

*Casino Royale*  
Sacramento's Casino

# Baccarat Gold<sup>TM</sup>

## SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight. **The game is played with up to fourteen (14) seated players on a standard Baccarat style table.**

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

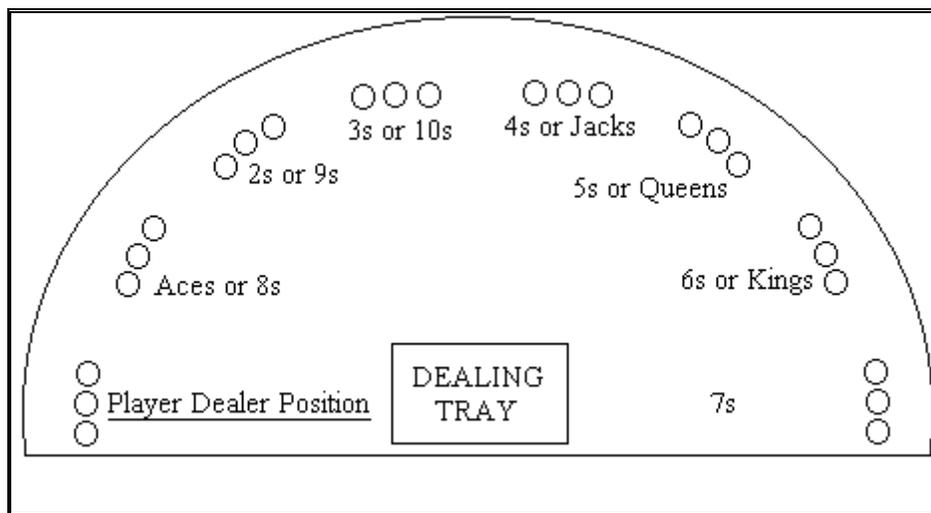
- Player must stay on 6 or more and hit on 1 through 4.
- Each player has options on 0 or 5 they are:
  - Stand
  - Hit and take a community card.
- Player/dealer must hit on 3 or less and stand on 6-9 or more.
- House way: Hit on 0-5 and stand on 6-9.

## BASIC CONCEPT& RULES

- The object of the game is to form a hand that equals “9” or as close to it as possible
- Each player's hand is compared with the player/dealer's hand. The hand closest to “9” wins.
- The game is played with a plural deck of 52 standard cards with no Jokers. Four, six or eight decks of cards may be used.
- The table is a baccarat style gaming table. See Example Diagram (page 2 below)
- Cards between 1 and 9 have face value.
- Picture cards and 10's are counted as 0.
- The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
- The house dealer deals two two-card hands, in rotation, one at a time.
- Players receive two community cards, face-up.
- The player/dealer receives two cards. The first card is face up. The second card is face down.
- The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- **Each player with a player wager who's first two cards are valued at 0 or 5 has two options:**
  - A. Stand
  - B. Hit and take a community card by having a hit plaque placed on their wager.

- The House Dealer will deliver additional hit cards to player’s hand if requested and will then expose the player/dealer’s hole (down) card.
- The Action Button determines which player receives first action on their wager. The Player/dealer’s Hole Card determines the position of the action button. The player/dealer’s position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player/Dealer position (seat 1)	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



### ORDER OF PLAY

1. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
2. Players with hands valued at 6 to 9 must stand.
3. Players with hands valued at 1 to 4 must hit.
4. **Players have options on 0 or 5.**
5. **If the player/dealer receives a hand with a value of “8” or “9” on their first two cards then the player can not draw an additional card on 0 through 6 and must stand.**
6. **All ties on 0 through 9 are a “Push” and wagers are called off on the base game.**
7. **The player/dealer must hit on 3’s or below and must stand 6’s and above.**

8. **If the player receives a hand with a value of “8” or “9” on their first two cards then the player/dealer can not draw an additional card on 0 through 5 and must stand.**
9. The player/dealer will lose all ties to player’s tie wager.
10. All ties are a “Push” and wagers are called off on the base game
11. **The Player/dealer must hit on 0-3 and stand on 6-9 or more. If the player took a third card the player/dealer will only hit when the player’s third card is a 3 through 7, otherwise the player/dealer will stand on 4 or 5.** Players have options on 0 or 5. If the player/dealer receives a hand with a value of “8” or “9” on their first two cards then the player can not draw an additional card on 0 through 6 and must stand.
12. House Way:
  - a. Players hit on 5 or below and stand on 6 or above.
  - b. The house dealer must use house-way when a player requests the house dealer to play an additional wager.
13. Each seat has betting circles for base, spread, and tie wagers.
14. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position
15. All bets for the base game and tie bet must be between the minimum and maximum table limit.
16. Round of Play:
  - a. Players choose their spots around a baccarat style table.
  - b. Prior to the deal, the house dealer takes collection based on the table limits.
  - c. Players post wagers in accordance with posted table limits.
  - d. Each player has an option to place a tie or spread wager prior to dealing any cards with the base game wager
  - e. The total Tie wager, spread wager or the original base game wager cannot exceed table limit
  - f. Players must place a wager on the base game in order to make a tie or spread wager.
  - g. Wagers are collected or paid, to the extent that player/dealers wagers covers in order from the action button seat by seat.
  - h. Tie bets will be paid eight to one.
  - i. In the event of Tie (0 to 9) between player’s hand and player dealer’s hand the Tie wager will win regardless of the out come of the base game wager.  
 If the player/dealer hand is 3 and the player hand is 6. The player will lose the tie hand wager.  
 If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.  
 Wagers are collected or paid, to the extent that player/dealers’ wagers covers in following order from the action button seat by seat. For Example if the player/dealer is in seat #1 and the actions starts from seat two, the pay-off will be as follow:
    - Seat 1. Tie hand with any odds pay-off First bet.  
Any backline bet

- Seat 2. Tie hand with any odds pay-off First bet.  
Any backline bet
- Seat 3. Tie hand with any odds pay-off First bet.  
Any backline bet.
- Seat 4. Tie hand with any odds pay-off First BET.  
Any backline bet
- Seat 5. Tie hand with any odds pay-off First bet.  
Any backline bet.
- Seat 6. Tie hand with any odds pay-off First bet.  
Any backline bet.
- Seat 7. Tie hand with any odds pay-off First bet.  
Any backline bet.

CHART 1.

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

### **Spread Wager**

- a. Each player has an option to place a spread wager prior to any cards being dealt.
- b. Spread wagers can be placed on the player's hand only.
- c. All spread wagers will be paid one to one (1 to 1) on natural winners such as when the player/dealer or player has an eight (8) or nine (9) on their first two cards.
- d. This bet will push on tie hands.
- e. Spread wagers will win when the players hand beats the player/dealers hand by a spread of four points or greater.
- f. The spread bet will lose in all other outcomes.

The chart below details the spread limits and pay-outs:

<b>Points Spread Amount</b>	<b>Pay-Out Amount</b>
4 Points	1 to 1
5 Points	2 to 1
6 Points	4 to 1
7 Points	6 to 1
8 Points	10 to 1
9 Points	30 to 1



## PLAYER-DEALER & DEAL

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

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.

## GLOSSARY

**Action Button:** The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Have their cards read; Be paid by, or lose to the DP.

**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.

**Back Line Betting:** Any wager made by a player on any position other than their own position.

**Bet:** Chips placed on the table in a betting square.

**Betting Square:** A specially marked area on the table designated specifically for bets.

**Boxed Card:** A card that is turned face up in the deck.

**Button:** A round disc that signifies the DP, or, the First or Second DP wager.

**Chip:** A round token in various denominations representing money.

**Cut:** Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

**Cut Card:** A card used to determine the location of the cut.

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

**Deck:** Standard cards: 52 cards.

**Designated Player (D.P.):** Player / Banker

**Draw:** Optional cards added to initial cards.

**Drop:** This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.

**Extent that Money Covers:** Matching other bets until all monies have been either won and/or lost.

**Wager:** A bet

**Limit:** The amount a player may bet in a betting square.

**Hit:** Same as draw.

**Position:** The spot in the sequence around the table in which a player is located.

**Push:** Neither the DP nor the player wins.

**Shoe:** Container that multiple decks are dealt out of.

# Casino Royale

Sacramento's Casino

## PAI GOW POKER

### GAME OVERVIEW

Pai Gow poker is played with a total of 53 cards consisting of 52 cards and one joker. The joker may be used only as an Ace or to complete a straight or flush. The card game is played on an industry standard gaming table dealt to seven (7) players. A Casino Royale employee dealer controls the shuffling and dealing of the cards. The Casino Royale and its employees do not participate in the play of the hand, although will assist customers setting their hands according to a posted House Way chart. Casino Royale employees do not have an interest in the outcome of the play.

One of the 7 players becomes the “designated” player dealer. The player/dealer is determined in a new game by starting at seat #1, continuing clockwise. As a player/dealer, you have the option to be the player/dealer for one or two consecutive hands, and then the option to be player/dealer must pass to the next customer in a clockwise motion. The House Dealer (Casino Royale employee) shuffles the cards and gives them to the designated player/dealer to cut. The House Dealer then completes the cut and deals 7 piles of 7 cards each-face down in front of him. The player/dealer selects one of the 7 piles. An ACTION button is placed on the selected pile. This pile will be the first hand to receive action from the player/dealer, continuing clockwise. Wagers are placed in betting squares drawn on the table top felt. Players bet within the posted table limit. When players make a wager the collection is required to be in place before the customer receives their hand. A dice cup containing three (3) dice is given to the player/dealer to shake. The sum of the dice determines where to place the first pile or ACTION hand. Each position is counted whether it has a wager on it or not starting with the player/dealer as #1 counting clockwise around the table, the player/dealer is also #8 and #15. **\*\*THE OPENING OF THE DICE CUP (revealing the total on the dice) signifies the BEGINNING OF THE HAND.** The House Dealer will announce “NO MORE BETS” then lift the cup and read aloud the total on the dice. Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over. The House Dealer distributes the hands starting with the ACTION hand. The player dealer button is placed on the player/dealer’s cards, which will be opened only after all players have set their hands. The players set their hands by making a 2-card hand and a 5-card hand. The 5-card hand must rank higher than the 2-card hand. They will then lay both hands face down distinctly separate next to their wager. The player may chose not to look at the hand, in which case the hand will be set House Way according to a chart on the wall, this will be done after the player/dealer’s hand has been set. When the House Dealer sees that all players’ cards are down, he will announce “ALL HANDS SET” at which time the players may not touch their cards or wagers for the remainder of the hand. The House Dealer will then reveal the player/dealers’ cards and arrange the 2-card and the 5-card hands the way the player/dealer wants them to be set. The House Dealer will get a confirmation from the player/dealer then proceed to open the action.

The hands are then compared in turn to the player/ dealer’s hand. In order for the player to win, both the 2-card and 5-card hands of the player must rank higher than both hands of the player/dealer. If only one of the hands rank higher, it is a PUSH and neither side wins. If one hand is identical in rank to the player dealer hand, that is a COPY, and the player/dealer wins all copy hands. If both hands rank lower than both player/dealer hands, the player loses to the player/dealer. When all hands are declared wins or losses, the player/dealer’s wager is matched against the wagers of each player beginning with the action hand. The player/dealer can only receive action on the amount he wagered, i.e. if the player dealer wages \$100.00 and loses \$50.00 to the action hand

and wins \$50.00 from the next hand, he cannot win or lose any more money. No other wagers win or lose can be paid. When all transactions are completed, then the hand is over. The House Dealer shuffles and starts the procedure again by determining the player dealer.

## **RULES OF PLAY**

1. The Casino Royale does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against the Casino Royale or any of its key employees.
2. Collection is taken in advance for each bet. You must have a full minimum bet AFTER paying collection.
3. Each Table has a posted limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will not be allowed.
5. Any amount over the maximum table limit will be refunded to player before cards are distributed.
6. There is NO MAXIMUM on player/dealer wagers.
7. All action goes clockwise starting with the action button.
8. The active player/dealer may designate any person to shake the dice except a Casino Royale key employee.
9. The player/dealer's hand will not be exposed until all hands have been set
10. An active player may not win or lose more than the amount he has wagered. A Player acting as a "player/dealer" may only win or lose up to the amount his bank covers.
11. No side bets are allowed.
12. Statements regarding the value of a player's hand are not binding. The cards speak for themselves.
13. All players are forbidden to show or discuss their hands with any other player.
14. The Joker is used as an Ace, to complete a straight or to complete a flush.
15. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
16. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed or (b) if two or more cards are boxed or exposed. Or when two identical cards are turned up.
17. After the announcement "all hands set", players may not touch their cards or their wagers. PENALTY is possible forfeiture of wager to the extent that chips cover.
18. The player/dealer may retain the dealer button for one or two distributions of cards, and then the dealer button must be passed to the next "active" player.
19. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict technical interpretation of these rules.

# Casino Royale

Sacramento's Casino

## THREE CARD POKER

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

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

### Rules for Three Card Poker:

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

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

**Bonus Bet:**

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

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

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

**Glossary of terms:**

- Action Button**            A token used to designate where the settling of bets will begin (the action).
- Ante**                        The mandatory wager players make before seeing their hand.
- Bonus Bet**                 An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
- Fold**                        The player option to surrender his/her ante, rather than continue the game.
- Play Bet**                    An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
- Play Wager**                If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.

<b>Player/Dealer</b>	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
<b>Qualifier</b>	A specific set of card(s) that a player and/or the Player/dealer must have to play.
<b>Seated-positions</b>	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

# Casino Royale

Sacramento's Casino



## RULES OF PLAY

### **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:

<b>Rank</b>	<b>Combination of Cards</b>
1 <sup>st</sup>	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 <sup>nd</sup>	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 <sup>rd</sup>	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)
4 <sup>th</sup>	Five Aces (A-A-A-A-Joker)
5 <sup>th</sup>	Royal Flush (10-J-Q-K-A of the same suit)
6 <sup>th</sup>	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 <sup>th</sup>	Four-of-a-kind (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
8 <sup>th</sup>	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
9 <sup>th</sup>	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 <sup>th</sup>	Straight (Five cards of different suits ranked in order)
11 <sup>th</sup>	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12 <sup>th</sup>	Two Pair (Two sets of pairs)
13 <sup>th</sup>	A Pair (Two cards of the same value)
14 <sup>th</sup>	High Card

**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 for a total of eight seated positions.

**How and when house fees are collected:**

House fees and procedures will be determined by each cardroom submitting the game for approval.

**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. 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.

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.
- ❖ 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.

## Paytable

	FPG-05	
	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	1,000 to 1	\$500
5 Aces	4000 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

### **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 \$5 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 to the the payable.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
- 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 Royale

Sacramento's Casino

## TEXAS HOLD'EM POKER

### DESCRIPTION

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 hands.

### METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two 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")
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"/"At The River") These five cards are common to all active Players.
9. A final betting round
10. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand

### GENERAL HOUSE 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.

## **DEALING RULES**

4. 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.

5. 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 action is completed.

6. If a Player is dealt more cards than two cards; 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 burn card. A Player receiving less than two cards will receive a card from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL monies wagered on the hand including antes and blinds.

7. If the flop has too many cards, it will be taken back and reshuffled except the burn 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 burn the top card before dealing another round of cards.

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

9. 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 burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

10. If the fifth (5<sup>th</sup>) card is turned up before the round of betting is completed, the card is not in 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 not burn a card before dealing out the fifth card.

## **RULES OF PLAY**

11. 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.

12. 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.

13. 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.

14. 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**

15. 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. Exception: Limits of 10-20 and above players must make up all blinds.

16. 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. A Player is considered a new Player until they have received their first hand. (Exception; In the 20-40 limit games, if the blinds pass your seat twice, you are considered an active player.)

17. 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 glossary)
- c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind. (See # 21)

18. A player who makes up their blind is still required to take the blind in normal rotation.

19. 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.

20. 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.

21. An established Player who misses all or part of their blinds on a round can make them up by posting a "straddle blind". A Player can only post a straddle blind 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:

- (a) Only one straddle is permitted on a deal.
- (b) A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
- (c) The person on the immediate left of the "straddler" initiates the action before the flop.
- (d) The straddle is a live blind; that Player may raise the pot.
- (e) The button never has the option of posting a straddle blind..

22. 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. Newly seated players will not change the number of hands the player must wait. Any abuse of this rule will not be tolerated.

23. A Player, who has fulfilled all their blind obligations, then moves to a new seat has the option of letting the blinds pass by one time 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.

24. 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.

25. 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 shortage.

## **BETTING**

26. 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:

- (a) Call the equivalent amount.
- (b) Put in an amount equal to a full bet or raise.

27. 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.

28. Check and raise is permitted.

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

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

31. 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.

32. 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**

33. 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.

34. 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.

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

36. 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.

37. A Player who wishes to play the board must be in possession of their hand.

## 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.

**Additional Blind:** A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

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

**Bet:** Chips placed in the pot.

**Big Blind:** The largest forced bet in position in front of the button. Also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

**Blind:** A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

**Board:** The five cards that are dealt face up. Also called community cards.

**Bring it In:** To start the betting on the first round.

**Button:** A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

**Buy-In:** The minimum amount of money required when sitting 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 the pot after an opponent bets.

**Chip:** A round token in various denominations representing money.

**Community Cards:** The five cards turned up in the center of the table, (the board) which can be used by all players. Also called the board.

**Dead Hand:** A hand that a player may not continue to play because of an irregularity. **Dead Money:** Money put in the pot as part of a make-up blind, which does not play.

**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.

**Fifth Street:** The fifth card on board. Also known as the "River".

**Flop:** The first three cards on the table.

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

**Fourth Street:** The fourth card on board. Also known as the "Turn Card".

**Gypsy:** A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

**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.

**Live Blind:** A blind in which a player can raise in turn even though there has been no raise to him.

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

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

**Over-Call:** A call of a bet after another player has already called.

**Over-Card:** A 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. A player in first position would be the first person to act; a player in last position would be the last person to act.

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

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

**River:** The fifth card on the board. Also known as "Fifth Street"

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

**Showdown:** The turning up of all active players' 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.

**Straddle Blind:** The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

**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.

**Top Pair:** Pairing the highest card on board

**Turn:** The fourth card on the board. Also known as "Fourth Street".

**Wager:** A bet.

**Wired Pair:** A pair in your hand.

# Casino Royale

Sacramento's 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.
- On the original deal, "BONUS" cards have a value of 10 and 10.5 if dealt with an Ace.

### RANKING CHART

CARD	VALUE
BONUS	10 OR 10.5 when dealt with an Ace
ACE	1 OR 11
2 - 9	2 - 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 a Pure 21.5 Blackjack.

### ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a gaming table. The table seats up to 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 sits or 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 and a maximum of eight.

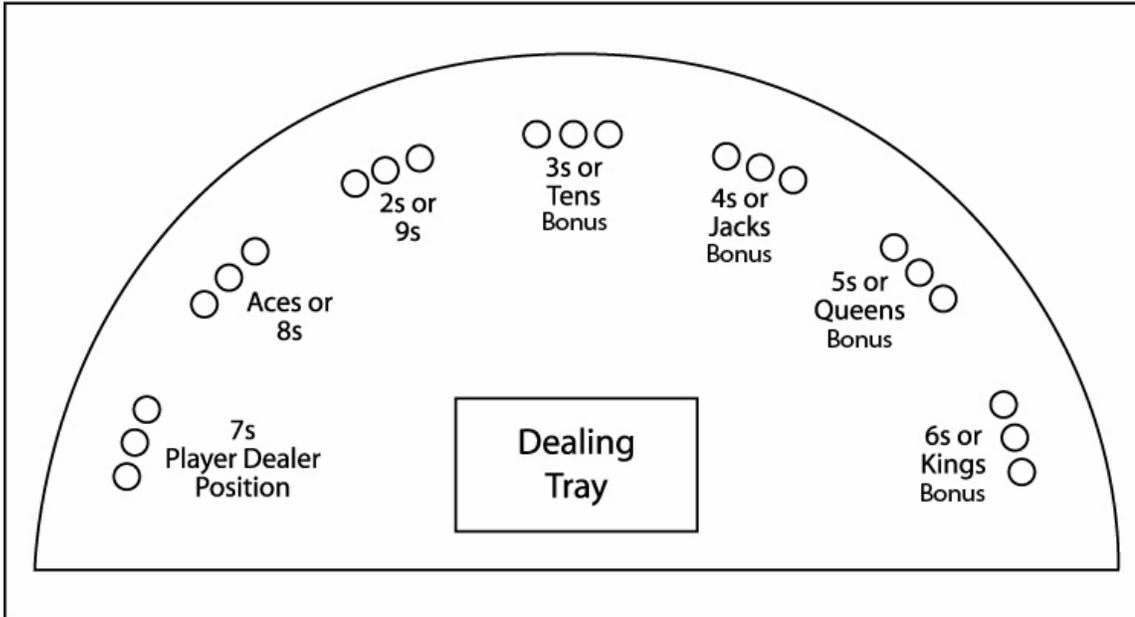
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer's would also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal 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 clockwise 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

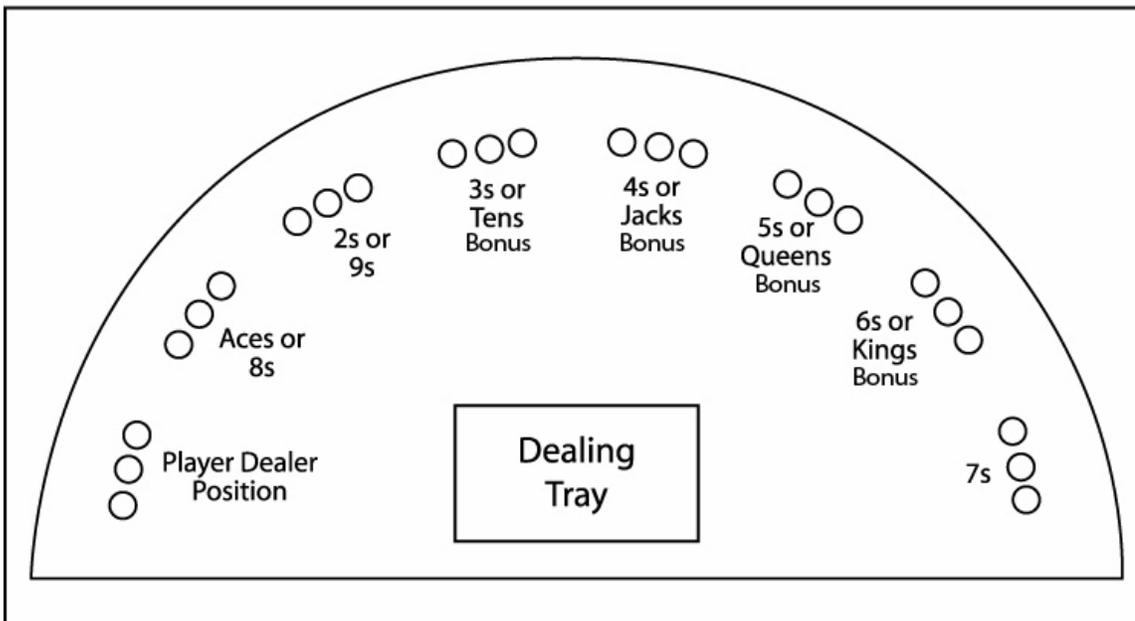
**DIAGRAM #1A**

**Seven Handed Table**

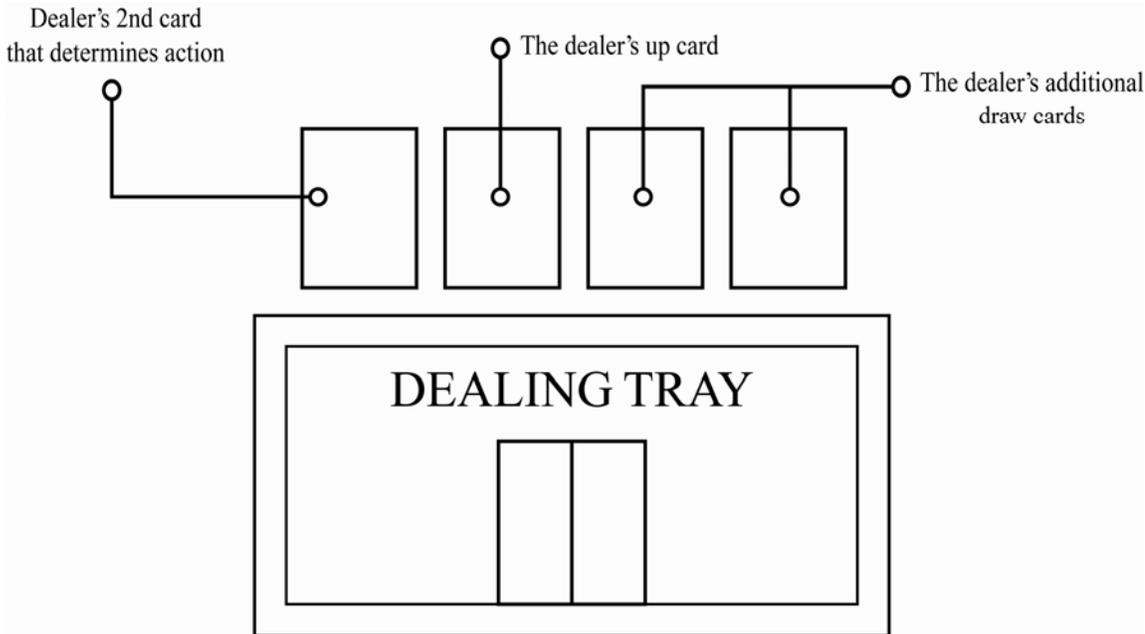


**DIAGRAM #1B**

**Eight Handed Table**



**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 offered 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	Hard 11 or less	All other counts

(may split two Bonus Cards)

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

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

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

**Odds** – Pure 21.5 Blackjack pays 6 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

**Insurance**- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than half 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 half 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 half 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).

## **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. 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.

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# Casino Royale

Sacramento's Casino

## OMAHA and OMAHA Hi/Lo (8s or better) POKER

### DESCRIPTION

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha
2. Players MUST use exactly TWO cards of their four cards along with THREE of the common cards exposed on the table in order to form their five-card Poker hand. The traditional rankings of hands for high apply.

### METHOD OF PLAY

1. Blinds are posted as in many other forms of poker.
2. Players are each dealt four cards, face down, in rotation, in turn.
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. All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.
12. Winner for Omaha variation Omaha Hi-Low (8 or Better):  
The winner for high hand portion of the pot is the same as above. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot. The hole cards and the board cards are interchangeable for High and Low. The rank for low hands is:

### **RANK OF LOW HANDS:**

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

(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.

### **DEALING RULES**

4. 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.
5. 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.
6. 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 burn 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.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn 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 burn the top card before dealing another round of cards.
8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. 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 burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

10. 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**

11. 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.

12. 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.

13. 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.

14. 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**

15. 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.

16. 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.

17. 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.

18. 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.

19. 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.

20. 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.

21. 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:

22. Only one straddle is permitted on a deal.
23. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.
24. The person on the immediate left of the straddler initiates the action before the flop.
  - (a) The straddle is alive blind; that Player may raise the pot.
  - (b) The button never has the option of posting a straddle blind.
25. No sleeper bets are allowed.
26. 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.
27. 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.
28. 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.
29. 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**

30. 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.
31. 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.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. 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.
36. 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

37. 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.

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

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

40. 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.

41. A Player cannot play the board and must be in possession of their hand.

## METHOD OF COLLECTION

One of the following fee collection methods will be used in each Omaha Poker game. The method and amount of fee collection will be posted at each table in play.

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

**Per Hand Collection:** Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

## 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.

**Additional Blind:** A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

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

**Ante Button:** A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

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

**Bet:** Chips placed in the pot.

**Big Blind:** The largest forced bet in position in front of the button. Also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

**Blind:** A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

**Board:** The five cards that are dealt face up. Also called community cards.

**Bring it In:** To start the betting on the first round.

**Button:** A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

**Buy-In:** The minimum amount of money required when sitting 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 the pot after an opponent bets.

**Chip:** A round token in various denominations representing money.

**Community Cards:** The five cards turned up in the center of the table, (the board) which can be used by all players. Also called the board.

**Dead Hand:** A hand that a player may not continue to play because of an irregularity. **Dead Money:** Money put in the pot as part of a make-up blind, which does not play.

**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.

**Fifth Street:** The fifth card on board. Also known as the "River".

**Flop:** The first three cards on the table.

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

**Fourth Street:** The fourth card on board. Also known as the "Turn Card".

**Gypsy:** A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

**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.

**Live Blind:** A blind in which a player can raise in turn even though there has been no raise to him.

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

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

**Over-Call:** A call of a bet after another player has already called.

**Over-Card:** A 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. A player in first position would be the first person to act; a player in last position would be the last person to act.

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

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

**River:** The fifth card on the board. Also known as "Fifth Street"

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

**Showdown:** The turning up of all active players' 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.

**Straddle Blind:** The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

**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.

**Top Pair:** Pairing the highest card on board

**Turn:** The fourth card on the board. Also known as "Fourth Street".

**Wager:** A bet.

**Wired Pair:** A pair in your hand.

# *Casino Royale*

Sacramento's Casino

## **LOWBALL**

**Low Ball is a draw poker game where the lowest five card hand wins. It is played with a standard 52 card deck with one joker added making 53. The joker must be used as the lowest card not already present in the player's hand.**

**A dealer button is used and the first two players after the dealer button post blinds.**

**All players are dealt five cards face down, one at a time, in rotation, in turn.**

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

**The collection is taken from the pot at this time and dropped by the dealer. If there are no players, the collection is taken from the small blind first then the big blind.**

**Active players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.**

**After the draw, another round of betting ensues for all players who wish to continue to contend for the pot.**

**At this time all active players expose their hands and the player with the lowest hand is awarded the pot.**

# Casino Royale

Sacramento's Casino

## “Pai Gow Tiles”

### 1. Game Description:

Pai Gow, which translates to mean 'make nine,' is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots has no real significance in the value of the tiles.

### 2. Object of the game:

To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher-ranking hand; the other will be the lower ranking. When comparing a player's hands against the banker's hands, the higher-ranking hands will be compared against each other and the lower-ranking hands will be compared against each other.

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

To Lose, both players' hands must rank lower than the banker's two hands,  
*and*

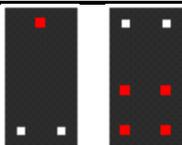
*To Push*, one of the player's two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

### 3. Rank of Hands:

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

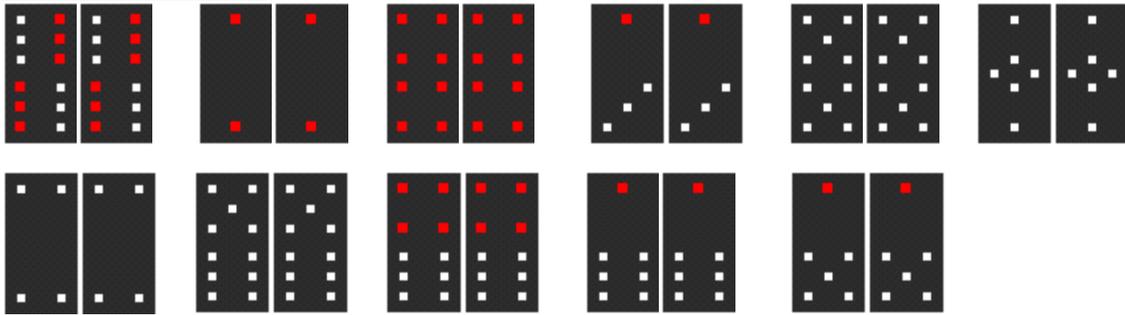
- (a) Gee Joon, (the Supreme pair)
- (b) Matched pairs (identical)
- (c) Unmatched pairs (not identical)
- (d) Wong (a '12' or '2' tile, with any 9)
- (e) Gong (a '12' or '2' tile, with any 8)
- (f) Combinations of Single Ranking Tiles
- (g) Largest Tile with Smallest Tile

#### SUPREME PAIR

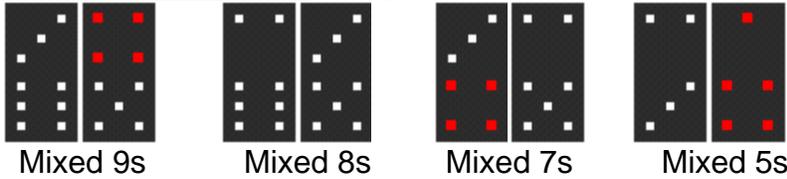


Jee Goon

**MATCHED PAIRS:** Any matched pair.



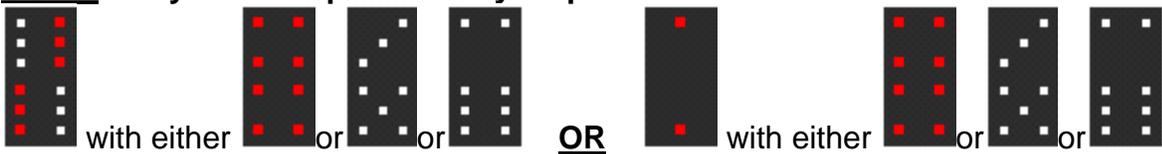
**UNMATCHED PAIRS:** Any of the below mixed pairs.



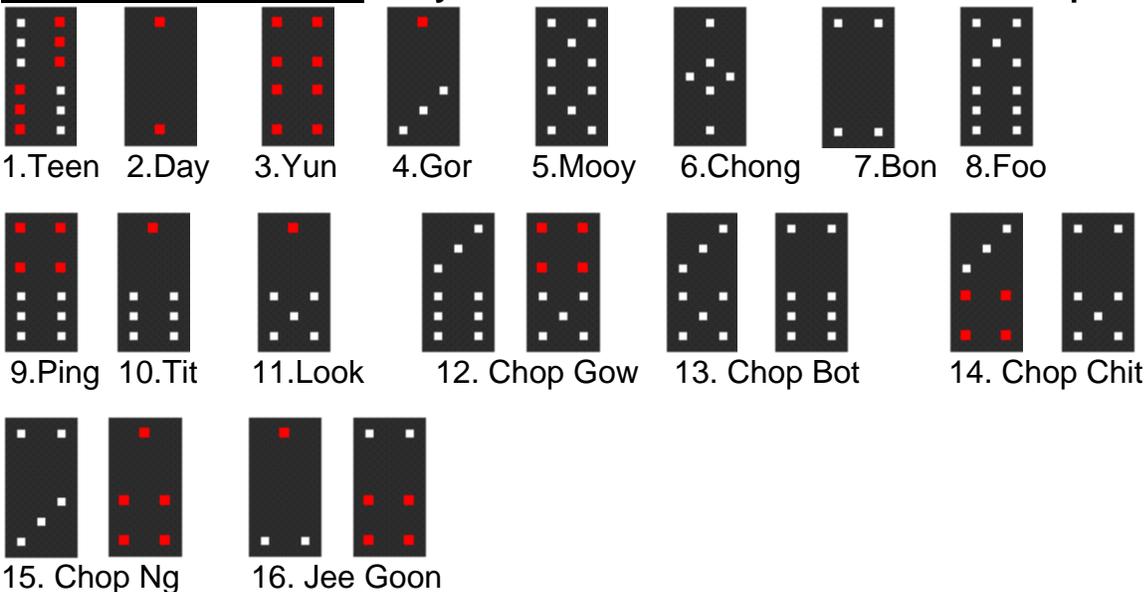
**WONG:** Any 2 or 12-spot tile and any 9-spot tile.



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



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



4.

Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher-ranking groups, combinations are formed by taking any two tiles, totaling the

spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totaling, only the last digit is used, as in Super Pan 9, (i.e.  $8+7=15$ , but it is counted as 5).

## 5.

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

## 6. The Play:

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

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

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table. If it is determined that a player did not pay his collection prior to the play of a hand, the following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.
- c. There is a maximum of 10 squares per seat.

# Casino Royale

Sacramento's Casino

## Poker Collection Rates

### Texas Hold'em – Limit

Limit	Number of Players	Collection Fee	Modified Collection Fee
\$1 / \$2	6+	\$4.00	\$1.00
\$2 / \$4			
\$3 / \$6			
\$4 / \$8	4 or 5	\$3.00	
\$5 / \$10	2 or 3	\$2.00	
\$6 / \$12			
\$8 / \$16	6+	\$4.00	\$1.00
\$9 / \$18			
\$10 / \$20			
\$12 / \$24	4 or 5	\$3.00	
\$15 / \$30			
\$20 / \$40			
\$30 / \$60	2 or 3	\$2.00	
\$40 / \$80			
\$50 / \$100			
\$60 / \$120	2 or 3	\$2.00	
\$75 / \$150			
\$80 / \$160			
\$100 / \$200			
\$300 / \$600	2 or 3	\$2.00	
\$400 / \$800			

### Omaha and Omaha Hi/Low

Table Limit	Number of Players	Collection Fee	Modified Collection Fee
\$1 / \$2	6+	\$5.00	\$1.00
\$2 / \$4			
\$3 / \$6	5	\$4.00	
\$4 / \$8			
\$6 / \$12			
\$8 / \$16	3 or 4	\$3.00	
\$9 / \$18			
\$10 / \$20	2	\$2.00	
\$12 / \$24			
\$15 / \$30			
\$20 / \$40	2	\$2.00	
\$30 / \$60			
\$40 / \$80	2	\$2.00	
\$50 / \$100			

# Casino Royale

Sacramento's Casino

## Poker Collection Rates

### Texas Hold'em and Omaha – Pot Limit and No-Limit Games

Limit (\$1,000 max)	Number of Players	Regular Table Fee	Modified Collection*
\$.50 / \$1 \$1 / \$1	6+	\$3.00	\$1.00
	4 or 5	\$2.00	
	2 or 3	\$1.00	
\$1 / \$2 \$1 / \$3 \$2 / 3 \$2 / 4 \$2 / 5 \$3 / \$5 \$5 / \$5 \$5 / \$10 \$5 / \$15 \$10 / \$15 \$10 / \$20 \$10 / \$25 \$25 / \$50 \$50 / \$100 \$75 / \$150 \$100 / \$200	6+	\$4.00	\$1.00
	4 or 5	\$3.00	
	2 or 3	\$2.00	

# Casino Royale

Sacramento's Casino

## Poker Collection Rates

### Texas Hold'em and Omaha Time Collection

Blinds (\$1,000 max)	Per Player Per 1/2 Hour	Jackpot Rates
\$.50/\$1	\$2.00	\$0.00
\$1/\$2	\$5.00	
\$1/\$3	\$5.00	
\$2/\$3	\$5.00	
\$3/\$5	\$5.00	
\$5/\$5	\$5.00	
\$5/\$10	\$7.00	
\$5/\$15	\$7.00	
\$10/\$15	\$8.00	
\$10/\$20	\$8.00	
\$10/\$25	\$8.00	
\$25/\$50	\$10.00	
\$50/\$100	\$15.00	
\$75/\$100	\$15.00	
\$100/\$200	\$15.00	

# Casino Royale

Sacramento's Casino

## Poker Collection Rates

### Lowball

Table Limit	Buy-In	Blinds	Modified Table Fee*	Regular Table Fees – Per Hand		
				7+ players	6 players	5 or less players
\$1 - \$2	\$10	\$0.50 / \$1.00	\$0.50	\$2.00	\$1.50	\$1.00
\$2 - \$4	\$20	\$1.00 / \$2.00	\$0.50	\$2.50	\$2.00	\$1.50
\$3 - \$6	\$30	\$1.00 / \$3.00	\$1.00	\$3.00	\$2.00	\$1.50
\$4 - \$8	\$40	\$2.00 / \$4.00	\$1.00	\$3.00	\$2.00	\$1.50
\$6 - \$12	\$60	\$2.00 / \$6.00	\$1.00	\$4.00	\$3.00	\$2.00
\$8 - \$16	\$80	\$4.00 / \$8.00	\$1.00	\$4.00	\$3.00	\$2.00

\*The Modified Collection rate is taken once the blinds are posted and the first set of cards are dealt, regardless of the action of the game including whether there is a flop or not. The Collection rate is taken after the flop is dealt.

# Mexican Poker

## **SUMMARY**

Casino Royale is proposing to add the game of Mexican Poker, to its customers. Mexican Poker is similar to 5-card stud and is played with a standard deck “stripped” to 41 cards. The 8’s, 9’s and 10’s are removed, the Joker remains.

## **DETAILS**

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

The game is played in the traditional manner of a poker game such as 7-Card Stud with the standard poker hand values and rankings applied. With the exception that a flush beats a full house.

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

A deck of cards stripped to 40 cards (the 8’s,9’s and 10’s are removed) is utilized and one Joker card is added for a total deck of 41 cards used for each round of play.

### ***Dealing Procedure***

To receive a hand, each player posts blinds. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. On all other rounds, action starts with the player to the left of the “dealer button.” After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

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

A minimum of 2 and a maximum of 7 players can participate in the game.

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

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

### ***Betting Limits***

This game will be offered in either a "limit" or a "no limit" format.

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

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

#### **RANKING OF HANDS FROM HIGHEST TO LOWEST**

(Note—a Flush beats a Full House)

Ace may be used as a 1 for a small Straight "A-2-3-4-5"

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a kind
5. Flush
6. Full house
7. Straight
8. Three of a kind
9. Two pair 1
0. One pair 1
1. High card

If the Joker is dealt face-down, it is wild and may be used as any card. If the Joker is dealt face up, it may be used for Aces, Straights and Flushes only.

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

When first opening a game, all players are dealt one (1) card. The player with the highest ranked card, by suit, shall receive the "dealer button." The player to the left of the "dealer button" shall then place a "small blind" according to the table limit, and the person to their left shall place the "big blind" according to the table limit. The casino dealer shall deal one (1) card face-down to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have one (1) face-down card. The casino dealer shall then deal one (1) face-up to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of two (2) cards; one (1) face-down and one (1) face-up. Once the initial two (2) cards have been distributed to each player, the first round of betting will occur. The player that that has been dealt the highest face-up card, according to card rank and suit, shall be required to place a forced bet equal to or

greater than the “big blind” according to the table limit. Players are then given the following options, starting with the player to the left of the player that placed the forced bet, and then continuing clockwise around the table:

- Call the forced bet by placing a wager equal to it;
- Raise “the pot” by placing a wager equal to the forced bet as well as an amount within the minimum and maximum wagering amount according to the table limit. If a player raises “the pot,” all other players shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand. There is a maximum of three (3) raises per round of betting, unless there are only two (2) active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Fold their hand, which shall be collected by the casino dealer;
- Check their hand and place no additional bet at this time. This is only permitted for the player that placed the forced bet after all other players have called the forced bet and there have been no raises.

After all players have acted in turn and either called all bets or folded their hand, the casino dealer shall move all player bets into “the pot.” The casino dealer shall then deal one (1) card, starting with the player to the left of the “dealer button” and continuing clockwise around the table until all players have a total of three (3) cards. When being dealt the third card, each player may request that it be dealt either face-down or face-up. Only one (1) card may be face-down at any one time during any round of play. Therefore, if a player requests that their third card be dealt face-down, the player will be required to turn their other cards face-up so that the first two (2) cards are now face-up and the third card is face-down. If the player requests that their third card be dealt face-up, the first card will remain face-down and the second card will remain face-up. Once each player has been dealt their third card, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player to the left of the “dealer button:”

- Check their hand and place no additional bet at this time. This is only permitted if no other player has raised “the pot.” If a raise or re-raise occurs, a player shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand.
- Raise “the pot” by placing a wager within the minimum and maximum wagering amount. If a player raises “the pot,” all other players shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand. There is a maximum of three (3) raises per round of betting, unless there are only two (2) active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Call a raise by placing a wager equal to amount “the pot” was raised by;
- Fold their hand, which shall be collected by the casino dealer.

After all players have acted in turn and either called all bets or folded their hand, the casino dealer shall move all player bets into “the pot.” The casino dealer shall then deal one (1) card, starting with the active player to the left of the “dealer button” and continuing clockwise around the table until all active players have a total of four (4) cards. When being dealt the fourth card, each player may request that it be dealt either face-down or face-up, regardless of whether they requested that their third card in the previous round be dealt face-down or face-up. Only one (1) card may be face-down at any one time during any round of play. Therefore, if a player requests that their fourth card be dealt face-down, the player will be required to turn their other cards face-up so that the three (3) cards in their hand are now face-up and the fourth card being dealt to them is face-down. If the player requests that their fourth card be dealt face-up, the three (3) cards dealt to them in the previous rounds will remain in the position that they were dealt. Once each player has been dealt their fourth card, the third round of betting will occur. All active players shall be given the following options, starting with the player to the left of the “dealer button:”

- Check their hand and place no additional bet at this time. This is only permitted if no other player has raised “the pot.” If a raise or re-raise occurs, a player shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand.
- Raise “the pot” by placing a wager within the minimum and maximum wagering amount. If a player raises “the pot,” all other players shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand. There is a maximum of three (3) raises per round of betting, unless there are only two (2) active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Call a raise by placing a wager equal to amount “the pot” was raised by;
- Fold their hand, which shall be collected by the casino dealer.

After all players have acted in turn and either called all bets or folded their hand, the casino dealer shall move all player bets into “the pot.” The casino dealer shall then deal one (1) card, starting with the active player to the left of the “dealer button” and continuing clockwise around the table until all active players have a total of five (5) cards. When being dealt the fifth and final card, each player may request that it be dealt either face-down or face-up, regardless of whether they requested that their third and/or fourth card in the previous round be dealt face-down or face-up. Only one (1) card may be face-down at any one time during any round of play. Therefore, if a player requests that their fifth card be dealt face-down, the player will be required to turn their other cards face-up so that the four (4) cards in their hand are now face-up and the fifth card being dealt to them is face-down. If the player requests that their fifth card be dealt face-up, the four (4) cards dealt to them in the previous rounds will remain in the position that they were dealt. Once each player has been dealt their fifth and final card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the player to the left of the “dealer button:”

- Check their hand and place no additional bet at this time. This is only permitted if no other player has raised “the pot.” If a raise or re-raise occurs, a player shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand.
- Raise “the pot” by placing a wager within the minimum and maximum wagering amount. If a player raises “the pot,” all other players shall be required to call the raise, re-raise “the pot” by an amount within the minimum and maximum wagering amount, or fold their hand. There is a maximum of three (3) raises per round of betting, unless there are only two (2) active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Call a raise by placing a wager equal to amount “the pot” was raised by;
- Fold their hand, which shall be collected by the casino dealer.

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

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

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

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

### ***Glossary of Terms***

Dealer Button	A white plastic disc with the word “dealer” affixed on it.
Joker	A card with a joker’s picture on it. The joker can be used to make any hand better. If a player is dealt a joker face-up during any round, the joker may be used as an ace or to complete a straight or flush. If a player is dealt a joker face-down, the joker is wild and may be used as any card. If the player with the joker later turns it face-up, then it may only be used to complete a straight or flush.

## **COLLECTION RATE**

The collection fees shall be taken per hand from “the pot” after the first round of betting has been completed. When there is no flop, the modified collection fee is taken. Each wager placed shall not exceed one thousand dollars (\$1,000).

### **Mexican Poker – Limit Games**

Schedule							
1	\$1-\$2	\$20	\$1-\$1	\$1.00	\$3.00	\$2.00	\$1.00
2	\$2-\$4	\$20	\$1-\$2				
3	\$3-\$6	\$30	\$1-\$3				
4	\$4-\$8	\$40	\$2-\$4				
5	\$5-\$10	\$50	\$3-\$5		\$4.00	\$3.00	\$2.00
6	\$6-\$12	\$60	\$3-\$6				
7	\$8-\$16	\$80	\$4-\$8				
8	\$9-\$18	\$90	\$6-\$9				
9	\$10-\$20	\$100	\$5-\$10	\$1.00	\$4.00	\$3.00	\$2.00
10	\$12-\$24	\$120	\$6-\$12				
11	\$15-\$30	\$150	\$10-\$15				
12	\$20-\$40	\$200	\$10-\$20				
13	\$30-\$60	\$300	\$15-\$30				
14	\$40-\$80	\$400	\$20-\$40				
15	\$50-\$100	\$500	\$25-\$50				
16	\$60-\$120	\$600	\$30-\$60				
17	\$75-\$150	\$750	\$50-\$75				
18	\$80-\$160	\$800	\$40-\$80				
19	\$100-\$200	\$1,000	\$50-\$100				

**Mexican Poker- Pot Limit and No Limit Games**

Schedule Option	Table Limit (\$1,000 Max)	Buy-In Min/ Max	Blinds	Modified Collection Fee	Regular Table Fees- Per Hand		
					6 or 7 players	4 or 5 players	3 or less players
20	\$.50-\$1	\$20 -\$100	\$1-\$1	\$1.00	\$3	\$2	\$1
21	\$1-\$1		\$1-\$2				
22	\$1-\$2		\$1-\$3				
23	\$1-\$3		\$2-\$4				
24	\$2-\$3		\$3-\$5				
25	\$2-\$4		\$3-\$6				
26	\$2-\$5	\$40-\$200	\$4-\$8		\$4	\$3	\$2
27	\$3-\$5		\$6-\$9				
28	\$5-\$5	\$100-\$500	\$5-\$10				
29	\$5-\$10		\$6-\$12				
30	\$5-\$15		\$10-\$15				
31	\$10-\$15	\$200-\$1,000	\$10-\$20				
32	\$10-\$20		\$15-\$30				
33	\$10-\$25		\$20-\$40				
34	\$25-\$50		\$25-\$50				
35	\$50-\$100	\$500-\$2,000	\$30-\$60				
36	\$75-\$150		\$50-\$75				
37	\$100-\$200		\$40-\$80				

# Royal Baccarat

## **SUMMARY OF GAME**

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

To begin the game, players make a wager(s) on Player, Banker, or Tie (Base Game Wager) or a combination of the above. Players that have placed a Base Game Wager may also place a Pair wager. All wagers must be between the minimum and maximum table limits.

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

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

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

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

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

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

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

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

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

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

### ***Betting Scheme***

1. All wagers in Royal 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. Backline betting is allowed.
3. 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.

# Royal Baccarat

4. At the beginning of each round of play, players have the following options when placing their wager(s):

- a. Player line which pays 1 to 1
- b. Banker line which pays 9.5 to 10

c. ***Tie Wager***

The Tie bet pays 8 to 1 if the banker and player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

**The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager.** 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.

d. ***Pair Bet***

The optional bonus bet is called the Bonus Pair Bet. Each player wagering in the base game has the option of placing a wager of the table minimum up to \$300, staying within table limits, on one of the three designated Pair spots located next to each player's position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are three Pair Bet spots in front of each player – one labeled "Player Pair," one labeled "Banker Pair," and one labeled "Player or Banker Pair."
4. Players must place a base game wager to be eligible to place a Pair Bet.
5. Pair Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. This wager may win or lose regardless of the outcome of the base game wagers.
8. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
9. There is no collection fee for the Pair Bets.
10. The player-dealer will pay all Pair Bet wagers and will collect all losing Pair 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.

# Royal Baccarat

## Pair Bet Paytable

Hand	Pays
Player Pair	11 to 1
Banker Pair	11 to 1
Player or Banker Pair	5.5 to 1
No Pair	Lose

### Dealing Procedures

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

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

### How Winners are Determined and Paid

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

### Game Rules

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

#### Player hand rules:

If the total value of the first two cards is:

- 0, 1, 2, 3, 4, or 5 - the player draws a card.
- 6 - A player has an option (this option is extended to each player on the table individually). If a player chooses to draw a third card the casino dealer will place a hit marker next to their wager denoting that the player has elected to take a hit card. If the player chooses to draw a third card and wins, the payout is 1.5 to 1 for that player. This option can be exercised even when banker has a natural 8 or 9. The player hand gets a third card (third card is a community card for all players that chose to take a hit card); the game will be played on the total of three card value for the player(s) that elected to take a hit card. Those who did not elect the option will play out the original value of 6 for the player.
- 7 - the player stands.
- 8 or 9 - **Natural**, the player stands and the banker can not draw the third card.

# Royal Baccarat

## **Banker's hand rules:**

After the player hand has been completed according to the rules above, the banker two face-down cards are opened. If the cards are below the value of 6, the banker gets a third card. If the cards are a value of 6 or more, the banker stands with two cards.

However, if the player hand took an additional card, the following rules shall apply:

If the total value of the first two cards in the banker hand is:

- 3 - the banker draws a third card, when the player draws A, 2, 3, 4, 5, 6, 7, 9, or 10; stands when player draws 8.
- 4 - the banker draws a third card, when the player draws 2, 3, 4, 5, 6 or 7; stands when player draws A, 8, 9 or 10.
- 5 - the banker draws a third card, when the player draws 4, 5, 6 or 7; stands when player draws A, 2, 3, 8, 9 or 10.
- 6 - the banker draws a third card, when the player draws 6 or 7; stands when player draws A, 2, 3, 4, 5, 8, 9 or 10.
- 7 - the banker stand.
- 8 or 9 **Natural**, the banker stands and the player can not draw a third card unless the player exercises the option when the player has a total of 6 after their first two cards.

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

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

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

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and banker line wager placed, then all tie bet wagers, then all Pair wagers. When determining where the action button will be placed, cards will hold the following values:

## **Action Button Card Chart:**

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

# Royal Baccarat

## **House Way**

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

## **Round of Play**

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

## **PLAYER-DEALER & DEAL**

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

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.

# Royal Baccarat

## **Table Limits & Collection Rates**

The collection is taken from the player-dealer, prior to start of the game. The player-dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

The collection fees shall be taken per hand from the player-dealer prior to start of the game. Collection is paid before cards are dealt.

\*Total in action is based on the "banker" wager only. All monies bet on the player side are not counted for the total.

<b>Table Limit</b>	<b>Total In Action</b>	<b>Player Fee</b>	<b>Player-dealer Fee</b>
\$10 - \$100 Per square	\$10 - \$499	\$0.00	\$2.00
	\$500 - \$999		\$4.00
	\$1,000 - \$1,999		\$6.00
	\$2,000 - \$4,999		\$11.00
	\$5,000+		\$26.00
\$20 - \$100 Per square	\$20 - \$499	\$0.00	\$3.00
	\$500 - \$999		\$5.00
	\$1,000 - \$1,999		\$7.00
	\$2,000 - \$4,999		\$12.00
	\$5,000+		\$27.00
\$100 - \$500 Per square	\$100 - \$499	\$0.00	\$6.00
	\$500 - \$999		\$8.00
	\$1,000 - \$1,999		\$10.00
	\$2,000 - \$4,999		\$15.00
	\$5,000+		\$30.00

# EZ BACCARAT™



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# EZ BACCARAT

## SUMMARY OF GAME

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

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



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

Wagers are resolved as follows:

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

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

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

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

## DETAILS

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

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

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

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

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

# EZ BACCARAT



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

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

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

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

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

## ***Betting Scheme***

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

# EZ BACCARAT

## ***Tie Wager***

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

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

## ***Dragon 7 Bonus Bet***

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

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

## ***Dealing Procedures***

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

# EZ BACCARAT

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

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

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

## ***Game Rules:***

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

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

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

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

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie. Wagers will then be settled in one of the following two ways:

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

# EZ BACCARAT

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and dealer line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

## Action Button Card Chart:

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

## House Way

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

## Round of Play

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

## PLAYER-DEALER & DEAL

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

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Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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



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

**EZ Baccarat table with EZ TRAK Baccarat Edition system.**

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

## Key Features

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

# EZ BACCARAT

## Wagering Limits and Collection Fees

Table Limit	Total Bet	Player Fee	Player-dealer Fee
\$10 - \$5,000	\$10 - \$200	\$0.00	\$1.00
	\$201 - \$400		\$3.00
	\$401 - \$600		\$5.00
	\$601 - \$900		\$8.00
	\$901 - \$5,000		\$12.00

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 and Dragon 7 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the player line, dealer line, the tie bet, or the Dragon 7.

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CA

## *Buster Blackjack*



# 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 a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). 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

The game uses a modified 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" card). The game is played with a minimum of six decks to a maximum of eight decks.

- A King, Queen, Jack or Ten 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 King, Queen, Jack, or Ten 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.
- King, Queen, Jack, or Ten Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Ranking Chart	
Card	Value
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

## ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. 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 five collection rates is allowed in compliance with the California Penal Code.

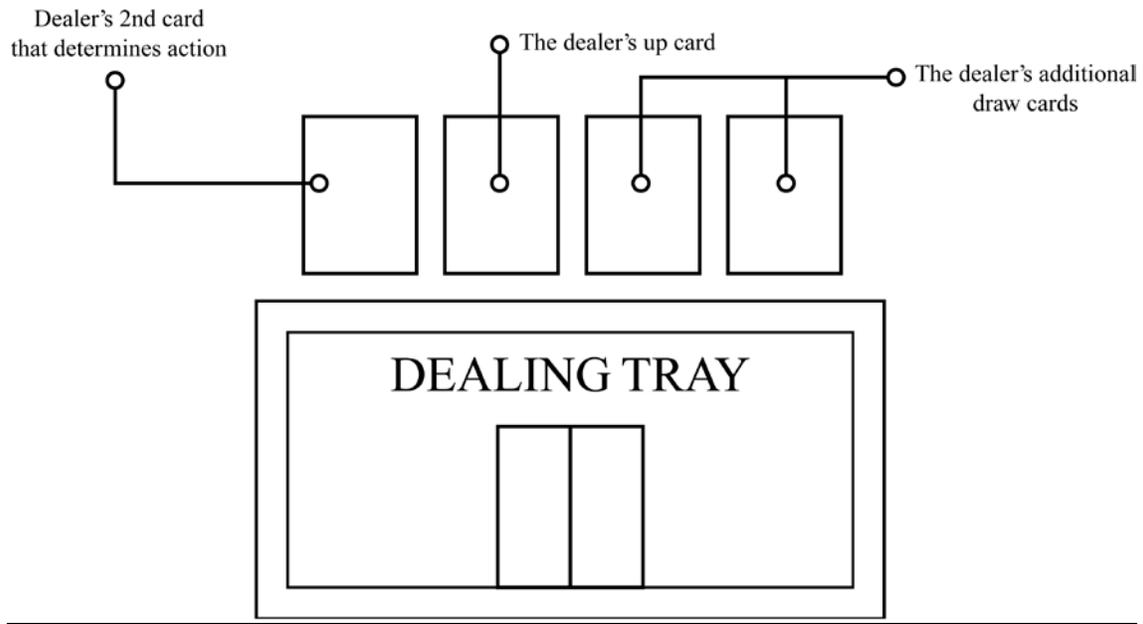
# PURE 21.5 BLACKJACK

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager 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 designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. 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 appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house 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 house 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 house dealer deals the first card to the player seated to the left of the player-dealer, and continues 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 house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. 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 surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house 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.
9. The game utilizes an action button to determine which player receives first action on their wager. 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 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 player-dealer's face down card. 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.
10. 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.
11. 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 shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

# PURE 21.5 BLACKJACK

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer 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.

## DIAGRAM #1



### CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

### CHART 1B

PLAYER-DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

# PURE 21.5 BLACKJACK

## GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten 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 face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's 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 are 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.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is not permitted on any wagers.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

# PURE 21.5 BLACKJACK

## DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the 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 cardroom 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.
7. **Insurance-** If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.
8. **Even Money-** In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a King, Queen, Jack, or Ten 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 King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, 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).

## BUSTER BLACKJACK BONUS BET

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

### Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. The Buster Blackjack Bonus Bet must be within the table limits.

# PURE 21.5 BLACKJACK

6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
  - a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
  - b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. 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 from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

**Note:** If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

**Buster Blackjack Bonus Bet Pay Table**

<b>Number of Cards in Dealer's Busted Hand</b>	<b>Payout</b>
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	250 to 1

### **Wagering Limits and Collection Fees**

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. The collection fees shall be collected by the house dealer prior to cards being dealt.

A collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down or split cards, or when players surrender their hand. There will be no collection fee required from a player when placing the game wager, the Buster Blackjack Bonus Bet wager, doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from player-dealer and dropped by the house dealer after each player all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

## PURE 21.5 BLACKJACK

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee	Jackpot Fee
1	\$5 - \$500	\$0	\$5 - \$50	\$0.50	N/A
			\$51 - \$100	\$1.00	
			\$101 - \$200	\$2.00	
			\$201 - \$300	\$3.00	
			\$301+	\$5.00	
2	\$5 - \$1,000	\$0	\$5 - \$40	\$0.50	N/A
			\$41 - \$75	\$1.00	
			\$76 - \$200	\$2.00	
			\$201 - \$300	\$3.00	
			\$301+	\$5.00	
3	\$5 - \$1,000	\$0	\$5 - \$50	\$0.50	N/A
			\$51 - \$100	\$1.00	
			\$101 - \$300	\$2.00	
			\$301 - \$500	\$5.00	
			\$501+	\$8.00	
4	\$10 - \$500	\$0	\$10 - \$40	\$1.00	N/A
			\$41 - \$75	\$2.00	
			\$76 - \$200	\$3.00	
			\$201 - \$300	\$7.00	
			\$301+	\$10.00	
5	\$10 - \$1,000	\$0	\$10 - \$100	\$1.00	N/A
			\$101 - \$300	\$2.00	
			\$301 - \$500	\$3.00	
			\$501 - \$800	\$5.00	
			\$801+	\$7.00	
6	\$25 - \$1,000	\$0	\$25 - \$100	\$1.00	N/A
			\$101 - \$400	\$3.00	
			\$401 - \$700	\$5.00	
			\$701 - \$1,500	\$8.00	
			\$1,501+	\$10.00	
7	\$25 - \$1,000	\$0	\$25 - \$100	\$1.00	N/A
			\$101 - \$300	\$3.00	
			\$301 - \$800	\$8.00	
			\$801 - \$1,200	\$12.00	
			\$1,201+	\$20.00	
8	\$100 - \$1,000	\$0	\$100 - \$300	\$2.00	N/A
			\$301 - \$700	\$5.00	
			\$701 - \$1,200	\$8.00	
			\$1,201 - \$2,000	\$10.00	
			\$2,001+	\$15.00	

**CASINO ROYALE  
CALIFORNIA COLLECTION RATES**

**Pai Gow Poker (GEGA-002075) and Fortune Pai Gow Poker (GEGA-002076)**

Schedule Option	Table Limit (per square)	Total Player's Wager (per square)	Player Fee (per square)	Total Table Action	Player-Dealer Fee (per round)	Jackpot Fee GEGA-003371
1	\$10 - \$100	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00	\$1.00
				\$101 +	\$2.00	
2	\$10 - \$200	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	\$101 +	\$2.00	

**Pai Gow Tiles (GEGA-002391)**

Schedule Option	Table Limit (per square)	Total Player's Wager	Player Fee (per square)	Player-Dealer Fee (per hand)	Jackpot Fees
1	\$10 - \$100	\$10 - \$100	\$1.00	\$1.00	N/A
		\$101 +		\$2.00	
2	\$10 - \$200	\$10 - \$100	\$1.00	\$1.00	N/A
		\$101 +		\$2.00	
3	\$25 - \$200	\$25 - \$100	\$1.00	\$1.00	N/A
		\$101 +		\$2.00	
4	\$50 - \$200	\$50 - \$100	\$1.00	\$1.00	N/A
		\$101 +		\$3.00	
5	\$100 - \$200	\$100 +	\$1.00	\$5.00	N/A
6	\$10 - \$100	\$10 - \$100	\$1.00	\$2.00	N/A
		\$101 +			
7	\$10 - \$200	\$10 - \$100	\$1.00	\$2.00	N/A
		\$101 +			
8	\$25 - \$200	\$25 - \$100	\$1.00	\$2.00	N/A
		\$101 +			
9	\$50 - \$200	\$50 - \$100	\$1.00	\$2.00	N/A
		\$101 +		\$3.00	
10	\$100 - \$200	\$100 +	\$1.00	\$5.00	N/A

**Pure 21.5 Blackjack (GEGA-002077) and Pure 21.5 Buster Blackjack (GEGA-003353)**

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$500	\$5 - \$50	\$0.00	\$0.50	N/A
		\$51 - \$100		\$1.00	
		\$101 - \$200		\$2.00	
		\$201 - \$300		\$3.00	
		\$301 +		\$5.00	
2	\$5 - \$500	\$5 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$200		\$2.00	
		\$201 - \$300		\$3.00	
		\$301 - \$500		\$5.00	
		\$501 +		\$8.00	
3	\$5 - \$1,000	\$5 - \$50	\$0.00	\$0.50	N/A
		\$51 - \$100		\$1.00	
		\$101 - \$300		\$2.00	
		\$301 - \$500		\$5.00	
		\$501 +		\$8.00	
4	\$10 - \$1,000	\$10 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$400		\$3.00	
		\$401 - \$700		\$5.00	
		\$701 - \$1,500		\$8.00	
		\$1,501 +		\$10.00	
5	\$10 - \$1,000	\$10 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$300		\$2.00	
		\$301 - \$500		\$3.00	
		\$501 - \$800		\$5.00	
		\$801 +		\$7.00	
6	\$25 - \$1,000	\$25 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$300		\$3.00	
		\$301 - \$800		\$8.00	
		\$801 - \$1,200		\$12.00	
		\$1,201 +		\$20.00	
7	\$50 - \$1,000	\$50 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$300		\$3.00	
		\$301 - \$800		\$8.00	
		\$801 - \$1,200		\$12.00	
		\$1,201 +		\$20.00	

8	\$100 - \$1,000	\$100 - \$300	\$0.00	\$2.00	N/A
		\$301 - \$700		\$5.00	
		\$701 - \$1,200		\$8.00	
		\$1,201 - \$2,000		\$12.00	
		\$2,001 +		\$12.00	

**Three Card Poker (GEGA-002099)**

Schedule Option	Table Limit (per circle)	Total Table Action	Player Fee	Player-Dealer Fee (per hand)	Jackpot Fee
1	\$5 - \$100	\$5 - \$50	\$0.00	\$0.50	N/A
		\$51 - \$100		\$1.00	
		\$101 - \$200		\$2.00	
		\$201 - \$300		\$3.00	
		\$301 +		\$5.00	
2	\$5 - \$100	\$5 - \$25	\$0.00	\$0.50	N/A
		\$26 - \$75		\$1.00	
		\$76 - \$150		\$2.00	
		\$151 - \$200		\$3.00	
		\$201 +		\$5.00	
3	\$5 - \$100	\$5 - \$50	\$0.00	\$1.00	N/A
		\$51 - \$100		\$2.00	
		\$101 - 300		\$3.00	
		\$301 - \$1,000		\$5.00	
		\$1,001 +		\$10.00	

**Royal Baccarat (GEGA-003079)**

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$100	\$10 - \$499	\$0.00	\$2.00	N/A
		\$500 - \$999		\$4.00	
		\$1,000 - \$1,999		\$6.00	
		\$2,000 - \$4,999		\$11.00	
		\$5,000 +		\$26.00	
2	\$20 - \$100	\$20 - \$499	\$0.00	\$3.00	N/A
		\$500 - \$999		\$5.00	
		\$1,000 - \$1,999		\$7.00	
		\$2,000 - \$4,999		\$12.00	
		\$5,000 +		\$27.00	

3	\$100 - \$500	\$100 - \$499	\$0.00	\$6.00	N/A
		\$500 - \$999		\$8.00	
		\$1,000 - \$1,999		\$10.00	
		\$2,000 - \$4,999		\$15.00	
		\$5,000 +		\$30.00	

**EZ Baccarat (GEGA-003180) and Commission Free Baccarat Dragon 7 Bonus (GEGA-003317)**

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-dealer Fee	Jackpot Fee
1	\$5 - \$500	\$5 - \$200	\$0.00	\$1.00	N/A
		\$201 - \$300		\$2.00	
		\$301 - \$500		\$3.00	
		\$501 - \$1,000		\$7.00	
		\$1,001 +		\$10.00	
2	\$5 - \$500	\$5 - \$200	\$0.00	\$1.00	N/A
		\$201 - \$400		\$3.00	
		\$401 - \$600		\$5.00	
		\$601 - \$900		\$8.00	
		\$901+		\$12.00	
3	\$5 - \$1000	\$5 - \$200	\$0.00	\$1.00	N/A
		\$201 - \$500		\$3.00	
		\$501 - \$1,000		\$5.00	
		\$1,001 - \$2,000		\$10.00	
		\$2,001 +		\$20.00	
4	\$10 - \$1000	\$10 - \$200	\$0.00	\$1.00	N/A
		\$201 - \$300		\$3.00	
		\$301 - \$500		\$5.00	
		\$501 - \$1,000		\$7.00	
		\$1,001 +		\$10.00	
5	\$10 - \$1000	\$10 - \$300	\$0.00	\$1.00	N/A
		\$301 - \$500		\$2.00	
		\$501 - \$1,000		\$5.00	
		\$1,001 - \$2,000		\$7.00	
		\$2,001 +		\$12.00	
6	\$10 - \$1000	\$10 - \$200	\$0.00	\$1.00	N/A
		\$201 - \$500		\$3.00	
		\$501 - \$1,000		\$5.00	
		\$1,001 - \$2,000		\$10.00	
		\$2,001 +		\$20.00	

7	\$25 - \$1,000	\$25 - \$300	\$0.00	\$2.00	N/A
		\$301 - \$600		\$5.00	
		\$601 - \$1,000		\$8.00	
		\$1,001 - \$2,000		\$15.00	
		\$2,001 +		\$20.00	
8	\$50 - \$1,000	\$50 - \$300	\$0.00	\$2.00	N/A
		\$301 - \$600		\$5.00	
		\$601 - \$1,000		\$8.00	
		\$1,001 - \$2,000		\$15.00	
		\$2,001 +		\$20.00	
9	\$100 - \$1,000	\$100 - \$600	\$0.00	\$5.00	N/A
		\$601 - \$1,500		\$10.00	
		\$1,501 - \$2,500		\$15.00	
		\$2,501 - \$4,000		\$20.00	
		\$4,001 +		\$25.00	

# EZ BACCARAT™



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# EZ BACCARAT

## **Type of Game**

The game of EZ Baccarat 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 enterprise 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 assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

## **Description of the Deck and Number of Decks Used**

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game.

## **Card Values and Hand Rankings**

The value of each card used in EZ Baccarat, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, 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 EZ Baccarat, in order from highest to lowest rank, shall be:

<b>Hand Dealt</b>	<b>Hand Requirements</b>
<b>Natural 9</b>	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.
<b>Natural 8</b>	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.
<b>Nine or Eight</b>	A three card hand that has a value of nine or eight.
<b>Seven through Zero</b>	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 Panda 8 wager, and the Dragon 7 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 action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

# EZ BACCARAT

## Dealing Procedures and Round of Play

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 in accordance with the table limits.

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

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The 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

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

## **EZ BACCARAT**

### **How Each Wager Wins, Loses, or Pushes**

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 hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

### **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.
- Backline betting is permitted on the 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 total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All 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.

### **Dragon 7 Bonus Bet**

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

## EZ BACCARAT

### Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

### Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 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, Dragon 7 Bonus Bet, and Panda 8 bet at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie Bet, Dragon 7 Bonus Bet, or the Panda 8 bet. 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 EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-dealer Fee	Jackpot Fee
1	\$5 - \$500	\$5 - \$200	\$0	\$1	N/A
		\$201 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 - \$1,000		\$7	
		\$1,001+		\$10	
2	\$5 - \$500	\$5 - \$200	\$0	\$1	N/A
		\$201 - \$400		\$3	
		\$401 - \$600		\$5	
		\$601 - \$900		\$8	
		\$901+		\$12	
3	\$5 - \$1,000	\$5 - \$200	\$0	\$1	N/A
		\$201 - \$500		\$3	
		\$501 - \$1,000		\$5	
		\$1,001 - \$2,000		\$10	
		\$2,001+		\$20	
4	\$10 - \$1,000	\$10 - \$200	\$0	\$1	N/A
		\$201 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 - \$1,000		\$7	
		\$1,001 +		\$10	

## EZ BACCARAT

5	\$10 - \$1,000	\$10 - \$300	\$0	\$1	N/A
		\$301 - \$500		\$2	
		\$501 - \$1,000		\$5	
		\$1,001 - \$2,000		\$7	
		\$2,001+		\$12	
6	\$10 - \$1,000	\$10 - \$200	\$0	\$1	N/A
		\$201 - \$500		\$3	
		\$501 - \$1,000		\$5	
		\$1,001 - \$2,000		\$10	
		\$2,000+		\$20	
7	\$25 - \$1,000	\$25 - \$300	\$0	\$2	N/A
		\$301 - \$600		\$5	
		\$601 - \$1,000		\$8	
		\$1,001 - \$2,000		\$15	
		\$2,001+		\$20	
8	\$50 - \$1,000	\$25 - \$300	\$0	\$2	N/A
		\$301 - \$600		\$5	
		\$601 - \$1,000		\$8	
		\$1,001 - \$2,000		\$15	
		\$2,001+		\$20	
9	\$100 - \$1,000	\$100 - \$600	\$0	\$5	N/A
		\$601 - \$1,500		\$10	
		\$1,501 - \$2,500		\$15	
		\$2,501 - \$4,000		\$20	
		\$4,001+		\$25	

**Table Layout**



# EZ BACCARAT



## Equipment Used



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

EZ Baccarat table with EZ TRAK Baccarat Edition system.

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

## Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.