and/or trademarks without written authorization from 21st Century Gaming Concepts Inc., is prohibited by law.

Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 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.)
- 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 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :
 - a) 11 and a half 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.
- 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 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.
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

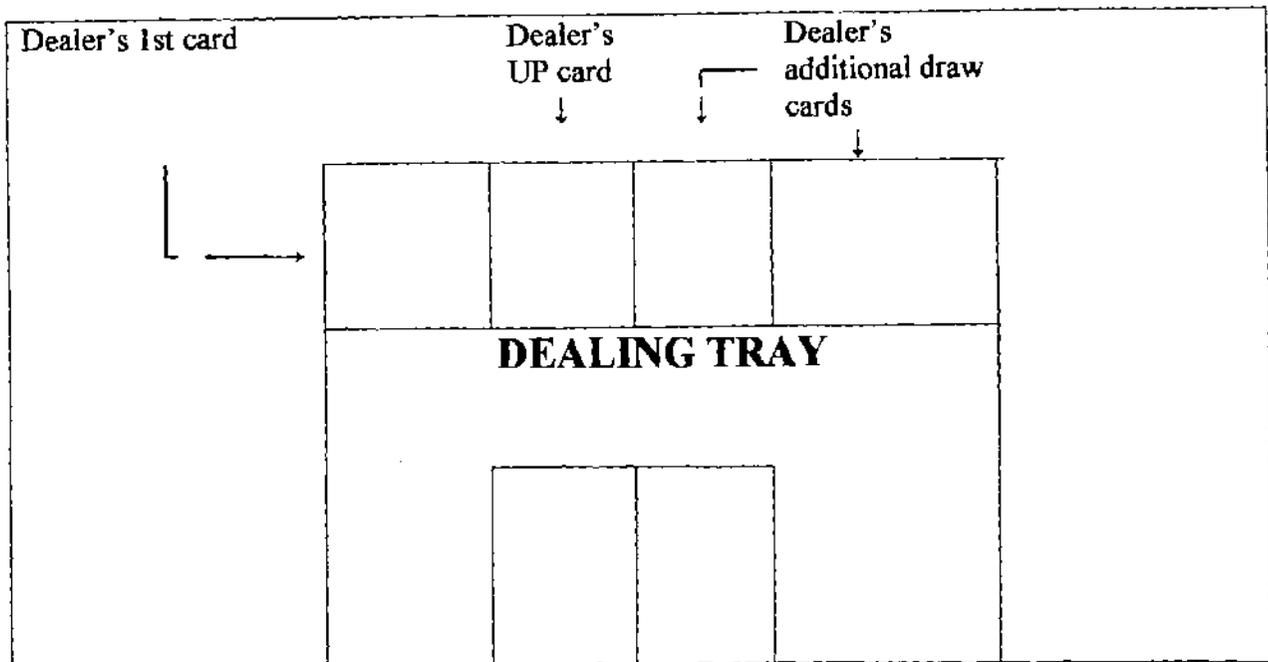
1. **No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino 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 and a half 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 some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee 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 will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.**
5. **Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".**
6. **Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.**
7. **After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always 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 and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.**
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 house Dealer will turn over the Player/Dealer hole 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. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

13. 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:



14. 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 does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A 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. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. 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.
17. 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. The player would win if they had less than a "Natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection 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 or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. 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 Natural . 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 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 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.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. 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 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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.

CAPITOL CASINO

Pai Gow Tiles

Rules of Play

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

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

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

Scoring:

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

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

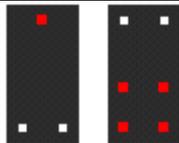
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

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

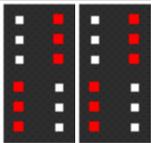
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

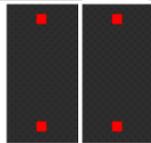


Jee Goon

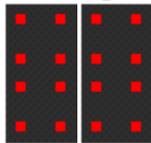
MATCHED PAIRS: Any matched pair.



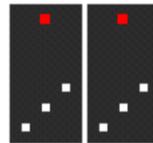
Heaven



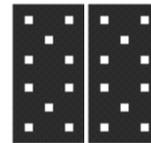
Earth



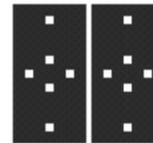
Man



Goose



Flower



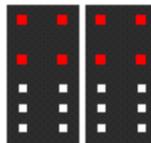
Long



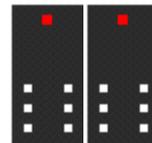
Board



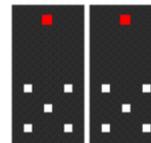
Hatchet



Partition

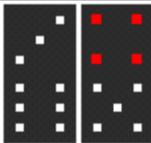


Long Leg 7

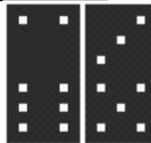


Big Head 6

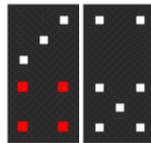
UNMATCHED PAIRS: Any of the below mixed pairs.



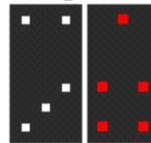
Mixed 9s



Mixed 8s



Mixed 7s



Mixed 5s

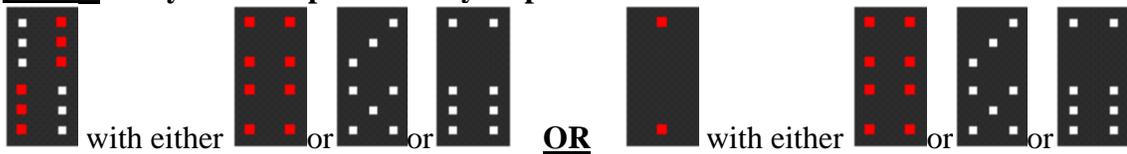
WONG: Any 2 or 12-spot tile and any 9-spot tile.



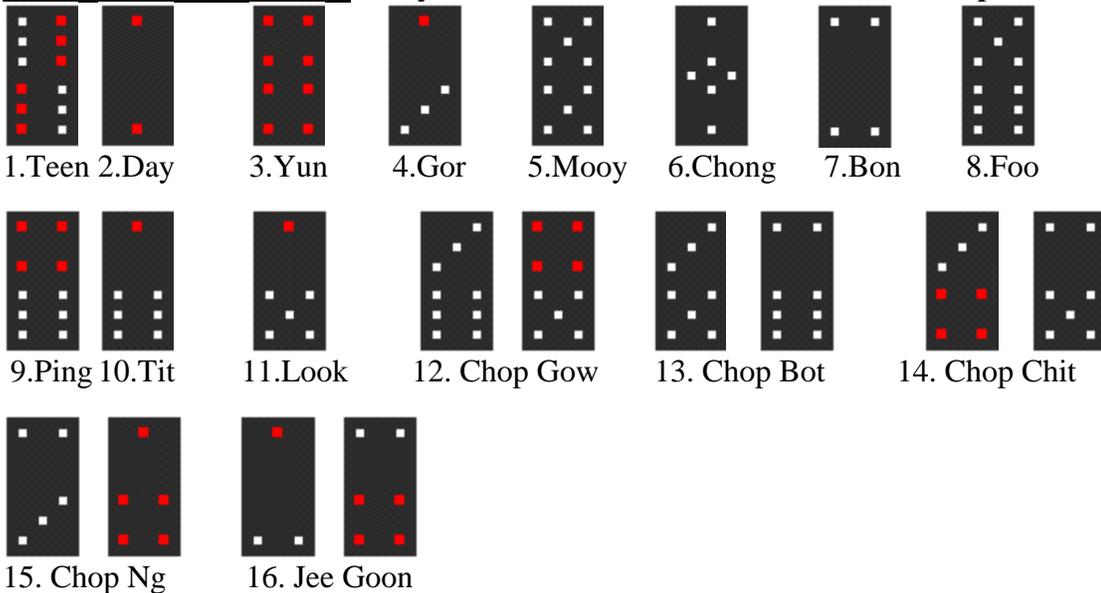
OR



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



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



House Way:

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

Collection Fees

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. There are 10 betting circles per seated position. The maximum wager per circle is \$600. The collections are not calculated as a portion of wagers made or winnings earned.

Table Limit	Total Player Wager	Player Fee	Player/Dealer Fee
\$10 - \$600 per circle	\$10 - \$200	\$1.00 / per circle	\$2.00 / per hand
	\$210 - \$400	\$2.00 / per circle	
	\$410 - \$600	\$3.00 / per circle	

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

Capitol Casino

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

<u>CARD</u>	<u>VALUE</u>
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

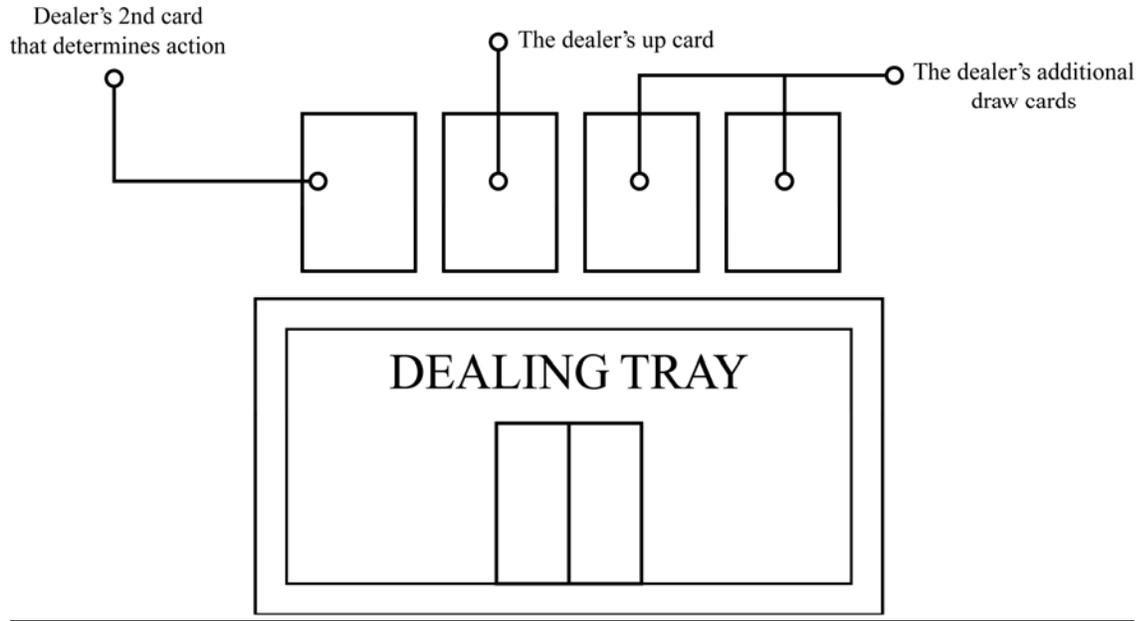
ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and player/dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a player/dealer is designated. The player/dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player/dealer, which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the player/dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the

exception of the player/dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated player/dealer, in a clock-wise manner. Each player will be dealt one card face up with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player/dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The player/dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player/dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the player/dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the player/dealer.
14. The player/dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and is offered after every two hands, and rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) offer the player/dealer position clockwise to the next position on the table.

CHART 1A PLAYER OPTIONS

Must Stand on
Hard 19 or more

Must Hit on
Hard 11 or less

Have Option on
All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on
Hard 17 or more

Must Hit on
Soft 17 or less

Have Option on
None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the player/dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the player/dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player/dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the player/dealer's first or up card is an Ace or Bonus Card.
3. After all players have been given a chance to act on their hands, the player/dealers hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a "Pure 21.5 Blackjack" and the player/dealer's total is more than a "Pure 21.5 Blackjack", the player wins the hand.
5. If a player's total is more than a "Pure 21.5 Blackjack" and the player/dealer's total is less than a "Pure 21.5 Blackjack", the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the player/dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the player/dealer's hand is 888 (three eights) all players whose total is more than 21.5 push
 - b) If the player/dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose
9. The game is played on an industry standard blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will

not be based on any percentage.

12. Backline betting is allowed.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any two cards with the same value or rank originally dealt to them. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. Players may double-down or surrender after each split. When splitting two Aces, the player only receives one additional card per ace. Aces may only be split once. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player/dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the player/dealer's money covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance- If the player/dealer's upcard is an ace, all players will have the option to place separate "insurance" wager. They are wagering that the player/dealer's undercard is a Bonus card giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

Even Money- In conjunction with offering insurance, when the player/dealer's upcard is an ace, players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the player/dealer's undercard is checked for a Bonus Card. The player is actually making an insurance wager equal to ½ of the original wager. If the player/dealer has a Bonus card as the undercard (a Pure 21.5

Blackjack), the player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the player/dealer does not have a Bonus card as the undercard, the player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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Buster Blackjack



Rules of Play

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

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

Betting and Collection Fee: In order to place a promotional bet, player must place an original wager according to the table limit. There will be not extra collection fee for this bet. Backline Betting is permitted.

- **Funding:** The player/dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The Buster Blackjack Bonus Bet wager may be less than, equal to, or exceed the base game wager. However, the bonus bet wager may not exceed the table limit.

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

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

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

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	1
4	3
5	6
6	25
7	100
8 or more	250

The Benefits of Buster Blackjack

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



Red Flex Bet

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each player's position on the gaming felt layout. When the player/dealer's first two (top & hole) cards are "Red" the **RED FLEX BET™** is an automatic "**WINNER.**" The more consecutive "Red" cards by the player/dealer's hand the higher the **RED FLEX BET™** pay off.

The rules are as follows:

1. Players will be given the option to wager on the possibility/probability of the occurrence that the first two cards (top and hole cards) or more, of the player/dealer's hand, are consecutive cards of the same color.
2. Players making this optional bet will win if the player/dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer's hand are also of the same Red color. The order of the cards is listed below.
 - a) Player/Dealer's first card (top).
 - b) Player/Dealer's (hole) second card.
 - c) Player/Dealer's first hit card.
 - d) Player/Dealer's second card.
 - e) Player/Dealer's third card.
 - f) Player/Dealer's fourth hit card and so on.
3. The amount of the winning payoff will be determined once the player/dealer's hand is complete or a black card is drawn.
4. The player/dealer's hand is played out in accordance with the approved rules for Pure 21.5 for each individual card room.
5. Players may make one bonus bet wager for each base game wager placed.
6. The Red Flex Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.
7. There is no additional collection fee for placing a Red Flex Bet.
8. The player/dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex 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.
9. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Consecutive Red Cards in Player-Dealer's Hand	Pays
Two (2) Red Cards	2 to 1
Three (3) Red Cards	3 to 1
Four (4) Red Cards	8 to 1
Five (5) Red Cards	50 to 1
Six (6) Red Cards	100 to 1
Seven (7) Red Cards	250 to 1

Pure 21.5 Collection Rates

Schedule Option	Table Limit	Total Bet	Player Collection Rate	Player-dealer Collection Rate
1	\$5 - \$1,000	\$5 - \$50	\$0.00	\$0.50
		\$51 - \$100		\$1.00
		\$101 - \$300		\$2.00
		\$301 - \$500		\$5.00
		\$501 +		\$8.00
2	\$25 - \$1,000	\$25 - \$100	\$0.00	\$1.00
		\$101 - \$300		\$3.00
		\$301 - \$800		\$8.00
		\$801 - \$1,200		\$12.00
		\$1,205+		\$20.00

**Capitol Casino
Poker Collection Rates**

Limit Texas Hold'em

Schedule Number	Betting Limit	Blinds	Minimum Buy-in	Collection 6 or more players	Collection 5 players	Collection 4 or less players
1	\$2 / \$4	\$1 / \$2	\$20	\$4 + \$1	\$3 + \$1	\$2 + \$0
2	\$3 / \$6	\$1 / \$3	\$30			
3	\$4 / \$8	\$2 / \$4	\$40			
4	\$6 / \$12	\$2 / \$6	\$80			
5	\$9 / \$18	\$3 / \$9	\$120			
6	\$12 / \$24	\$3 / \$12	\$180			
7	\$15 / \$30	\$10 / \$15	\$150			
8	\$20 / \$40	\$10 / \$20	\$300			

* The additional \$1 taken from the pot when 5 and 6 or more players are playing is a jackpot collection fee.

Texas Hold'em Spread Limit

Schedule Number	Betting Limit	Blinds	Min/ Max Buy-in	Collection 6 or more players	Collection 5 players	Collection 4 or less players
9	\$1 / \$2	\$1 / \$2	\$60/ \$200	\$4 + \$1	\$3 + \$1	\$2 + \$0
10	\$1 / \$3	\$1 / \$3	\$60/ \$300			
11	\$2 / \$5	\$2 / \$5	\$200/ \$500			
12	\$5 / \$10	\$5 / \$10	\$300/ \$1,500			

* The additional \$1 taken from the pot when 5 and 6 or more players are playing is a jackpot collection fee.

Low Ball

Schedule Number	Wagering Limit	Collection Fee per player per half hour
1	\$3/ \$40	\$5

Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including Bonus Bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a royal flush.

Type of gaming table utilized for this game:

Three Card Poker may be played on a standard blackjack table having eight places on one side for the players and the player-dealer.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled "Ante" and "Play" for the placement of bets, as well as a separate circle for the placement of a bonus bet labeled "Bonus."

Number of players in the game:

A maximum of eight seated players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a multiple deck automatic card shuffling device ('shuffler') or shoe.
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of fifty-two cards.
3. **Number of Decks:** Cards used to play Three Card Poker may be played with one to six standard fifty-two cards with backs of the same design.

Betting scheme:

1. All wagers in Three Card Poker 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 the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced "No more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker table, who has placed the Ante wager required above, shall also have the option to make an Bonus wager that awards an additional payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. The dealer shall wait for each player to place their Ante wagers as well as any Bonus wagers. After each player has had the opportunity to place his/her Bonus wagers, the dealer will announce "No more bets."
 - a. The dealer shall deliver then deal each seated player with a wager three cards, face-down, starting to the left of the player-dealer, then in turn to each of the other players, including the player-dealer, moving clockwise around the table. The stack given to the player-dealer shall be delivered face-down after which the third card will be turned face-up.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount equal to the player's Ante wager or forfeit the Ante wager and end his/ her participation in the round of play. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.
 - a. If a player has placed an Ante wager and a Bonus wager but does not make a play wager, the player shall forfeit both the Ante wager and the Bonus wager.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a minimum of queen-high.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The dealer shall immediately refund this bet to players. However, if the player-dealer's hand did not qualify, the player-dealer will pay each Ante (the ones not surrendered by folding) even money if the player's hand ranks higher than the player-dealer's hand. If the player's hand does not rank higher than the player-dealer's hand, the Ante wager shall be returned to the player.
 - b. If the player-dealer's hand qualifies, the dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money.
 - ii. If the player-dealer's hand beats the player's hand, the player loses.
 - iii. If the player and the player-dealer's hands are identical, the hands are considered a push and no wagers are paid or taken.
6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.

All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

The game also utilizes an action button to determine which player receives first action on their wager in the case that the player-dealer's wager does not cover all wagers at the table. The player-dealer's second card, which is dealt face down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card, as shown below. Wagers shall then be settled starting with player that received the action button and continuing in a clockwise manner, in the following order from player to player: the Ante wager, then Play wager, then the Bonus wager(if placed). When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Player-dealer's Face Down Card	Card Value
Ace	1
2 – 10	Hold their face value
Jack	0
Queen	0
King	0

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

The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

7. 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.
8. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Bonus:

The Bonus bet is an optional side bet for Three Card Poker. The rules are as follows:

1. Bonus bet wagers must be placed prior to the initial deal.
2. Bonus bet wagers must equal the Ante to qualify for a Bonus bet payoff.
3. The Bonus bet only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus bet wagers.
6. The player-dealer will pay all winning Bonus bet wagers and will collect all losing Bonus bet wagers.

7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. 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

How and when are house fees collected:

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.

Glossary of terms used in the controlled game:

- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Bonus Bet** An optional bet for players who place an Ante wager. See Bonus bet pay chart in rules.
- Ante** The mandatory wager players make before seeing their hand.
- Fold** The player option to surrender his/her Ante, rather than continue the game.
- Hand** A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
- Play Bet** An optional bet that players make after seeing their three-card hand. The play bet must equal the Ante wager.
- Play Wager** If players make the Play wager, 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 in that position taking the player-dealer position is also referred to as the player-dealer.
- Qualifier** A specific set of card(s) that a player and/or the player-dealer must have to play.

Round of Play One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.

Seated-positions The designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Suit One of the four categories of cards: club, diamond, heart, or spade.

Collection Fees:

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of wagers, known as Total Table Action, placed by players which includes the Ante, and Bonus wagers only. There shall be no additional collection fee taken from a player when placing an Ante wager, Play wager, or Bonus wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker are as shown below.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Fee	Player Fee
1	\$5 - \$600	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 - \$800	\$8	
		\$801 +	\$12	



Standards of Play

The object of *Supreme Baccarat*™ is for players to choose and wager on which hand, player or banker, has the winning total:

- Two cards will be dealt to both the banker hand and player hand.
- The best possible point total is nine with eight being second best.
- An additional card may be drawn to the player and banker hand according to *Supreme Baccarat*™ rules.

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 or as close to it as possible. The player's hand is compared with the banker's hand. The hand closest to nine wins.

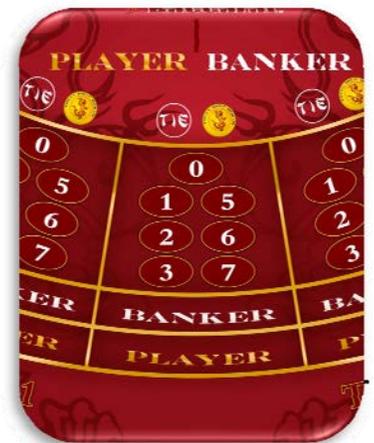
Type of gaming table utilized for this game

Supreme Baccarat™ shall be played on a standard blackjack, mini baccarat, or batwing table having four and up to fourteen places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each *Supreme Baccarat*™ table shall have a drop box attached to it.

The cloth covering a *Supreme Baccarat*™ table (the layout) shall have wagering areas for a minimum of four seated positions and up to a maximum of fourteen seated positions depending on the type of table used.

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";
2. For wagers on the banker the word "Banker";
3. For Tie wagers, the word "Tie";
4. For Total Shot™ wagers, the words "Total Shot;"
5. For Banker's Hand Flex Action Bet wagers, six circles for the labeled "0," "1," "2," "3," "5," "6," "7."



Number of Players in the Game

There is a minimum of two and a maximum of fourteen players including the player-dealer position.



Type of Card Deck

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one deck totaling 52 cards and a maximum of eight decks totaling 424 cards may be used during the play of *Supreme Baccarat*[™]. There are no jokers.

Value of Cards

- An ace has a value of 1.
- All cards from 2-9 have their face value.
- Kings, queens, jacks, and tens have a value of ten.

Hand Rankings

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens digit ignored. For example, an eight, and a nine, would have a (sum of 17) and value of seven also a nine, and a six would have a (sum of 15) and a value of five.

- 1) 9 – Sum total of cards equaling 9
- 2) 8 – Sum total of cards equaling 8
- 3) 7 – Sum total of cards equaling 7
- 4) 6 – Sum total of cards equaling 6
- 5) 5 – Sum total of cards equaling 5
- 6) 4 – Sum total of cards equaling 4
- 7) 3 – Sum total of cards equaling 3
- 8) 2 – Sum total of cards equaling 2
- 9) 1 – Sum total of cards equaling 1
- 10) 0 – Sum total of cards equaling 0

Betting Scheme 1B

1. All wagers in *Supreme 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 winning totals 1, 2, 3, 4, 5, 6, 7, 8, and 9 which pays 1 to 1.
 - b. Banker line winning totals 1, 2, 3, 4, 5, 7, 8, and 9 which pays 1 to 1.
 - c. Banker line winning total of 6 which pays 1 to 2.
 - d. Tie bet which pays 9 to 1.
 - e. Total Shot[™] bet which has various payouts (see payable).
 - f. Banker's Hand Flex Action Bet[™] which has various payouts (see payable).



Tie

The Tie bet pays 9 to 1 if the banker’s and player’s hands tie. A player may only place a Tie wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. In the event that the player’s hand and the banker’s hands are not of the same value, the player-dealer will win the Tie wager. If the Tie bet wins, Player line and Banker line wagers push. The Tie wager may be less than, equal to, or greater than the player or banker line wager. However, the Tie wager cannot exceed the maximum wager limit for the Tie, which is \$200.

The player-dealer will pay all winning Tie wagers and will collect all losing Tie 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.

Total Shot™

A player may only place a Total Shot™ wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. This bet allows players to wager on the combined total of the player and banker’s completed hands. For example, if the player’s completed hand is 7 and the banker’s completed hand is 8, then the total for the “TotalShot™” wager is 15. If the player’s completed hand is 1 and the banker’s completed hand is 2, then the total would be 3. “Total Shot™” wagers will have a result on every hand (i.e. win or lose). The Total Shot wager may be less than, equal to, or greater than the player or banker line wager. However, the Total Shot wager cannot exceed the maximum wager limit for the Total Shot, which is \$200.

The player-dealer will pay all winning Total Shot™ wagers and will collect all losing Total Shot™ 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. The pay chart options for the Total Shot™ wager are below.

18	40 to 1
17	20 to 1
16,15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0	Loses – No Payout

Banker’s Hand Flex Action Bet™

Players are given the option of placing individual side wagers that the banker’s hand will total a certain number, before the banker hand has a total of 9. A player may place a Banker’s Hand Flex Action Bet whether or not they have placed a wager on the Player line or Banker line. These side wagers remain in action until either a winner or loser is determined or the player decides to their bet(s) down. If this wager does not win or lose after a round of play, the player has the option to remove their Banker’s Hand Flex Action Bet from the gaming table. A player may wager on more than one banker hand number. For example, a player may wager on Banker 5 and 3. A player may wager on all Banker’s Hand Flex Action Bet numbers for the banker if they choose. The Banker’s Hand Flex Action Bet wager may be less than, equal to, or greater than the Player or Banker line



wager. However, the Banker's Hand Flex Action Bet wager cannot exceed the maximum wager limit per Banker's Hand Flex Action Bet number, which is \$1,000.

Players may wager that the banker hand will total 0, 1, 2, 3, 5, 6, or 7 before the banker's hand total is 9. Each of the individual numbers from 0,1,2,3,5,6,7 represent individual wagers and will only have action when either the exact number is the total of the banker's hand or when the banker's hand totals 9. Any other values of the banker or player's hands have no bearing on the wager. For example, if a player wagered on Banker 5, the wager would be won when the banker's hand totaled 5, and would lose when the banker's hand totaled 9. Any total other than 5 or 9 for the banker's hand would result in no action taken on the wager. When the banker's hand totals 4 or 8 there will be no action on these hand totals.

The player-dealer will pay all winning Banker's Hand Flex Action wagers and will collect all losing Banker's Hand Flex Action 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.

Payouts for Banker's Hand Flex Action Bet™:

Banker Hand Total	0	1	2	3	4	5	6	7	8	
Payout	1x1	1x1	1x1	1x1	No Action	1x1	1x1	1x1	No Action	Lose

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the house dealer shall wait for each player to make their wager (within posted table limits) on the 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-down. 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 player hand takes a hit card if necessary and then the Banker 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 or nine. 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.

Game Rules

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



- The player’s 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 banker’s hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the banker’s hand hits using the following rules:
 - If the banker’s hand total is 3, then the banker’s hand is dealt a third card unless the player’s third card was an 8.
 - If the banker’s hand total is 4, then the banker’s hand is dealt a third card unless the player’s third card was a 0, 1, 8, or 9.
 - If the banker’s hand total is 5, then the banker’s hand is dealt a third card unless the player’s third card was 0, 1, 2, 3, 8, or 9.
 - If the banker’s hand total is 6, then the banker stands unless the player’s third card was a 6 or 7.
- The banker’s hand must stand if their hand is valued at 7 through 9.

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 house 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 action button is placed based on the numerical value of the banker’s hand first down card. The player-dealer position is always zero. The other seats, in clockwise rotation, starting with the player to the left of 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 and Banker line wager placed, then all Tie wagers, then all Total Shot™ wagers, and finally the Banker’s Hand Flex Action wagers.

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 or below and stands on six or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.

Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place



a button in front of the player-dealer, which designates that they are taking the “bank position” and further designate whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees out as well.
3. The house dealer will collect all of the collection fees. This will always be accomplished before 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.
4. After the fees have been collected, the dealer will deal two cards face down to the Player box and two cards face down to the Banker box.
5. The dealer will turn the player hand face-up and turn the remaining two cards of the banker hand face-up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat™ rules.
6. After both the banker and player’s hands are completed, the winning wagers will be determined. See the “Betting Scheme” section for amounts paid to winning wagers.
 - A) If the player’s hand has a higher total than the banker’s hand (a total of 9 being best), the Player wagers win
 - B) If the banker’s has a higher total than the player’s hand (a total of 9 being best), the Banker wagers win
 - C) If both the banker and player’s hands have the same total, the Tie wagers win (all Banker and Player wagers – push)
7. The payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
8. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands; the player-dealer position is rotated in a clockwise fashion around the table.
9. The dealer (if applicable) records whether the preceding hand was won by the player, banker or was a tie on the affixed electronic reader board.



Equipment

1. Equipment and accessories options:
 - a) Vegas style matrix tower – A matrix tower which lists the winner of the last ten to twenty hands : (player, banker, or tie) may be used by casinos
 - b) Tracking sheets or scorecards – Scorecard style sheets may be provided by casinos to facilitate individual players in tracking the last few hands or wagers. These scorecards have columns marked “Player”, “Banker”, and “Tie”, under which players can track their wagers or winning hands.

Wagering Limits and Collection Fees

Fees may be charged for all base game wagers and bonus 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.

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, Total Shot circle, and the Banker’s Hand Flex Action’s six betting circles at the table, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for placing a wager on the Player line, Banker line, Tie circle, the Total Shot circle, or the Banker’s Hand Flex Action’s six betting circles. The maximum amount a player may wager on the Total Shot and Tie is \$200. The maximum amount a player may wager on each of the Banker’s Hand Flex Action Bet circles is \$1,000. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Supreme Baccarat are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee
1	\$10 - \$3,000	\$10 - \$300	\$1
		\$301 - \$600	\$3
		\$601 - \$1,500	\$8
		\$1,501 - \$2,500	\$15
		\$2,501 +	\$25

TABLE LAYOUT



Commission-Free



Baccarat Dragon Bonus

Commission-Free Baccarat Dragon Bonus

Type of Game

The game of Commission Free Baccarat Dragon Bonus utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings

The value of each card used in Commission Free Baccarat Dragon Bonus shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Commission Free Baccarat Dragon Bonus, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Player Dragon Bonus Bet, and the Banker Dragon Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker hand determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the second card dealt to the banker hand. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

Commission-Free Baccarat Dragon Bonus

Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Dealing Procedures and Round of Play

At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player then has the following option(s) when placing their wager(s):

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except 6, which shall pay 1 to 2;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.

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 wager on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
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

Commission-Free Baccarat Dragon Bonus

How Wagers are Paid, Collected and Pushed

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the player's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a total of six, the wager shall only receive half pay (1 to 2).
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Seated as well as back-line bettor may place a Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- 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 shall be returned to the players.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- Seated players as well as back-line bettors may place a Player Dragon Bonus Bet or Banker Dragon Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet and any collection fees that may be taken.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's

Commission-Free Baccarat Dragon Bonus

hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.

- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker 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 shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Deal	Payout
Natural Winner	1 to 1
Natural Ties	Push
4 point difference	1 to 1
5 point difference	2 to 1
6 point difference	4 to 1
7 point difference	6 to 1
8 point difference	10 to 1
9 point difference	30 to 1

Commission-Free Baccarat Dragon Bonus

Wagering Limits and Collection Fees

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, prior to cards being dealt or any round of play being conducted. Players shall not be required to pay an additional collection fee for placing a wager on the player line, banker line, tie bet, the Player Dragon Bonus Bet, or the Dealer Dragon Bonus Bet. The maximum amount a player may wager on the tie bet, Player Dragon Bonus Bet and Dealer Dragon Bonus Bet is \$150. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Commission Fee Baccarat are as shown below:

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$1,000	\$0	\$5 - \$300	\$1	N/A
			\$305 - \$600	\$3	
			\$605 - \$1,500	\$8	
			\$1,505 - \$2,500	\$15	
			\$2,505 +	\$25	