CASINO MARYSVILLE

LOW-BALL

Low-ball is a draw poker game where the lowest five card poker hand wins.
It is played with the joker added which must be used as the lowest card not already in the hand.
Five cards are dealt face down to each player. Around of betting ensues for players who wish to continue.
Active players may elect to draw cards to improve their hand.
The players then can bet or check in the final betting round.

BETTING LIMIT:
2 to 6
5 to 20

Collection Fees:
2 to 6 every 30 minutes $3 will be collected from each player.
5 to 20 every 30 minutes $6 will be collected from each player.

CASINO MARYSVILLE
General Rules For the
Double-Hand Poker

1. Only Casino Marysville chips will be accepted for wagering. Cash and other chips must be changed prior to the start of the hand.
2. Collections are taken in advance.
3. Players must wager at least the minimum bet of the table limit.
4. One player assumes the role of Player/Dealer; the remaining players will play against the Player/Dealer by comparing each of their hands one at a time.
5. The title of Player/Dealer must pass clockwise to a different player after every two banks.
6. The Player/Dealer may only receive action on the amount wagered. Once the Player/Dealer's wager is depleted, the hand is over. It is possible to hold a losing or winning hand and receive only partial or no action.
7. "Dai-su" is not allowed. The chips placed on top of the Player/Dealer bank money will be treated as the front bank, and will receive first action.
8. Players who "Kum'Kum" with other players do so at their own risk. The House will not take responsibility for the settlement of "Kum'Kum" wagers.
9. If there should be an argument over the play of a hand, the player with the most money bet on that hand will make the final decision on how that hand will be played.
10. Any "House Way" hand improperly set by the House Dealer will be reset by management.
11. Players may not show or discuss the contents of their hands with another player during the course of the hand.
12. A player may wager on more than one seat. However, the player may only play one hand. The other hand(s) will be played "House Way".
13. Players are responsible for their own chips and cash. The House takes no responsibility for chips, cash, or personal belongings left on a table.
14. Management reserves the right to make decisions which are in the best interest of the game. The floor supervisor's decision is final.

Double Hand Poker

Game Description

Double-Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1,8 or 15. The dealer will deal each player (position) a pile which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

Rank of Hands

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

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

Example:

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

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

Object of the Game

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

- The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.
- The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand.
- A player has a foul hand if:
  - (a) The two-card front hand is stronger than the five-card back hand, or
  - (b) The player does not have exactly two cards in the front hand, or
  - (c) The player does not have exactly five cards in the back hand.
- A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.
- A misdeal will be declared if:
  - (a) A Joker or an Ace is boxed or exposed, or
  - (b) if two or more cards are boxed or exposed, or
  - (c) the player/banker's hand does not have the correct number of cards.
- A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have

HOUSE WAY

No Pair	Put 2nd & 3rd highest cards in front.	K♥Q♦ A♠10♥8♦7♦2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair *Big pair is A's, K's, Q's*	Put small pair in front.	8♠8♥ Q♥Q♦9♦7♦3♣
Big 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.	A♦5♣ 10♣10♦6♥6♦3♣ 8♣8♦ 9♠9♣Q♥7♦3♣
Big 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	K♦9♠ 7♠7♣4♥4♦3♠ 4♥4♦ 7♠7♣Q♣9♠3♠
Big 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.	Q♠10♦ 5♠5♦2♠2♦8♥ 2♠2♦ 5♠5♦J♣9♠3♠
Three Pair	Put high pair in front.	10♦10♣ 9♠9♣5♦5♥3♦
Three of a Kind *Aces*	Put an Ace and next highest card in front.	A♦Q♠ A♥A♦9♠8♠2♣
Kings & Below	Put three of a kind in back, two other highest cards in front.	Q♦9♠ K♥K♦K♣7♣2♦
Two Sets	Put pair from higher set in front.	K♥K♦ 6♥6♦6♣K♠9♦

HOUSE WAY

Straight or Flush *With no pair*	Put two highest cards in front, that will leave completed in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front, that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣ A♣A♥ 4♠4♦4♥A♠6♥
Four of a Kind	Play four of a kind in back, if you can put at least a pair in front, otherwise split.	Q♦Q♠ Q♥Q♣A♣K♦4♥
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.	K♣J♠ 10♦10♣10♥10♣7♣ 10♥10♠ 10♦10♣8♦3♣2♥
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.	Q♦10♣ 7♠7♦7♥7♣2♥ 7♠7♦ 7♥7♣10♠9♠2♦
5's & below	Never split.	K♠Q♦ 4♠4♦4♥4♣7♦
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣

looked at their hands, they may or may not be allowed to ask for a House Way play.

- Any House Way hand improperly set by the house dealer will be reset by Management.
- The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.
- When two identical cards are turned up, the hand will be declared a misdeal.
- A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.

NO BUST
21st CENTURY
BLACKJACK

Standard Rules

10/12/2006

Copyright @ 2002. All rights reserved.
Any use of the game, rules, and/or trademarks without written authorization from 21st century Gaming Concepts Inc., is prohibited by law.

Patent Number 5.503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.

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

No Bust Black jack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	1or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

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 right of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 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, 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 "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 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 the designated Player/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 dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

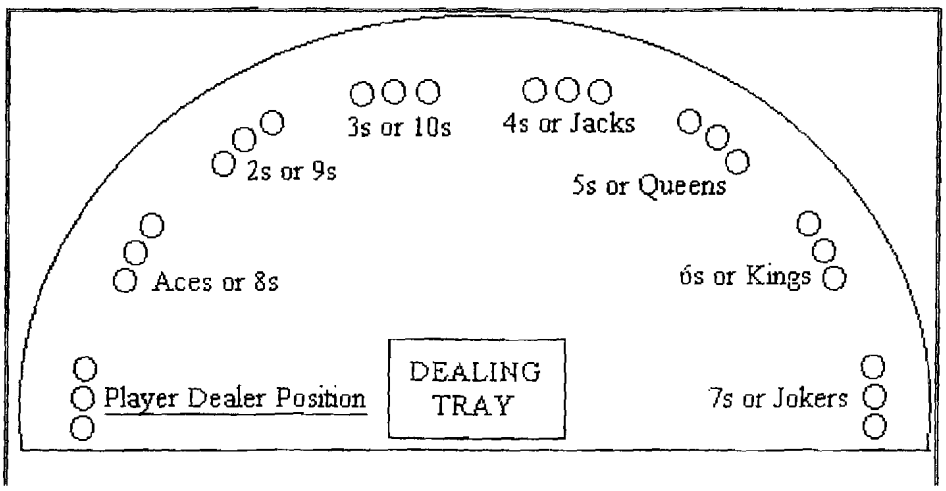
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)

9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
Soft & Hard 20 **Soft & Hard 21** **Natural 22**	**11or Less**	**12** **13** **14** **15** **16** **17** **18** **19**

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 Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.

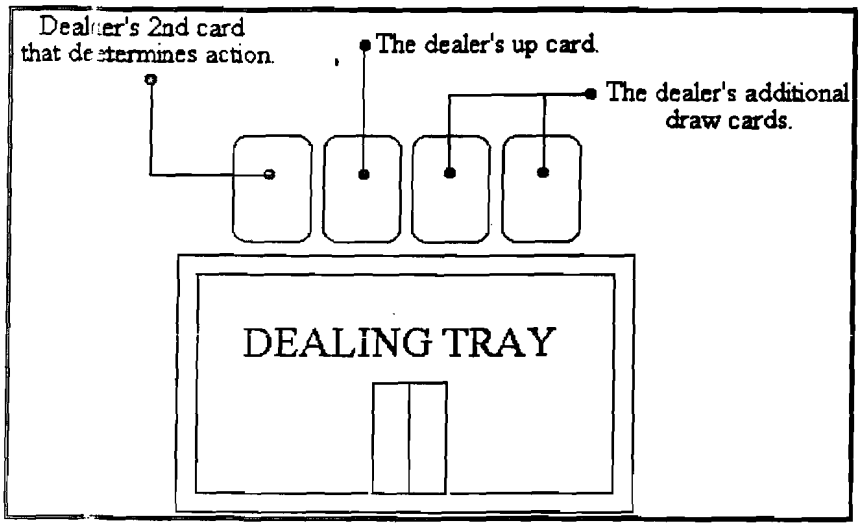


12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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 give to the affected players by the casino or the Player/Dealer.

14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.

15. 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:



16. 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		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. 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.

18. 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.

19. 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 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22, the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
    a. If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
    b. If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
7. The Player/Dealer wins all ties or pushes over a "Natural 22".
8. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22" the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
9. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
10. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
11. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
12. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
13. A Joker with any card is a hard 21 and a player cannot draw an additional card.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. 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 factor.
16. Backline betting is allowed subject to local ordinance or code.
17. 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.

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards 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. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. 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 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 up to a maximum of three (3) splits per hand.

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 they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will crease.

Players cannot double-down, split , or surrender when the Player/Dealer's first card dealt is a Joker.

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.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

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.

No Bust – 21st Century Blackjack

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** (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

CASINO MARYSVILLE

POKER GAMES

Omaha Hi-Low Split (8 or Better)

Omaha Hi-low Split is a community card porker game that is played with a standard 52-card deck. In order for a hand to qualify for the low hand, it must contain a 8 or Better (lower) at showdown. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second around of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2,3,4,5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

OMAHA HIGH-LOW SPLIT (8 OR BETTER)

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

Rules of Omaha High-Low Split (8-or-better)

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

PAI GOW TILES

Casino Marysville

Pai Gow Tiles is an ancient Chinese domino game. It has been played throughout Asia for centuries and is the predecessor of the modem games of Chemin de Fer, Baccarat and Blackjack. Pai gow Tiles is a rotating bank game that uses a standard set of Chinese dominoes (32).

Object Of the Game

The object of Pai Gow Tiles is to make two hands that both rank higher than the two hands made by the player/dealer.

How To Play

1. Each player receives four dominoes and plays two hands of two dominoes trying to make a high hand and a low hand. Your high hand will be compared to the player/dealer's high hand and your low hand will be compared to the player\dealer's low hand,
2. Both hands must be higher than the player/dealer's hands to win.
3. If one hand is higher, and the other hand is lower, then the hand would result in a push.
4. If both the player's hands are lower than the player/dealer's hands, the player loses.
5. a rating system determines the value of each hand.

When You Receive Your Tiles:

1. Look for pairs. Matching pairs are easy to recognize. Unmatched pairs are often overlooked. When you do not have a pair:
2. Look for the 12 (Teen)or the 2 (Dey) with a 7, 8, 9 (to produce either a high Nine, or Gong, or Wong). When you do not have a 12 or 2:
3. Look for two small dominoes that equal 7, 8, or 9. When you cannot make a 7, 8, or 9:
4. Play the biggest domino with the smallest domino (making the low hand as high as possible).

Game Rules

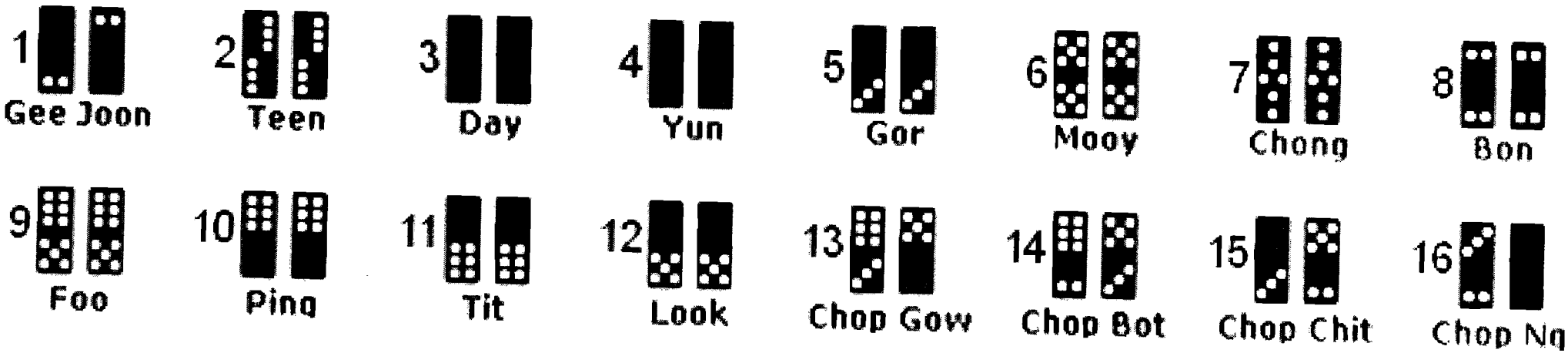
Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point: except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four combinations of dominoes that are higher than 9 are called Wong and Gong. Each of these combinations and each individual

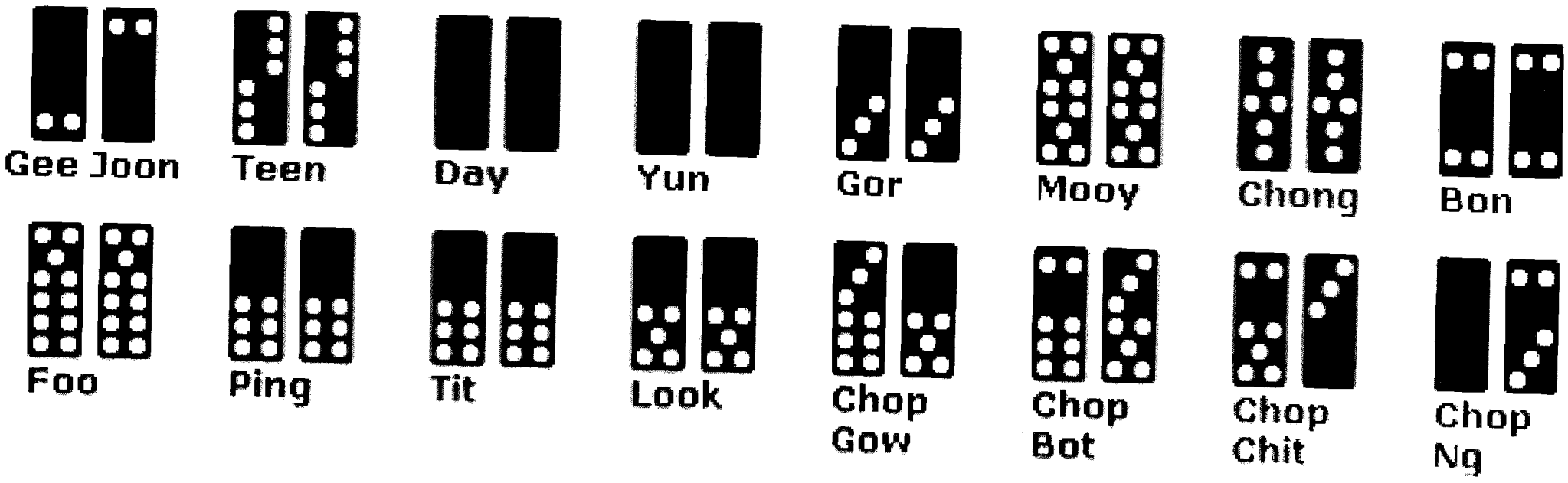
domino have a ranking. The symbolism of the domino (not the numerical value) determines their ranking (see ranking chart). If a player can't play one of the above mentioned combinations, he or she adds the total spots on two dominoes (subtracting 10's as in baccarat) to determine his or her hand. If both the player and the player\dealer have the same numerical valued hand, the hand with the higher ranking domino wins (only the highest-ranking domino is considered). If both the player and the player\dealer have the exact same hand, the player\dealer wins.

Please Note: The two dominoes that make the highest-ranking pair, Gee Jon, are interchangeable. The 6 can be played as a 3 and the 3 can be played as a 6. When played individual, these two dominoes are the lowest ranking.

Please see attacked 2 pages Pai Gow Tiles

There must be intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Anssles (1998)66 Cal. App 4th 1379. 1408-09. the game will be disbanded of at least one other intervening player are


1
Gee Joon
2
Teen
3
Day
4
Yun
5
Gor
6
Mooy
7
Chong
8
Bon
9
Foo
10
Ping
11
Tit
12
Look
13
Chop Gow
14
Chop Bot
15
Chop Chit
16
Chop Ng


Gee Joon
Teen
Day
Yun
Gor
Mooy
Chong
Bon
Foo
Ping
Tit
Look
Chop Gow
Chop Bot
Chop Chit
Chop Ng

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 3 to 2.
- 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 3 to 2.
- 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

CARD	VALUE
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 the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit of stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

Seven Handed Table

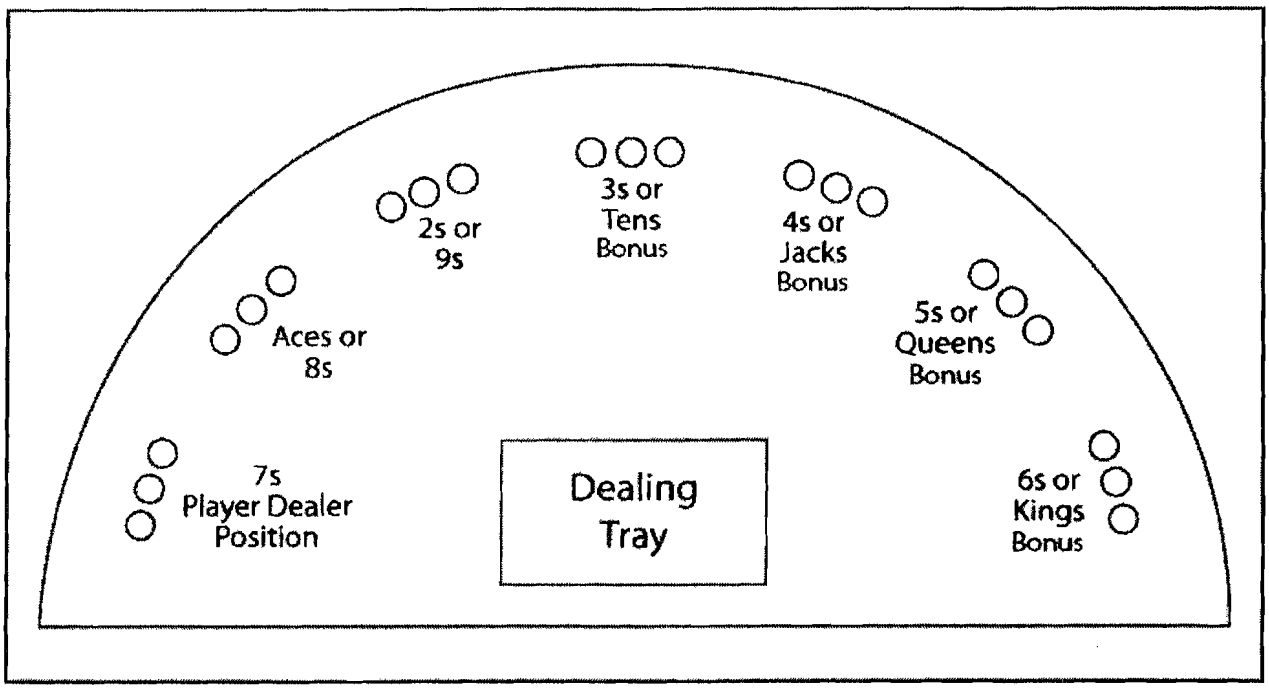


DIAGRAM #1A

Eight Handed Table

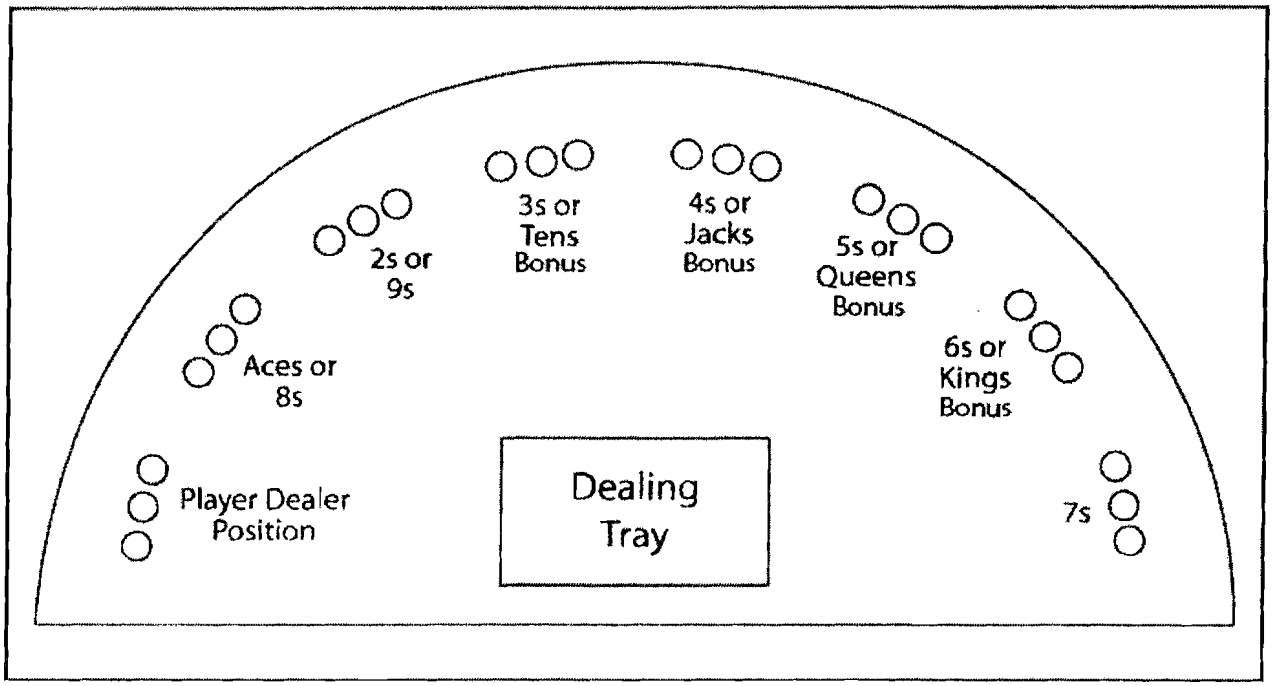
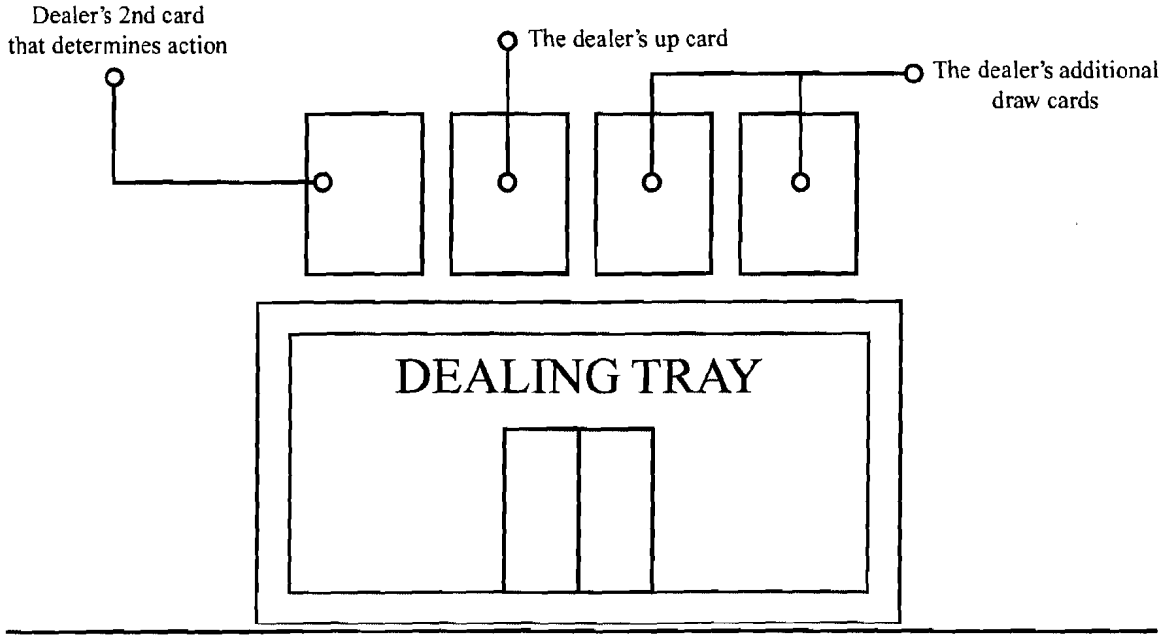


DIAGRAM #1B

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 19 or more (may split two Bonus Cards)	**Hard 11 or less**	**All other counts**

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.

3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:

   a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
   b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

12.Backline betting is allowed; subject to local ordinance or code.

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.

2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to ½ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 3 to 2 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

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

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

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

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

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

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

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

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

LEGAL

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

PROPERTY OF TXB INDUSTRIES Inc.
PATENT PENDING
ALL RIGHTS RESERVED

10
BONUS
BONUS
10

J
BONUS
BONUS
J

Q
BONUS
BONUS
Q

K
BONUS
BONUS
K

TEXAS HOLD-EM *Casino Marysville*

Texas Hold-em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hand.

Players who sit post blinds in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clock-wise from the button. On all subsequent rounds the first active player from the button begins the action.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best high hand is awarded the pot. Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a hold-em game may either choose to wait for his or her big blind or post their big blind. If they post the largest blind, it does act as their opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table the player may resume play by posting the total amount of the blind. The small blind goes to the center of the pot, while the big is live. The player may also just wait for their big blind.

If a player is dealt more or less cards the game you are playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered that after two players have acted all monies, that player forfeits antes and blinds.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the forth card on the board before the round of betting is completed, the card will not play. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

CASINO MARYSVILLE

KILL POTS

In a game that requires a player who wins two consecutive pots to kill the next pot (natural kill), a maker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the present hand has been completed. If the player with the kill button wins a second consecutive pot and it qualifies monetarily, that a player must kill the next pot.

There is a $20 pot-size requirement for the first opt or "leg" of a kill. For the second "leg" to qualify for a kill, a player must also win a $20 pot. Uncalled bets are not considered part of the pot.

The "full kill" means that the bet has to double the blind. For example, in a 3-6 limit game, the full kill will be a 6-12 limit. The players will bet 6 dollars before the flop and 6 dollars on flop, while the turn and river cards requires the player to bet 12 dollars. The game is played the same way, except that it is played in higher limits. However, the "full kill" on 4-8 limit game would be 8-16 game.

Kill pots are not require as a part of the game, but the players may request it. The kill pots will be used if all the players agree. Kill pots are mainly used for players who wants to win bigger pots and for those players who has lost to get a chance to break even.

- The Casino Marysville shall provide ample notice to the patrons of fee collection rates and procedures. Table fees shall be conspicuously posted within view of every gaming table.

Casino Marysville
'Blackjack Bonus Bet'

1. **Name of proposed gaming activity:**
   Blackjack Bonus Bet. The Casino will utilize the assigned GEGA number on all advertisements and literature both in-house and external. The Casino may change the name of the promotion.

2. **Name of controlled games that is associated with this gaming activity:**
   All limits and versions of Bureau approved blackjack games at Casino Marysville.

3. **Describe the type of prize awarded:**
   The Blackjack Bonus Bet payouts will be based on an additional wager place by the player prior to their hand being dealt. The Blackjack Bonus Bet wager may not exceed $25.

4. **Is the cash prize fixed or progressive:**
   The cash prize is fixed and based on a multiple of the Blackjack Bonus Bet wager.

5. **Is the activity house or player funded:**
   N/A

6. **Describe any special fee collection:**
   N/A

7. **How will the prize be awarded:**
   If a player makes a Blackjack Bonus Bet wager and has a qualifying hand, the player's wager will be paid using the following pay scale:

Qualifying Hand	Payout
First card is a Picture	1 to 1
Any two card 20	4 to 1
Any two card suited 20	6 to 1
Any two cards of the same Rank & Suit (for example two 10's of Spades)	8 to 1
Pair of Kings of Spades	50 to 1
Pair of Kings of Spades beaten by a Blackjack (Ace with a 10 or face card)	500 to 1

In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: base game wager, Blackjack Bonus Bet side wager.

8. **Explain the prize distribution:**
   Regardless of whether the player wins or loses their base hand bet, the Blackjack Bonus Bet will be paid by the person occupying the Player/Dealer position.

9. **Explain any reseeding of the jackpot or prize:**
   N/A

10. **Explain the minimum and maximum number of players required to qualify for the gaming activity:**
    A minimum of two players, one of which must occupy the Player/Dealer position, must be in the game to qualify for the Blackjack Bonus Bet game. The Blackjack Bonus Bet is an optional wager that a player can make. It does not affect the base game.

11. **Explain if the house is retaining any type of fee:**
    No.

12. **Describe the No Purchase Necessary Procedure:**
    The Blackjack Bonus Bet is an optional wager, and therefore does not require a No Purchase Necessary table to be provided.

13. **Provide copies of any published rules or advertisement:**
    N/A.

14. **Identify any entity or person other than those licensed as the house involved in this activity:**
    N/A.

15. **Describe the type of table to be used and any special equipment:**
    A standard Blackjack table will be used and a special Blackjack Bonus Bet spot or circle will be affixed to the table where a player may place their Blackjack Bonus Bet wager. An approved shuffle machine (Shuffle Master Aces) may or may not be utilized.

Casino Marysville
Buster Blackjack Bonus Bet

Rules of Play

The Buster Blackjack Bonus Bet is a side bet that compliments all versions of Blackjack. It features a side wager that allows the player to bet that the player/dealer will bust. The greater the number of cards in the player/dealer's busted hand, the higher the payoff. There will be a distinctively marked circle on the table in which the player will place the optional wager.

- The Buster Blackjack Bonus Bet is an optional bet offered to all players who place a wager. A player must participate in the base game in order to make the additional bonus wager.
- The Buster Blackjack Bonus Bet must be placed prior to the initial deal and cannot exceed the original base game wager.
- The minimum Buster Blackjack Bonus Bet is $1. The maximum bet is the lesser of the base game wager or $100.
- The Buster Blackjack Bonus Bet remains in action regardless of whether the player busts or is dealt a 'natural.'
- Once all players have made the decision concerning their hand, according to the base game rules, the player/dealer will reveal his/her hole card and play out the hand. The payoff odds vary based on the number of cards in the player/dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player/dealer's hand busts, all Buster Blackjack Bonus Bet side wagers will be paid according to the posted pay table. If the player/dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
- There is no additional collection fee for placing a Buster Blackjack Bonus Bet.
- **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.
- In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: base game wager, Buster Blackjack Bonus Bet side wager.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the	Payout
3	1
4	2
5	4
6	10
7	40
8 or more	100

(All payouts are "to 1")

Fortune Pai Gow Poker

Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player/dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least $5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, or to complete a straight or flush.

The hand rankings are as follows:

Rank	***Combination of Cards***
1st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4th	Five Aces (A-A-A-A-Joker)
5th	Royal Flush (10-J-Q-K-A of the same suit)
6th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7th	Four-of-a-kKind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10th	Straight (Five cards of different suits ranked in order)
11th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12th	Three Pair (Three sets of pairs)
13th	Two Pair (Two sets of pairs)
14th	A Pair (Two cards of the same value)
15th	High Card

Fortune Pai Gow Poker

Dealing procedures:
The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:
An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:
Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position.

How and when house fees are collected:
There shall be no additional house (or collection) fee for either the player or player/dealer.

Betting scheme:
Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. The Fortune Bonus wager will be a minimum of $1 to a maximum of $20, in increments of $1. If a player wagers at least $5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

Any seated player or back line bettor may place a bonus bet wager.

The player/dealer may place a wager to cover some or all of the action on the table.

Round of Play

- Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.

Fortune Pai Gow Poker

- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player/dealer pays any Envy Bonuses at the end of the round.
    - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
    - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- The cards are collected, shuffled and a new round begins.
- 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.

Fortune Pai Gow Poker

BONUS BET PAYTABLE

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	5,000 to 1	$1,000
Royal Flush + Royal Match	1,000 to 1	$250
7 Card Straight Flush with Joker	750 to 1	$100
5 Aces	250 to 1	$50
Royal Flush	100 to 1	$25
Straight Flush	50 to 1	$10
4 of a Kind	20 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
Three Pair	Push	

Glossary of terms used in the controlled game:

Action Pile The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

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.

Copy When a players hand is ranked equally to the player/dealer's hand.

Envy Bonus A payout that is made if a player wagers at least $25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.

Fortune Bonus An optional wager that can be placed by a player and paid according the the paytable.

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.

Fortune Pai Gow Poker

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

Push When a player wins either the high or the low hand and the player/dealer wins the other.

CASINO MARYSVILLE

OMAHA HI-LOW SPLIT POKER with JOKER

DESCRIPTION

OMHAHA HI/LO SPLIT uses a standard, 52-card deck, with a joker added as a wild card for a total of 53 cards. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best-exposed High hand. Players must use two of their personal four cards along with three of the community five cards to form a traditional Poker hand, High and/or Low. They may use a different set of two hole cards and three community cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt four cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/" or At the River").
9. These five cards are common to all active Players.
10. A final round of betting.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Players must use exactly two of their personal four cards and three of the five communal cards. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.

3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button-among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank-spades; hearts; diamonds; and clubs.

4. The joker is a hole card. The joker in this game can only be an Ace card, a card to make a straight, and a card to make a flush. Adding the joker will make the game use a total of 53 cards in the deck. If the Joker is flopped on the board (community cards) any player may use it as an Ace, a card to make a straight, and a card to make a flush.

DEALING RULES

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.

3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.

4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop

6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.

2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.

3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following: a) Wait and come in on their big blind.
b) Place an additional blind in the pot. (See # 17)
c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
(See # 21)
• A player who makes up their blind is still required to take the blind in normal rotation.

5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

7. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

8. Only one straddle is permitted on a deal.

9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.

10. The person on the immediate left of the straddler initiates the action before the flop.
    (a) The straddle is a live blind; that Player may raise the pot.
    (b) The button never has the option of posting a straddle blind

11. No sleeper bets are allowed.

12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a $3-$6 game, on the last card, the first Player bets $6. The next Player goes “All-In” for $10. The next Player to act may call the initial bet and all-in wager by placing $10 in the pot or they may raise the initial bet by placing $12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “I raise”, before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.

4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce “raise”. Exception; In spread limit, after the flop, if a player initiates the first bet with an “over-size” chip, the wager is the value of the chip.

7. All blinds are “live”, meaning the Player with a blind has the option of raising the pot when the action

reaches them even If there has been no previous raise.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

2. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

5. A Player CANNOT play the board and must be in possession of their hand.

6. After the final round of betting has been completed, a player must use two (2) hole cards and any combination of three (3) community cards to make the highest and lowest ranking five (5) card poker hands.

7. Players do not have to use the same two (2) hole cards to make their high and low hands.

8. Players do not have to use the same three (3) community cards to make their high and low hands.

9. A qualifying low hand consists of any five (5) unpaired cards made up of A, 2, 3, 4, 5, 6, 7, or 8.

10. If there are no qualifying low hands, then the highest ranking five (5) card poker hand wins the entire pot.

11. A, 2, 3, 4, 5 is the lowest possible hand. Straights and flushes are not considered for low hands.

12. The pot will be divided equally in half between the high hand and low hand winners if there Is a qualifying low hand.

13. If there is a qualifying low hand, the pot will be divided in half. If two (2) or more players have the same high or low hand, they will split half of the pot equally.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All-In".

Split Limit: A game with two distinct betting structures.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

COLLECTION FEES

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than two posted rates at a table. The fixed collection fee shall be taken from the pot after the flop. This can occur during the play of hand and/or prior to the end of play of the hand. No flop, no drop.

Blinds	7 or more players	6 players	5 or less players
$2 / $4	$4.00	$3.00	$2.00
$3 / $6	$4.00	$3.00	$2.00
$4 / $8	$4.00	$3.00	$2.00
$6 / $12	$4.00	$3.00	$2.00
$10 / $20	$4.00	$3.00	$2.00

Casino Marysville
California Collection Fees
GEGA-002888

Pai Gow Tiles and Pai Gow Poker:

Schedule Option	Table Limit	Wagering Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$10-$2,000	$10-100	$1	$1
		$101-200	$2	$2
		$201-300	$3	
		$301-400	$4	
		$401-500	$5	

No Bust 21st Century Blackjack and Pure 21.5 Blackjack:

Schedule Option	Table Limit	Action on Table	Player Collection Fee	Player-Dealer Collection Fee
1	$5-$1,000	$5-50	$0.00	$0.50
		$51-200	$0.00	$2.00
		$201-400	$0.00	$3.00
		$401-600	$0.00	$4.00
		$601-$1,000	$0.00	$5.00

Casino Marysville

Poker Collection Rates

Texas Hold'em

Schedule Option	Blinds	6 or more players	5 players	2-4 players	Designated Table Fee	Jackpot Fee
1	$2 / $4	$3.00	$2.00	$1.00	$1.00	$1.00
2	$3 / $6					
3	$4 / $8					
4	$6 / $12					
5	$10 / $20					

Omaha Hi/Lo Split

Schedule Option	Blinds	8 or more players	6-7 players	5 or less players	Designated Table Fee	Jackpot Fee
1	$2 / $4	$4.00	$3.00	$2.00	$1.00	$1.00
2	$3 / $6					
3	$4 / $8					
4	$6 / $12					
5	$10 / $20					

No Limit Texas Hold'em and Omaha Hi/Lo Split

Schedule Option	Blinds	7 or more players	6 players	5 or less players	Designated Table Fee	Jackpot Fee
1	$2 / $4	$3.00	$2.00	$1.00	$1.00	$1.00
2	$3 / $5					

- Collection/Jackpot Fee are taken from the pot after the flop.
- Designated fee is taken after the river card is put out.
- All table fees shall be determined prior to the start of play of any hand or round.
- No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- The Casino Marysville shall provide ample notice to the patrons of fee collection rates and procedures. Table fees shall be conspicuously posted within view of every gaming table.