ASIAN STUD

Asian Stud is similar to Mexican Poker, but there are some notable exceptions.

Rules for Asian Stud

1. The ace may be used as a "6" for a small straight "A 7 8 9 10."
2. Unlike Mexican Poker, a flush beats a full house. The winning hands in Asian Stud are (from highest to lowest): 1) Royal Flush, 2) Straight Flush, 3) Four of a Kind, 4) Flush, 5) Full House, 6) Straight, 7) Three of a Kind, 8) Two Pair, 9) One Pair, 10) High Card.
3. All cards 2 through 6 are removed from a regular 52-card deck. Jokers are not used.
4. The player with the highest card showing will be forced to open the pot. This is a "live bet." This player may raise if anyone else fails to do so.
5. Highest hand will initiate the action on all subsequent rounds. When there are two hands of equal value, the hand closest to the dealer will act first.
6. If the down card for a player is exposed by the house dealer, that player will receive their next card face down.
7. If a player exposes a card, it is not considered an exposed card and said player will be required to keep the card.
8. If two hands are of equal value (example: Player 1 has an AK and Player 5 has an AK showing), the hand closest to the dealer will initiate the action. (In the example, it would be Player 1.)
9. Based on the players' level of skill, the house dealer will only call open pairs and three of a kind. The house dealer will not call possible straights and flushes.
10. Check and raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. English only will be permitted while the hand is in play.
13. Cards speak.
14. Half a bet or more constitutes a bet. Example: In a $2 to $10 game, on the fifth card, the first player bets $6. A player then goes all-in for $10. The next player may call the bet $10 or raise the bet of $10 to a total of $16, $18 or $20. (In no-limit the half or more rule does not apply.)
15. Anything less than half a bet is considered action only. Example: In a $2 to $10 game, on the fifth card, the first player bets $6. A player then goes all-in for $8. The next player may call the bet of $8 or raise the bet of $8 to a total of $12, $14, or $16.
16. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining. If three or more players have money invested in a betting round the 3 Raise rule will apply.
17. String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce their intended action. A player who puts a single chip into the pot that is larger than the previous bet is assumed to have called the bet, unless they announce "raise." Due to the flexible betting limits, "anytime" an oversized chip is placed in the pot, the player must indicated the amount of the wager.
18. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
19. Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the highest card for a forced bet, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.
20. A card placed face up in the deck (boxed deck) shall be treated as a "scrap of paper," and is ignored. A card being treated as a scrap of paper is replaced by the next card below it in the deck.
21. If a player asks to be dealt-in, but is unable to make it back to the table in time to act on their hand, they forfeit their ante and their force entry bet, if any.

22. If a player does not have the correct number of cards on the deal, and no action has been accepted, the hand will be a misdeal. If there has been action before the mistake is noticed, the player with the incorrect number of cards has a dead hand and no money will be refunded from the pot.
23. If a player's first hole card is accidentally turned up, their second card is dealt down. If both of their first two cards are dealt face up, the hand will be declared dead and said player shall receive their ante back.
24. If the first or second card off the deck on the initial starting hand is dealt face up it shall be declared a misdeal.
25. If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play then resumes in a normal fashion.
26. If a dealer burns two cards or fails to burn a card, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
27. If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card, then scramble the last card and the four burn cards, cut the deck, burn a card and deliver the remaining down cards, using the last card if necessary. If the dealer determines that by using this procedure there will still not be enough cards for all the players, they cannot give any of the players a down card. Instead, they are to announce to the table that there are not enough cards to go around and a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 4th street will initiate the action.
28. A player who calls when they are beaten by their opponents up cards is not entitled to a refund.
29. A player must have five cards in order to win. (In certain circumstances, a player "may" win with less than five cards.) Any other number of cards constitutes a dead hand. Players must protect their own hand.
30. A card accidentally dealt off the table must play.
31. The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.
32. When a player turns any of their up cards over after a bet has been made, they risk losing all rights to the pot.
33. A player folding a hand on a checked round of betting will have the situation handled in the following manner: The Player (or seat position) will receive one card or cards until there is a round of betting with action (a bet). The delivered card will be dealt face up or face down, depending on the street, and then placed in the "muck." This rule is only intended to keep the cards in their proper order as dictated by the action in the pot.
34. Should a player with the highest hand showing go "all-in," the action of the following rounds of betting will fall to the next hand clockwise of the "all-in" player.
35. In No Limit, cash, in $100 bill increments, is allowed on the table. No bills other than $100 bills shall be permitted to be in play or on the table. Therefore, each player is entitled to an unimpeded view of an opponent's chips and a count of cash, if requested.

13 Card Chinese Poker

Each player receives 13 cards. Their hands must be arranged with 3 cards in front, 5 cards in the middle and 5 cards in back. The back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. It is important to note that straights and flushes do not count in the three-card hand. An exception to this is in an automatic win.

Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game. Hands are then compared with the other player's hands. The player with the higher-ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher- ranking back hand wins 1 point. A hand is dealt to all four seats regardless of the number of players at the table. An A, 2, 3, 4, 5 straight is always the lowest straight possible.

Scoring Rules

If a player's "3 part" hand out ranks an opponent's hand, 2 out of 3, the player wins 1 point. In other words, the player receives 1 point for his net segment win. If the player's 3 part hand out ranks his opponent's hand, 3 out of 3, the player wins 3 points. In other words, the player receives1 point for each net segment win.

Bonus Hands

Bonus points are used in this version of the game. Bonus points hands in the back hand:

1. Straight Flush in the back is worth 5 points extra.
2. Four of a Kind in back is worth 4 points extra.
3. Bonus points hands in the middle hand:
4. Straight Flush in the middle is worth 10 points extra.
5. Four of a Kind in the middle is worth 8 points extra.
6. Full House in the middle is worth 2 points extra.

Bonus points hands in the front hand:

1. "Trips" in the front is worth 3 points extra. Example: If a player beats an opponent, 2 out of 3, and he has a straight flush in the back, the player wins 6 points. If the player beats his opponent, 3 out of 3, and he has a straight flush in the back, the player wins 8 points.

Super Bonus

If a player's hand out ranks the other 3 opponent's hand 3 out of 3, he wins 7 points (3 points+1 bonus point+3 more bonus points because he beat all 3 other players in the front, middle and back). The Super Bonus only applies in a full game when four players have been dealt in at the beginning of the hand.

Automatic Win

1. The "Automatic Win" hands are always in play.
2. The Dragon hand (Ace through King of any suit) is worth 13 points. This hand beats all other Automatic Win hands.
3. With any 13-card hand that has 6 pairs, the player will win 4 points. Note that Four of a Kind can be counted as 2 pairs.

4. Any 13-card hand that has suited cards in all three parts is worth 4 points. Any 13-card hand that has straights in all 3 parts equals 4 points. A straight flush can be used as a straight or a flush for bonus hands. A player has the option of not using an Automatic Win hand.
5. Any player that has any one of these hands will collect 4 points from each player. If more that one player has one of these hands, it is a "push" between these two players and they each collect from the other players.
6. Automatic win hands must be declared before the hands are open otherwise the hands will play the way the player sets it.
7. Note: If a player has an Automatic Win hand, the player does not need to set the hands. They just place their stack of cards down on the table. This will indicate automatic win.

Improperly Set Hands

A hand is set improperly in each of the following situations:

1. Any part of the three-segment hand has the wrong number of cards.
2. Any part of the three segment hands is set out of ranking order.
3. Any player that sets their hand improperly must pay 4 points to all of the other players.

Misdeals

A misdeal can occur in the following situations:

1. A dealer has exposed five or more cards of one player's hand.
2. Any one hand is dealt the wrong number of cards.

Buy-Ins

The buy-in for any game is 20 times the value of one point in chips.

Pay-Offs

In an "all-in" situation, the pay-off starts clockwise from the button. The player can only win up to the amount of money in his stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

CRAZY PINEAPPLE

In Crazy Pineapple, each player receives three cards down as their initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously (which is called the "flop"). The action begins left of the dealer; at this point, player either checks and discards one card, or bets and discards one card. After the action is complete, the dealer will call for all discards. Anyone holding three cards after the burn and turn (4th street) will have a "dead hand." Players are responsible for their own hand. The next board card (5th street) will be the last card. These five board cards are community cards, and after the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. (High and low, with low being eight or better). A player may use all of the board cards which is termed playing the board.

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

"Blinds" are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest "blind" clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button.

Rules for Crazy Pineapple

1. The winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, but it is the players' responsibility to protect their hands at all times. The player instituting the action, (either by betting or checking) must turn their hand over first upon completion of all action, and the best hand wins.
2. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand with intent to cause another player to discard their hand may, at the discretion of the management, risk forfeiting the pot and/or expulsion from the club.
3. Buy-in for all Crazy Pineapple games is ten times the minimum bet.
4. Check and raise is permitted.
5. A bet and three raises are allowed.
6. No limit of raises with only two players remaining.
7. String raises are not allowed. A player must put in the full amount of monies at one time or announce his intended action.
8. A player who puts a single chip into the pot that is larger than the bet is assumed to have called the bet, unless they announce raise.
9. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
10. A player may "play the board" by throwing his hand away only if: 1) the hand has been checked around, or 2) if there was a bet and a call and the called bettor has clearly announced that he is playing the board before throwing his hand away.
11. The winning hand must show all cards face up on the table.

DRAW POKER
(JACKS OR BETTER)

All five card jacks or better draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush or straight flush. All limit five card draw games have fixed limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw. In all draw poker games, check and raise is permitted and a bet and six raises is allowed in all multi-handed pots. Note: A player who opens the pot in jacks or better must show the openers, whether the hand is called or not, in order to win the pot. Five aces is the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks or Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for the particular game.
2. If the opener shows false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. If the opener is the only remaining player (before or after the draw) and they cannot prove openers or the opening hand is otherwise fouled, then all bets are returned except the opening bet and antes. Only those players who participated in the falsely opened hand are eligible to compete, and there is another ante. This deal passes to the left.
3. An opener may be allowed to retrieve their hand to prove openers at the management's discretion.
4. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.

9. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.
10. You are not splitting opener if you retain openers. If you begin with the ace, joker, king, queen of spades and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and you have retained openers (ace, joker).
11. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back.
12. The joker may only be used as an ace, or in straights, flushes or straight flushes.
13. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
14. Any player may draw up to five consecutive cards.
15. Five cards is a playing hand. More or fewer than five cards after the draw is a fouled hand. A player with fewer than five cards may get additional cards necessary to complete their hand before the draw, provided no action has been taken by the first player to act (unless the action occurs before the deal is completed). The dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the necessary card(s) to complete a five-card hand.
16. If you are asked how may cards you drew by another active player, you are obligated to respond until

there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

17. You may change the number of cards you wish to draw, provided:
    a) No cards have been dealt off the deck in response to your request (including the burn card). No player has acted on their hand based on the number of cards you have requested. Cards that are exposed face up by the dealer before the draw must be kept.
    Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
18. Checking and raising is permitted.
19. A maximum of a bet and six raises is permitted in multi-handed pots.
20. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
21. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play their hand.
22. If you are all in for the ante you may play for just the antes. If no one opens and there is another ante, you may still play for the antes that you matched.

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals, instead). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds adjusted accordingly.

<u>Opinion</u>

It is our opinion that Hold'em does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made this game unlawful.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live". Games can have one or two blinds. If you post a blind, you have the option of raising the pot when it is your turn.

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.

3. A new player entering a Hold'em game may have the following options:

   a. To wait for the big blind.
   b. To post an amount equal to the big blind and immediately be dealt a hand.
   c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.

4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.

5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.

6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward in live games and the blinds are adjusted accordingly.

7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. Blinds may not be made up between the big blind and the button but you may *buy the button.*

9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then used for the burn card.

12. If the cards are prematurely flopped before the betting is complete or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

JACKS BACK

Jacks Back is a five-card "jacks or better" draw game. The game converts to Lowball if no one with a pair of jacks or better opens the pot for high. In that case, the player immediately clockwise from the dealer button has first action. A pot that is opened as high uses all jacks or better rules. A pot that is opened as low uses all Lowball rules.

Rules of Jacks Back

1. If the pot is not opened for high, the game becomes the same as single blind Lowball. The person to the left of the dealer button is forced to open the pot at the lower limit, and all Lowball rules apply.
2. If the opening forced bet is not raised, the player who made the forced bet has the option of raising after the dealer has acted. If no one opens for high and the player to the left of the button has less than half the blind, the next player is forced to make the blind bet. After the hand, if the all-in player wins the pot or buys in again, the button remains in the same position for the all-in player to take the blind, should no one open for high. The button then advances to its proper position.
3. If the pot is opened falsely for high and no one calls, the opener loses the opening bet, and the bet remains in the pot. The button then freezes, and the hand is re-dealt.
4. A maximum of a bet and six raises are allowed in any multi-handed pot.

LOWBALL

Lowball is a form of draw poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are Ace-to-five Lowball (also known as California Lowball), and Deuce-to-seven Lowball (also known as Kansas City Lowball). In Ace-to-five Lowball, the best hand is 5-4-3-2-A and in Deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of Lowball, please see the individual section for each game.

Opinion

It is our opinion that Lowball and Deuce to Seven do not qualify as a lottery because they are not a percentage game and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made these games unlawful.

Rules of Ace-to-Five (California) Lowball

Ace-to-Five Lowball is played with a standard 52-card deck, plus a joker, which is considered to be the lowest card not already present in a player's hand. The best possible hand is 5-4-3-2-A, known as a "wheel" or a "bicycle," and straights and flushes have no effect on the value of a hand.

1. Cards Speak: Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*

2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.

3. In Ace-to-Five Lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.

4. The joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:

   a. To wait for the big blind.
   b. To kill the pot (double the limit for that hand by posting double the amount of the blind).

6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.

7. Half a blind or more constitutes a full blind.

8. In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.

9. In limit Ace-to-Five Lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. The exposed card is used as the burn card. If two cards are exposed on the deal that require replacement, it will result in a misdeal. After the draw, an exposed card cannot be taken. The draw is completed to each player in order, and then the exposed card is replaced.

10. Any player may draw up to five consecutive cards.

11. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

12. You may change the number of cards you wish to draw, provided:

    a. No cards have been dealt off the deck in response to your request (including the burn card).
    b. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

14. In limit play, a bet and six raises is allowed in all multi-handed pots.

15. In limit play, check-and-raise is not permitted.

16. The minimum opening bet is the size of the large blind (unless otherwise posted).

17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

19. In Ace-to-Five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

20. Lowball is played with a "kill." For rules governing "kill pots" refer to the section on kill pots.

SECTION 11 — MEXICAN POKER OR MEXICAN STUD

Mexican Stud Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards with a joker. The 8s, 9s and 10s are removed.

To receive a hand, each player posts an ante. The cards are dealt clockwise, starting from the first player in front the dealer button. The dealer button advances after each hand is complete.

Each player receives a total of five cards, of which one card must be facedown. After the first two cards are dealt (one up and one down), a betting round begins with the high card, clockwise, from the dealer button. The player with the high card makes a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be completed prior to the third card being delivered. The next card may be dealt up or down depending on whether the prior down card was exposed. After the third card has been delivered, the next round of betting occurs.

The fourth and fifth cards are then dealt and played in the same manner. Once the action is complete, the player with the highest ranking hand wins the pot. In this game, a flush beats a full house.

Mexican Draw Poker is similar to Jacks or Better Draw with the following exceptions: 1. the joker is wild, 2. the game is played with a one blind to create action instead of having to open with jacks.

Opinion

It is our opinion that Mexican Poker (Stud and Draw) do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made these games unlawful.

Rules for Mexican Stud Poker

1. The joker is "wild" in all cases when it is dealt facedown. However, when the joker is dealt faceup, it can only be used as an ace or to complete a straight or flush hand.

2. The player with the highest card clockwise from the dealer button makes a mandatory opening bet. (When the joker is dealt faceup, it will be considered an ace for the purposes of determining the opening bet.) The opening bettor has the option of opening at either the lower or the upper limit.

3. The highest ranking hand starts the action on all betting rounds. Hands are considered to be of equal value even when one hand includes the joker. The hand closest to the dealer button acts first.

4. If any downcard is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in." If the joker is inadvertently exposed, it will play as if it had been dealt facedown -- which is "wild" in all cases.

5. The following hands are considered the same as a straight due to the removal of 8s, 9s, and 10s from the deck: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, or 7-J-Q-K-A

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared unless two or more players have acted. In this case, action is accepted and there is no misdeal. A hand with an improper number of cards is a dead hand.

7. Because cards on 3rd, 4th or 5th streets are dealt either faceup or facedown, any cards dealt out of sequence on these rounds will be moved faceup to their correct position and the round of dealing finished. Betting is not allowed on this round. The next round is dealt and betting resumes. Any bet made on the round where the error occurred is returned to the player.

8. Except when designating a card to be played faceup, an exposed card plays as the downcard.

9. Following the delivery of the second card, a card will be burned on each subsequent round.

10. Check and raise is permitted.

11. All raises must at least be equal to the size of the last bet.

12. Cards speak -- hold your hand until you are sure of what your opponent's hand.

13. Once any card touches the muck, the hand is dead.

14. No string raises.

15. One short buy-in may be made after each full buy-in.

16. Only the player with the dealer button may ask for an additional shuffle. The deal rotates clockwise.

17. If cards are shown to one player during or after a hand, any player at the table may demand that those cards be shown to all the players at the table once a winner is determined.

18. No rabbit hunting. Once the cards are out of play, no one can look through the discards or ask the dealer which card is coming off the deck.

19. All players must act in turn. If all players check, the player who checked first must show his/her hand first.

20. A player who bets or calls by releasing chips into the pot is bound by that action. However, if the

player is unaware that the pot has been raised, the player may withdraw that money and reconsider the action, provided that no one else has acted afterward.

Rules for Mexican Draw Poker

1. Jacks or Better Draw rules apply where applicable.
2. The game is played with 53 cards.
3. Mexican Draw Poker is played 8-handed.
4. The joker is wild and it can be used as any card to make the best high hand.
5. The game is played with one blind and action starts with the person to the left of the blind.
6. Players may discard up to five consecutive cards.
7. Before the draw, the betting is at the lower limit. The betting limit doubles after the draw.
8. The best hand is five aces.
9. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five card hand.
10. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
11. You may change the number of cards you wish to draw, provided:
    a. No cards have been dealt off the deck in response to your request.
    b. No player has acted in any way on his or her hand based on the number of cards you have requested.
13. Cards that are exposed face up by the dealer before the draw must be kept.
14. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
15. Checking and raising is permitted.

OMAHA

Omaha is similar to Hold'em except each player is dealt four down cards instead of two. A player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8 or better. You may use any combination of two hole cards and three board cards for your high hand and another (or the same) combination of two hole cards and three board cars for your low hand.

Rules of Omaha

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule of playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on Kill Pots.

SECTION 4 — OMAHA HIGH-LOW SPLIT (8-or better) and OMAHA HIGH

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two hole cards and three boardcards for your high hand and another (or the same) combination of two hole cards and three boardcards for your low hand. It is also played for the high hand only. Omaha high-low split is often played with a "full or partial kill."

Opinion

It is our opinion that Omaha High and Omaha Hi-Lo 8 Eight or Better do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made these games unlawful.

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

1. All the rules for Omaha High apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low-split games, unless a specific posting to the contrary is displayed.
3. In high-low, if there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards with three board cards.
5. All other Hold'em rules apply.

Rules of Omaha High

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.

SECTION 5 —SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Opinion

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made this game unlawful.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first.

2. The player with the forced bet has the option of opening for a full bet.

3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In $15-$30 stud, the low card opens for $5. If the next player to act brings the bet to $15 (completion of the bet), three additional raises are then allowed.

4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a $3-$6 game, if you have a pair showing and you are the high hand, you may bet either $3 or $6. If you bet $6, any succeeding player has the option to call $3, raise $3, or raise $6. If a $6 raise is made, then all other raises must be in increments of $6. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of $10-$20 and higher, dealers do not announce possible straight or flushes.

6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.

7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.

9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.

10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.

11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.

12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.

15. You must have seven cards to win at the showdown.

16. A card dealt off the table must play and it is treated as an exposed card.

17. If the dealer turns the last card faceup to any player, the following rules apply:

    a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.

    b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In any of the above situations, the player who is now high on the board using all the upcards will start the action. In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

SECTION 7 -SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud-format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand and any five cards to make the best low hand.

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Cudahy has not made this game unlawful.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed.

2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.

5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6. Splitting pots is only determined by the cards and not by agreement among players.

7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two

RAZZ

The lowest hand wins the pot. The format is similar to Seven Card Stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A (a "wheel").
2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
5. All seven-card stud rules apply in razz except as otherwise noted.

Rules of the Game

Cuban Poker is played on a Poker table with up to seven spots.

A single standard 52-card deck is used.

No dice are used in this game.

The object of Cuban Poker is to make the highest possible Poker hand.

At the start of the game, the player/dealer position will be offered to players from seat #1.

There is a button that designates the "Dealer" that rotates clockwise around the table after each deal.

Each player is required to ante the designated amount prior to the hand being dealt.

The active player to the left of the dealer (clockwise) is always first to act on each round of betting.

Each time the action is to a player he may check or bet if no other player has previously bet.

Check and raise is allowed.

If a previous player has bet or raised on that round of betting the player may fold, call all bets, or raise up to a limit of three raises, or until the bet reaches its maximum for that round; whichever comes first.

Precisely two of the three cards in the players' hands will be used in conjunction with three other community cards to form a five-card Poker hand. The options as to which combination of community cards a player may choose from is determined by which variation of Cuban Poker you are playing.

PLAY OF GAME

All variations of Cuban Poker are played identically at the beginning segments and the end segments of the hand. Each variation of Cuban Poker differs in the middle or community card segment of play.

Beginning Play of Hands

In Cuban Poker the game begins with each player anteing and being dealt three cards each, face down.

This is followed by the first round of betting that is normally at a lower limit than all later rounds of betting.

All variations of Cuban Poker feature additional community cards. These cards are dealt in the center of the table, as each player at the table has the same rights to utilize those cards.

The only difference, in the multiple variations of Cuban Poker, is the groupings and utilization of the community cards.

The dealer designated by the button specifies which variation is to be played. A button will be utilized to inform all players as to the community card variation being utilized for that hand.

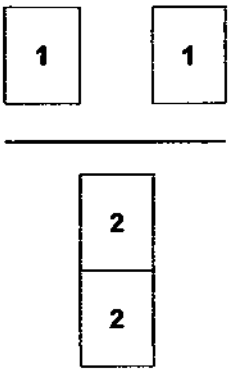
Variations of Community Cards

"LITTLE TWENTY-ONE"

The dealer will turn two additional community cards from the deck face up on the table (see diagram). At the end of the hand each player must use one and only one of these cards to make a five-card Poker hand.

Second round of betting takes place.

The Dealer will turn up two more cards (see diagram). At the end of the hand each player must use both of these cards to make a five-card Poker hand.



"ELEVATOR"

The dealer will turn three cards face up on the table in a vertical column. At the end of the hand each player must use one and only one of these cards to make a five-card Poker hand.

Second round of betting takes place.

Dealer will turn three more cards face up on the table in a vertical column parallel to the original three-card column. At the end of the hand each player must use one and only one of these cards to make a five-card Poker hand.

Third round of betting takes place.

Dealer will turn one more card face up on the table. This card must be utilized by each player to make a five-card Poker hand.

Fourth round of betting takes place.

Each Player, in order, will make best possible Poker hand using the last card dealt (middle card) with a card from each of the columns from the same location i.e. either the two top cards in each column, the two middle cards from each column, or the two bottom cards from each column. The name Elevator comes from the middle card being moved up or down and using two cards on the same level plus two cards from the player's original hand to make best Poker hand (see diagram).

"WATCH"

Dealer will turn four cards face up on the table in "watch" position – twelve o'clock, three o'clock, six o'clock, and nine o'clock.

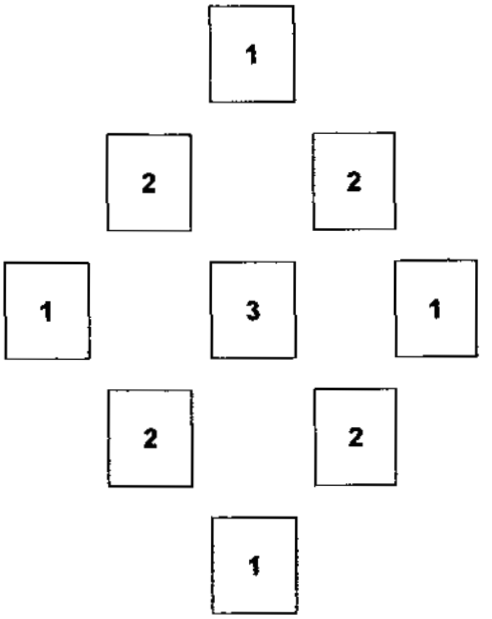
Second round of betting takes place.

Dealer will turn another four cards face up on the table in -- one thirty, four thirty, seven thirty, and ten thirty clock position.

Third round of betting takes place.

The Dealer will turn one card face up in the middle of the clock (see diagram).

Fourth round of betting takes place.
Each player may use any two adjacent cards in the "watch" and the middle card plus two cards from the player's hand.
Fifth and final round of betting takes place.



"STRING (TIRITA)"

Dealer will turn one card face up on the table.

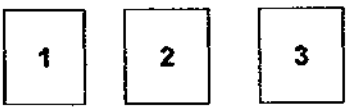
Second round of betting takes place.

Dealer will turn second card face up on the table.

Third round of betting takes place.

Dealer will turn third card face up on the table (see diagram).

Fourth round of betting takes place.



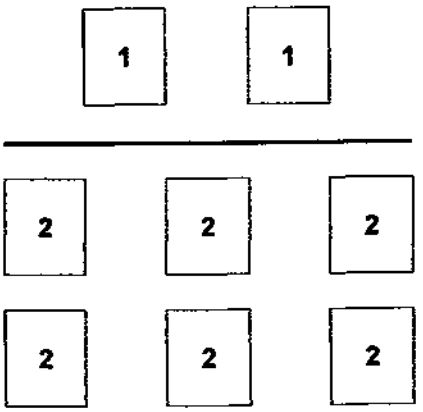
"TWENTY-ONE"

Dealer will turn two cards face up on the table. Each player must use one, and only one, of these to form a five-card Poker hand.

Second round of betting takes place.

Dealer will turn three sets of two cards face up on the table (see diagram). Each player must use precisely one of the three sets of two cards with one of the original two cards placed on the table face up by the Dealer, in order to make the best Poker hand.

Third round of betting takes place.



"SWING" OR "COLUMPIO"

Dealer will turn four cards face up on the table. Each player must use precisely one of these to form a five-card hand.

Second round of betting takes place.

Dealer will turn two sets of two cards face up on the table (see diagram). Each player must use one of these sets of two cards to form a five-card Poker hand.

Third round of betting takes place.

1

1

1

1

2

2

2

2

End of Hand Play

NO BUST
21st CENTURY
BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4,2006	No Bust 21 Blackjack

And additional pending patents

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

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a)11and a half on first two cards with all cards with the value of 10's.
b) 1 or 11 with all cards with value of 2-9 .
c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:

   a)11and a half on first two cards with all cards with the value of 10's.
   b) 1 or 11 with all cards with value of 2-9 .
   c) 1 or 11 with three or more cards.

3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.

4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.

5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

6. 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".

7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

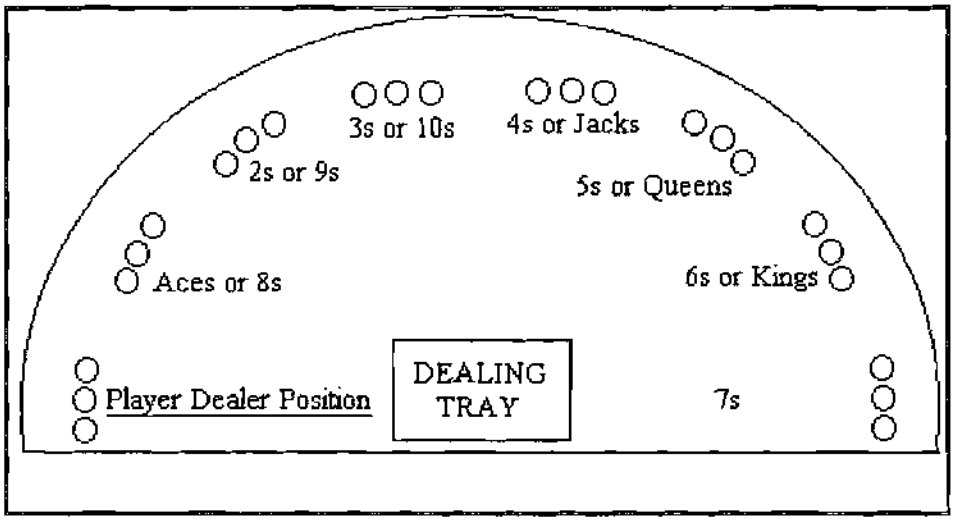
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.

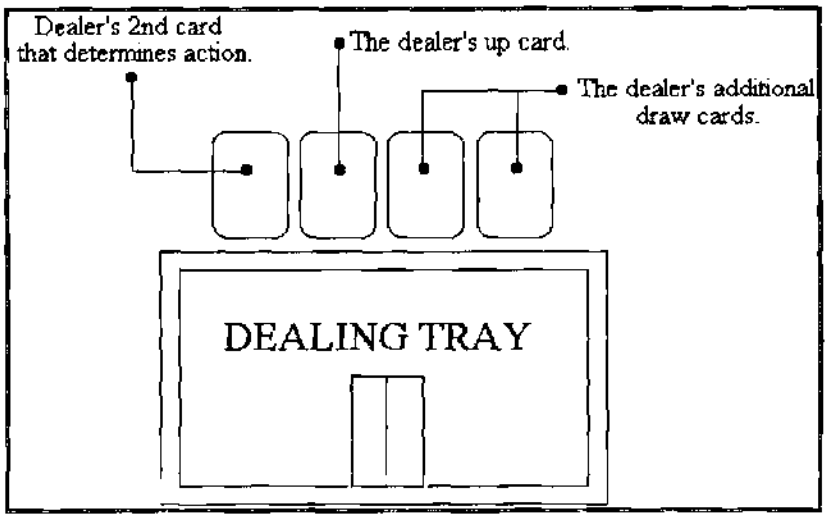
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's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



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

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

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

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

GAME RULES

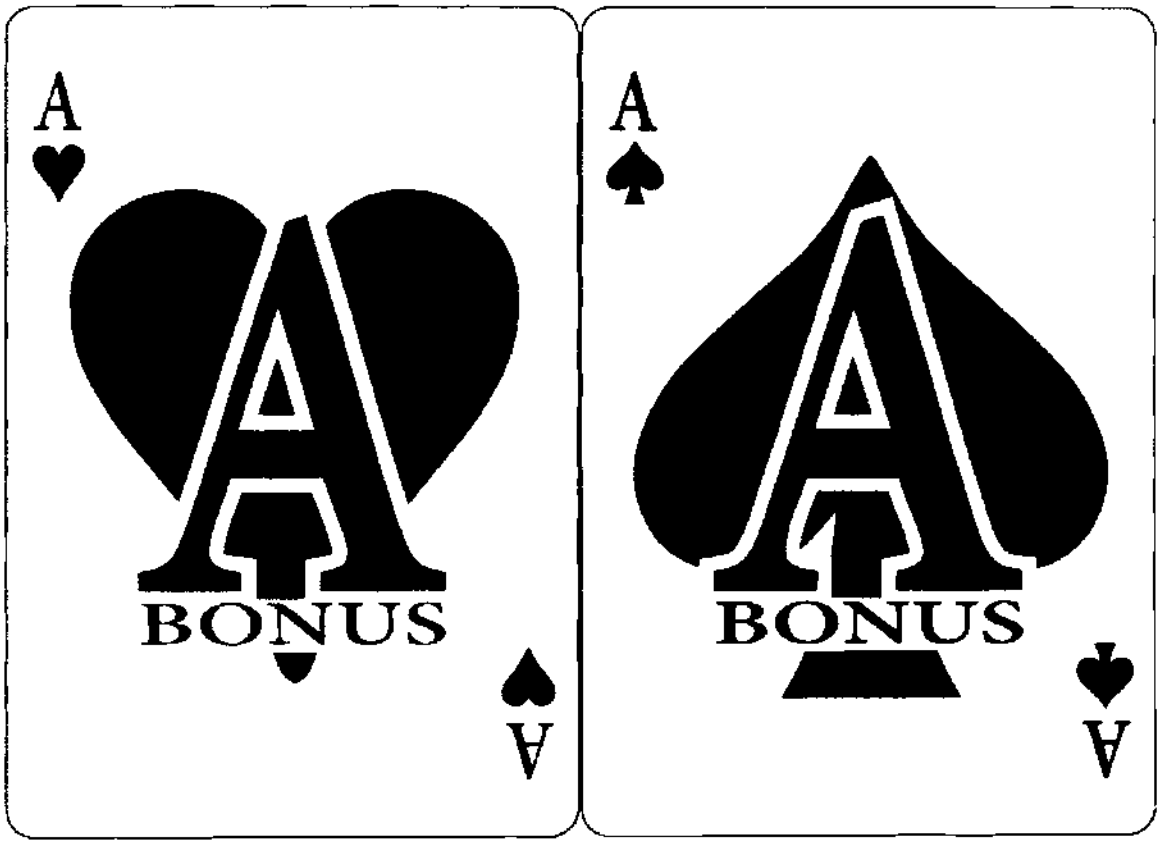
1. A "Natural " (21and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
    a. If the Player/Dealer is closer to a "natural ," the Player/Dealer wins the hand.
    b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

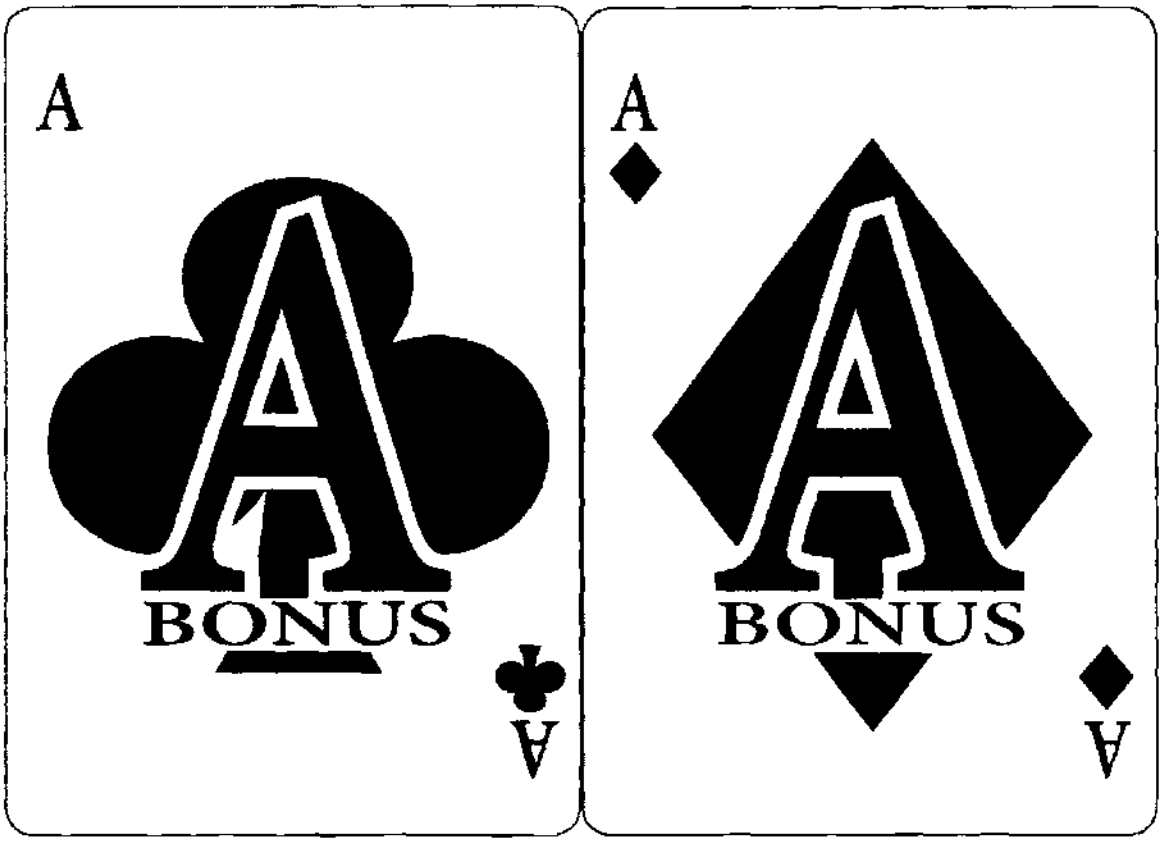
DOUBLE-DOWN, SPLIT, SURRENDER &ODDS

- DOUBLE-DOWN
  - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SPLIT
  - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
  - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SURRENDER
  - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- ODDS
  - Any Natural hand pays 6 to 5
- INSURANCE
  - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Bonus Ace'




A
BONUS
A
A
BONUS
A

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
$2 - $20	$1	$0.50
$10-$100	$2	$1
$25-$100	$2	$1
$50-$300	$3	$2
$100-$500	$5	$3

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker. In the Golden Horse, the joker may be used as an ace or as any card that completes a straight or flush in regular PGP or as wild card depending upon which version of the game is being played. On the Main Floor of the casino the joker is wild and can be used as any card.

The house dealer deals the cards into seven piles of seven cards. Six of the piles go to players and one pile goes to the banker. The banker shakes the dice cup, which contains three dice. The total on the dice cup determines who receives the first set of cards and also where the payoffs begin. The banker position is always 1, 8 and 15. With the seven cards each player receives, the player creates a two-card hand (Sometimes called the front hand). The two card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both ranked higher than the two hands made by the banker. Pai Gow Poker uses the same ranking of hands as in other high poker games.

All bets are against the banker. The player wins if both of his or her hands rank higher than those of the banker. A tie (Push) occurs if one hand is higher and the other is lower, no money changes hands. The banker wins if both of the players' hands are lower than the banker's hands. The banker wins all situations in which one player hand is identical to that of the banker (Referred to as copying a hand) and the other banker hand wins. The banker pushes in all situations in which one player hand is identical to that of the banker and the other banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank by themselves more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.

3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clockwise. The banker's position is always 1, 8 and 15.

4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.

5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.

6. A misdeal will be declared if:

    a. The joker or an ace is boxed or exposed.

    b. Two or more cards are boxed or exposed on the deal.

7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.

8. In straight Pai Gow Poker: The joker may be used as an ace or to complete a straight or flush. In Pai Gow Poker "Joker Wild": The joker is wild and may be used as any card.

9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.

10. Statements regarding the value of hands are not binding. The cards speak for themselves.

11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.

12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).

13. The house dealer may set more than one player's hand on any one deal according to the logical way.

14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.

15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.

16. Golden Horse and Main Floor:

    a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.

    b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.

17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.

18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floorperson must immediately be called - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).

19. Main Floor: Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to CCC procedure only.

    Golden Horse: Banker may ask for and receive an additional shuffle.

20. If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.

21. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.

22. A player may not shake the dice for more that 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.

PAI GOW POKER WITH JOKER WILD

Hand	How to Play	Example
no pair/ no flush	put 1st and 3rd highest in front, use joker with 2nd highest card	A Q K 7 4 3
no pair/ with straight	use the joker to complete the straight put the highest 2 cards in front	K 3 Q J 10 8
no pair/ with flush	use the joker to complete the flush put highest 2 cards in front	K 3 Q J 10 8 5 3
straight or flush with 1 pair	use joker to complete the highest non-paired card to make a pair and play hand pair-pair	Q 10 K K 8 5 3
one pair + joker	use joker with highest non-paired card to make pair. Play hand pair-pair	J 9 W K K 8 5 3
two pairs + joker	if highest non paired card is 3 ranks higher than your biggest pair, use joker with it in front and play two pair behind. Otherwise put your biggest pair in front and use the joker with the smaller pair behind to make 3 of a kind	Q 9 6 6 4 4 2 6 6 Q 4 4 7 2
three pair + joker	play highest pair in front and other 2 pairs with joker in back	J J Q 10 10 4 4
three of a kind + joker	put joker with highest single card in front. Keep the trips in the back	Q 7 Q Q Q 5 2
straight or flush with 2 pairs	play according to 2 pair	J J Q 9 9 10 7
four of a kind + joker	put joker with highest single card in fron. Keep four of a kind in back	Q J 4 4 4 4 6
non-joker hands	refer to non joker fully wild pai gow poker house ways	

PAI GOW TILES (WILD DOMINOES)

The game of Pai Gow, which originated in Ancient China, is played in most oriental countries. It is essentially a game of Chinese dominoes. Literally translated, "*Pai Gow*" means "Cards-Nine." The game is played with dominoes and is the forerunner of American dominoes.

There are 32 dominoes used in Pai Gow that are mixed or shuffled by the house dealer. The dominoes are placed in eight stacks of four each. The dealer and up to seven players are dealt one stack (four dominoes). The object of the game is to set the dominoes into two pairs for the best "ranking" combinations. If they are lower, the dealer and players have the same ranking combinations, the dealer is the winner.

Ranking Combinations

It is necessary to memorize, or refer to a chart, for the first sixteen ranking combinations. The highest is the "Supreme" combinations, which is called "*Jee Joon*" in Chinese: domino three (red 1, white 2) and domino six (white 2, red 4). The second through the sixteen ranking are pairs, or "Bo." The pairs do not follow a number sequence from highest to lowest, or vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves; it is called "Double Heaven." The third ranking is the pair of twos; it is called "Double Earth." The fourth ranking is the pair of red eights, or "Double People," etc.

The thirteenth to sixteen ranking pairs are not identical dominoes; they are known as mixed ("*chop*") pairs. After the pair rankings, the best combinations are the "*wong*" (king) which is the twelve (Heaven) and any nine. This ranking followed by the dominoes two (Earth) and the nine. Next is the "*Gong*" (Steel) which is the twelve (Heaven) and any eight followed by the two (Earth) and any eight.

When Bo (pairs) wong, or Gong combinations can not be made, the next combinations are ranked from nine to zero. These are the most common rankings and they represent the basis of the game of Pai Gow (cards-nine). For example, the two dominoes 10 and 9 make a 9. The 11 and 4 make 5. The 11 and 9 makes a zero.

With the four dominoes you are dealt, you make two combinations which will both total closest to nine. The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against. When the same player and dealer have two dominoes totaling the same number, the combinations with the higher "single ranking" is higher than the white ten and white eleven, the dealer wins both hands. Player One, for instance, would have a higher-ranking hand with the white 10 than Player Two with white 11.

The Deal

A unique feature about Pai Gow is that the "dealer" is rotated counter-clockwise among the players and house dealer after each game. That is, each player has the opportunity to deal against other players. The dealer can win, lose or push on each of the players' individual bets. A dealer cannot win or lose more than he wagers. A dealer may "pass" the deal to the next player if he does not wish to be the dealer.

After the bets are placed, the dealer casts three dice, which determine which player will receive the first stack of dominoes. The players will rank their dominoes and set the two combinations side by side in front of their bets. The dealer will show his hand first, and the house dealer will then open the hands of the players to determine the losers and winners. The house dealer collects amounts lost by players in the center of the table. The winning bets are paid off with the losing bets and the dealer's money.

WILD DOMINOES

The 3 and 6 dominoes that make the "Supreme" combinations (Jee Joon) are "Wild Dominoes." The 3 can be used as a 3 or 6. The 6 can be used as a 6 or 3. For example, dominoes 6 and 4 make zero; however, this 6 can be used as a 3, which makes 7, which is a better combination.

SUPER PAN NINE DESCRIPTION

Super Pan Nine is a fast-paced game that resembles Baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7's, 8's, 9s and 10's. The house dealer deals three cards to each player, including the banker. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the banker's hand.

All bets are against the Dealer/ Banker. The Dealer/ Banker hand is exposed and starting at the action spot, and moving in a clockwise direction, player's hands are exposed and compared to the Dealer/ Bankers hand. Wages are distributed after compared with the Dealer/ Bankers hand. The player wins if his or her hand ranks higher than those of the Dealer/ Bankers hand. The Dealer/ Banker wins if is or her hand ranks higher than those of the players hand. A tie (Push) results in no exchange of money.

In Super Nine, all picture cards have a value of zero. The value of the hand is the value of the "Ones" column in the total of the hand. For example, a player receives 6, 4, and 3 in the first three cards, the hand totals 13, but will only have a value of three. The player draws a 5. The hand will now total 8.

The banker shakes the dice cup to determine the "Action spot", that is, the position of the first hand that will be compared against that of the banker and which player is dealt to first. The total count of the dice cup determines which seat is the action spot. The banker's position is always 1, 9 and 17, regardless of how many players are seated.

The draw begins clockwise from the banker, which makes the banker the last player to draw. All hands play against the banker's hand to the extent that money covers.

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. Players may not show their hand to, or discuss their hand with any other player any time during play.

3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9 and 17, no matter how many players are seated. Example: If the dice points total 8, the player to the banker's right will receive the first card AND has first action.

   On the draw, the first player to the banker's left is offered the option of one additional card. The option continues to each player clockwise until the banker has the option of drawing the last card.

4. Players may look at only one hand, regardless of the number of hands on which have been wagered.

5. A misdeal will be declared if:

   a. It has been determined before the deal is complete that cards have gone to the wrong spot.
   b. The banker has the wrong number of cards.
   c. A foreign card appears on the table

6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table).

7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.

9. Statements regarding the value of a hand are not binding. The cards speak for themselves.

10. Each player who wishes a fourth card must request a card in turn by placing the cards in a horizontal position.

11. When the banker's three card hand totals 7, 8 or 9, the hand automatically stands (Plays as is).

12. When the bankers three card hand totals 4 or less, the house dealer automatically draws a card for the banker.

13. When a player requests assistance on the play of a hand, the house dealer plays the hand according to Club Caribe Casino guidelines:

    a. Draw on a 5 or less
    b. Stand on 6 or more

    After the banker's hand has been opened and set, the hand that has been set in the "Logical" way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.

14. Once the banker's hand is open, no one else may act on his or her hand.

15. After the announcement "All hands set" has been made, player may not touch or alter their wager. Penalty: Possible forfeiture of that wager to extent that money will cover.

16. If the bank hand has not been opened and a player incorrectly plays their hand and decides they need a card, we will back up the cards and the hand will be played the logical way with the exception of 5 or 6, which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded EVEN if the bank hand has been opened.

17. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.

18. A misdeal will not be declared after the draw has commenced, except when the banker's hand does not have three cards.

19. If a card has been removed from the shoe at the request of an active player, that card must play.

20. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).

21. All players are responsible for protecting their own hands. If the hand is fouled through carelessness with other cards, the wager will be forfeited to the extent that money covers.

22. A boxed card out of the shoe never plays.

23. If a player has an incorrect number of cards, their hand is fouled. It is the player's responsibility to notify the house dealer before the draw commences.

24. Cards must remain in view of the dealer at all times, or the player will risk a fouled and forfeiture of the wager.

25. If the dealer runs out of cards during the DEAL - it is a misdeal.

26. If the dealer runs out of cards during the DRAW - it is NOT a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn 1

card and will continue the draw. When the hand is complete, the cards will be changed.

27. The seated player will have the first option to bank on his spot, as long as there has been a bet on that spot the previous hand. If there was no wager, no one can bank on that spot. The banker may still lock up the seat by placing a collection there and asking for a "No action" hand.

The seated player will have the first option to take the bank if there has been a bet on the previous hand. If the seated player declines the bank, the person who bet on the spot the previous will have the option to bank on that spot. If he/she does not want the bank, the bank will pass to the next spot.

28. A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row, and a player objects, that player must wait one hand and then may shake again. If there is no objection, a player may shake as many times as he/she wants to. This rule is only in effect if someone at the table objects to a player shaking for more than two consecutive times.

Introduction

The exact origin of Posoy is unknown, but it has been played in the Asian community for many years, especially in the Philippines.

The game is played with a regular fifty-two-card deck, and a standard Poker Ranking is applied. Four players, any one of which can be the player/dealer, are dealt thirteen cards each, starting from the Action Button clockwise and must arrange those cards to form three Poker hands:

(1) A three card front segment (straights and flushes do not count in the three card segment),

(2) A five card middle segment, and

(3) A five card back segment.

*To be valid, the front segment may not rank higher than the middle segment, and the middle segment may not rank higher than the back segment.

Objective

The object of the game is for a player to set his three segments in such a manner that they beat the respective segments of the dealer. Should a player or player/dealer fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hands are considered fouled and that player forfeits all wager. When all the players/dealer has set their hand, the cards are turned face up. Each player compares his three segments against the hand of the ***dealer***, one player at a time, beginning with the citon player and moving clockwise around the table.

Rules of Play

(1) Collections are taken in advance.

(2) All cash must be changed to chips.

(3) All cards must stay on the plane of the table.

(4) The dealer wins all hands which are identical in value (copy).

(5) The action button is determined by a random selection device, a cup with 2 dice, which is used to start the deal clockwise from the dealer. Illustrated below.

DEALER	Player #1	Player #2	Player #3
Dice #'s	Dice #'s	Dice #'s	Dice #'s
1,5,9	2,6,10	3,7,11	4,8,12

For example: if the dice number is 2, the action button will start with player #1, left of the dealer.

(6) All the players' hands and wagers are compared and settled against the dealer's hand and wagers starting with the action button. An example is shown below.

	Dealer's Hand	**Player #2 Hand**
Front:	King, King, Four	Queen, Queen, Four
Middle:	Jack high straight	Two Pair, Seven, Seven, Six, Six, Ace
Back:	Full house, Five, Five, Five, Two, Two	Four of a Kind, Three, Three, Three, Three, Ten

- On the Front segment the Dealer wins
- On the Middle segment the Dealer wins
- On the Back segment the Player wins

*Therefore, each segment is paid separately.

Rules of Play (Continued)

(7) The player/dealer has three chances to win per hand as bets are placed on each of the front, middle and back segments.

a) Bets on the front, middle, and back are separate and independent bets, and each are compared and paid separately.

b) A minimum of X dollars each segment

*See Posoy© layout for more detail.

(8) All actions including movements on the hand and settlements of wager moves clockwise.

(9) Each player in the clockwise turn has the option to be designated player or dealer.

(10) Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of what wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.

(11) Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor supervisors without exception.

(12) Most Paigow Poker rules apply.

(13) The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

(14) Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the same and secure operation of the casino facility.

(15) The table size is that of a regular blackjack table or smaller.

*Equipment needed: dealer button/an action button/and a cup with two dice.

Posoy Betting Limits, Collection & Ante Rates

Table Limits	PLAYER COLLECTION FEE PER HAND	PLAYER/ DEALER COLLECTION FEE PER HAND
$5 to $20	$.50	$.50 if bets total $5 to $49.50 $1 if bets total $50 or more
$5 to $20	$.50	$1
$10 to $100	$1	$1 If bets total $10 to $99 $2 If bets total $100 or more
$10 to $100	$1	$2
$50 to $300	$2	$4
$100 to $500	$3	$5

KENTUCKY HOLD'EM

All rules for Kentucky Hold'em are the same as Hold'em with the following exceptions:

1. You receive three hole cards instead of two.
2. There is no checking. You must either call, raise, or fold.
3. You must use one or two of your hole cards. No playing the board.

DESCRIPTION

CARIBBEAN STUD is played with a standard 52-card deck on a table with eight positions. In front of each Player's position there are two types of betting spots, ANTE and BET. All Players are dealt five cards, which constitutes their playing hand. There is no draw.

Players have an option to increase their wager based on conditions listed below.

Starting with the "Action" position, each Player's hand is exposed and compared to the Designated Player's hand to determine the winner. Traditional Poker rankings apply.

The object of CARIBBEAN STUD is to make the highest possible poker hand.

Should a Player be dealt a PREMIUM HAND, a bonus is paid if the hand is played to completion.

A "Surrender" provision is included for the Players, as explained in # 4 below.

The Designated Player has a "QUALIFIER" for the hand to continue to the Showdown, as described in # 5 and #6 below.

METHOD OF PLAY

1 Players must place an ante prior to receiving their cards.

2 Starting to the left of the Designated Player, all players are dealt five cards face down, clockwise, in turn, in rotation, including the Designated Player whose last card is dealt face up.

3 The Designated Player's last card which is dealt face up determines which position receives the action button.

4 The Players must now decide to either forfeit (surrender) their hand and the original ante, or continue playing by making a second bet, which is equal to the original ante.

5 When all players' hands are set, they are placed face down on the table. The dealer will announce "No More Bets" and expose the Designated Player's hand. Should it contain a hand of lesser value than ACE – KING, the hand is declared non-qualifying and play stops. Active players are then paid even money for their original ante. Their second bet is returned to them. If the Designated Player's hand qualifies by containing a value of ACE – KING or more, play resumes.

6 If play resumes, starting with the "Action" hand, each Player's hand is exposed clockwise, in turn, and compared to the Designated Player's hand. If the Designated Player's hand is of greater value than the Player's hand, both the ante and the bet of the Player(s) are lost to the Designated Player. If the Player's hand is of greater value, the Player receives even money for the original ante and the second bet is paid according to the strength of the hand, as outlined on the next page in the PREMIMUM HAND SCHEDULE OF PAY-OFFS.

PREMIUM HAND SCHEDULE

Winning Hand	Pay Offs
Pair of aces or less	1 to 1
Any two pair	3 to 2
Three of a kind	2 to 1
Straight	3 to 1
Flush	4 to 1
Full House	5 to 1
Four of a kind	7 to 1
Straight Flush	7 to 1
Royal Flush	7 to 1

7 Each Player at the table has the option to be a Designated Player for one or two hands before that privilege is offered in turn clockwise to the next Player at the table.

8 Back Line betting is allowed. Each seat has multiple betting circles (spots) for ANTE and BET.

9 If a player receives no action, there will not be a rebate or refund in any form given to the players.

10 ANTE and BETS are collected and paid to the extent that the Designated Player covers in this order on every seat; First Ante, then Bet.

COLLECTION RATES
Club Caribe Casino
June 2004

Hold'em	Buy-in	Blinds		Jackpot Fee	Opening Round Table Fee	Subsequent Round Table Fee	Total Collection***
1-2	$20	1.00-2.00	---	1.00	1.00	1.50	2.50
2-4	$20	1.00-2.00	---	1.00	1.00	1.50	2.50
3-6	$30	1.00-3.00	---	1.00	1.00	2.00	3.00
4-8	$40	2.00-4.00	---	1.00	1.00	3.00	4.00
6-12	$60	2.00-6.00	---	1.00	1.00	3.00	4.00
8-16	$80	4.00-8.00	---	1.00	1.00	3.00	4.00
9-18	$90	3.00-9.00	---	1.00	1.00	3.00	4.00
Omaha Hi-Lo	**Buy-in**	**Blinds**	**Pot Qualifier**	**Jackpot Fee**	**Opening Round Table Fee**	**Subsequent Round Table Fee**	**Total Collection*** **
2-4 Kill*	$40	2.00	$40	1.00	1.00	2.00	3.00
3-6 Kill*	$60	3.00	$60	1.00	1.00	2.00	3.00
4-8 Kill*	$80	4.00	$80	1.00	1.00	3.00	4.00
6-12 Kill**	$100	6.00	$100	1.00	1.00	3.00	4.00
8-16 Kill**	$120	8.00	$120	1.00	1.00	3.00	4.00
9-18 Kill**	$150	9.00	$150	1.00	1.00	3.00	4.00
Crazy Pinneapple	**Buy-in**	**Blinds**	**Pot Qualifier**	**Jackpot Fee**	**Opening Round Table Fee**	**Subsequent Round Table Fee**	**Total Collection*** **
2-4 Kill*	$40	2.00	$40	1.00	1.00	2.00	3.00
3-6 Kill*	$60	3.00	$60	1.00	1.00	2.00	3.00
4-8 Kill*	$80	4.00	$80	1.00	1.00	3.00	4.00
6-12 Kill**	$100	6.00	$100	1.00	1.00	3.00	4.00
8-16 Kill**	$120	8.00	$120	1.00	1.00	3.00	4.00
9-18 Kill**	$150	9.00	$150	1.00	1.00	3.00	4.00
Hold 'Em Hi-Lo	**Buy-in**	**Blinds**		**Jackpot Fee**	**Opening Round Table Fee**	**Subsequent Round Table Fee**	**Total Collection*** **
3-6	$30	1.00-3.00	---	1.00	1.00	2.00	3.00
No-Limit Hold'em							
	$100	2.00-3.00	---	1.00	1.00	3.00	4.00
	$150	2.00-5.00	---	1.00	1.00	3.00	4.00
Lowball							
3-6	$30	3.00	---	1.00	1.00	2.00	3.00
Mexican Poker	**Buy-in**	**Forced Bet**	**Ante**	**Jackpot Fee**	**Opening Round Table Fee**	**Subsequent Round Table Fee**	**Total Collection*** **
2-4	$20	$2	0.50	1.00	1.00	1.50	2.50
2-4	$20	$2	0.50	1.00	1.00	1.50	2.50
3-6	$30	$3	0.50	1.00	1.00	2.00	3.00
4-8	$40	$4	0.50	1.00	1.00	2.00	3.00
6-12	$60	$6	1.00	1.00	1.00	3.00	4.00
No Limit	$100	$5	1.00	1.00	1.00	3.00	4.00
7 Stud	**Buy-in**	**Forced Bet**	**Ante**	**Jackpot Fee**	**Opening Round Table Fee**	**Subsequent Round Table Fee**	**Total Collection*** **
1-2	$20	1.00	0.50	0.50	1.00	2.00	3.00
2-4	$20	1.00	0.50	0.50	1.00	2.00	3.00
3-6	$30	1.00	0.50	1.00	1.00	2.00	3.00
6-12	$60	2.00	1.00	1.00	1.00	2.00	3.00
9-18	$90	3.00	2.00	1.00	1.00	3.00	4.00

7 StudHi-Lo							
3-6 Kill	$60	1.00	0.50	1.00	1.00	2.00	3.00
3-6	$30	1.00	0.50	1.00	1.00	2.00	3.00

* Full Kill ** Partial Kill
The Jackpot Fee is taken each hand.
***Collections are taken from the pot. Tables with seven or more players pay full collection. Collections at tables with six or fewer players are reduced $1.00. If the hand does not proceed past the Opening Round (Designated Fee), only the Jackpot Fee and Opening Round Table Fee will be taken.

NO PUSH CARD GAME

TYPICAL HOUSE RULES

No wager can be removed until all hands are opened. No players play against or make a wager against the House. The House does not place a bet, collect winnings or pay losses. The house dealer acts as a referee and game administrator. All cash will be changed to chips and all bets will be paid off in chips. No other side bets or proposition bets are allowed.

The house dealer will collect a service fee from each player based upon the amount of the player wager up to a maximum service fee amount. For example, the service fee can be $1 for each bet placed. The service fee is collected in advance for each bet before the cards are distributed to each player. Each player must have the full minimum bet after paying the service fee.

Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot. This spread limits shall be displayed at each table. Each player must bet at least the table minimum. Bets less than the table minimum posted will be ignored and receive no action. Likewise, bets that are over the maximum table limit will also be ignored and receive no action. Only the amount over the table maximum will be ignored.

The house can establish typical card game rules such as the following. Any attempts to switch, pass and/or holdout cards will cause a hand to be fowled and the forfeiture of that wager to the extent that money covers. Any player removing a losing bet may be barred. Any player replacing House cards with their own cards may also be barred. A player who removes the winnings wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined. All players are forbidden to show or discuss with their hands with any other player. In the event that's players have discussed their hands, the hand will be played according to a predetermined 'House Way'. A round of play terminates either when all players' hands are played or wagers are settled. Management may generally reserve the right to make the judgments that are in the best interests of the game.

GAME SETUP

The game is played with a standard deck of 52 cards having four suits of each of an ace, 2-10 cards, a Jack, a queen and a King. The dealer shuffles the cards.

The game proceeds in a clockwise direction. The house dealer does not participate in the actual play of the game and has no interest in the outcome of any round.

In each round of play, there is preferably a maximum of 10 hands dealt. The dealer deals cards to a predetermined number of spots, preferably 10. All actions go clockwise starting with the player designated by the action button. The player who has the button is the first player. Typically, the button begins at the first spot. The first player has the option to cut the cards after the dealer has dealt the cards. The button advances a single spot each round allowing players a more equal opportunity to be the first player. A player may pass the button to the next player if not player does not wish to receive the button and be the first player.

A minimum wager may be set, preferably at $10 for a given round of play.
Each participant is required to place a fixed wager. Anywhere from two to ten players can participate at any of the 10 spots.

The first player has the first right of refusal to purchase any empty spots not occupied by other players. The second player has the second right of refusal. The subsequent players are similarly ranked and may exercise their respective rights of refusal until all empty spots have been purchased, or until the latest ranked player refuses purchase.

The players may make a first bet and a second bet. The first bet is placed in the first bet position and the second bet is placed in the second bet position. The first bet has a first bet service charge, and the second bet has a second bet service charge, preferably half of the first bet service charge.

The dealer takes the service charge chips, then deals a single hand to each spot. Each spot has a first bet and second bet allowing a player to place two bets in each spot purchased. The dealer deals a hand of three cards face down to each player.

In any given round of play, anywhere from two hands to ten hands dealt will actually be played. Each player has a one time option to change a single replacement card in each hand dealt.

HAND HIERARCHY

More specifically, to determine the strength of the hand, the hands are categorized into a hierarchy with three criteria considering: first the hand class, then if necessary the point total, and finally if necessary the rank of the hand.

Each card has an individual hierarchical value. The highest cards in the deck are the aces, followed by the kings, followed by the queens, followed by the jacks, followed by the numerical cards ten through two. The suit of the cards determines the hierarchy among similar cards in the deck. The suit hierarchy top begins with the spades as highest, then the hearts, then the diamonds, and then the clubs. Therefore, in terms of individual hierarchical value, the ace of spades is the highest card in the deck and the two of clubs is the lowest.

Each card in the deck also has a numerical value. Figure 1 is a table showing numerical value. The numerical value for the aces is one, the numerical value for the face cards K, Q, J are ten, and the numerical value for the numerical cards ten through two are as shown respectively ranging from ten through two.

The strength of the hand is determined by taking two special hand classes that are the highest, then a standard hand class below the two special hand classes. The higher classes have higher value than the lower classes irrespective of other characteristics. The highest special hand is the three of a kind. The second highest class is the three face card hand. The third highest class is the standard hand.

Adding the numerical value of all of the cards in the hand and taking the last digit as a point total gives the rank of the standard hand class. Therefore, a sum total of nine, 19 or 29 would yield a point total of nine. The sum of the three card hand is truncated to retain only the first digit, which is the units digit, and discarding the tens digit. Typically, a game would have a large number of standard hands and the point total would determine the winner.

Sometimes, players will have similar point total standard hands. In this case, a two step sub categorization is done. First if there are two face cards in a standard hand, this is higher than a single face card or a single ace. This is a special rank for standard hands, not to be confused with the two special classes. In the two face card standard hand, the player examines the rank of the highest face card to determine rank, rather than using the highest individual card.

Second, below the two face cards are standard rank hands. For standard rank hands the player examines the rank of the highest card as seen in Figure 2. The rank is the calculated by taking the individual hierarchical value of the highest card in the hand to be the third criteria that is the rank of the hand. Figure 2 is a table showing card rank. Figure 2 shows the ranks from highest rank card to lowest as A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Figure 2 shows a table of individual card ranks and also provides notation that the highest suit of each card is the spade noted by a lowercase s, then the hearts noted by a lowercase h, then the diamonds noted by a lowercase d, then the clubs noted by a lowercase c. The ellipses show that the series proceeds as above from Ks, Kh, Kd, Kc to 2s, 2h, 2d, 2c. It is simple to examine the rank of the hand that is the highest individual hierarchical value of the highest card. Thus, to tie break in the standard class, the point total criteria is used first followed by the highest rank criteria.

In actual play, the highest hand is often a standard hand of point total 8 or 9. Any given hand will likely be in the standard hand class. For example: a hand having a three of diamonds, a five of hearts and an eight of diamonds will have a standard class, then a point total of six because the numerical value is 16 and the last digit of 16 is 6. The hand would also have a rank eight of diamonds.

To tie break between the three of a kind and three face card special class hands, the point total criteria is skipped and the highest individual hierarchical value of the highest card is used.

Figure 3 is a table showing hand strength in hierarchical order starting with the strongest hand.

The first hand is a three of a kind ace hand. This is the highest hand class being in the three of the kind class. If the hand also has the ace of spades, it would be the highest hand available in the three of the kind class, which would be a three of a kind ace of spades hand.

The second hand is a three face card king hand which would be lower than the first hand. The second hand has a King, Queen, Jack, which would be the second highest class. A king of spades in the hand would make it the highest hand among the three face card classes that would be a three face card king of spades hand.

The third hand is a two face card nine point king hand and would be lower than the second hand. It is in the standard class because it has a King, Queen, and Nine, but has special rank as a two face card. A King of spades in the hand would make it the strongest hand among the two face card standard class special rank making it a two face card nine point king of spades hand. Here, KQ9 beats QQ9.

The fourth hand is a standard nine point ace and would be lower than the third hand. The fourth hand is a standard hand because it does not have any criteria qualifying it for a special hand, yet it has the highest point total available which is nine. The Ace = 1, therefore 1 + 8 + 10 = 19 which yields a total of nine points after truncation leaving the lowest single digit. A player receiving the fourth hand would likely not elect to change any cards, since it is a decently strong hand. The fourth hand has a rank of the highest card, which is an ace.

The fifth hand is a standard nine point king hand, and is lower than the fourth hand. The sixth hand is a standard nine point ten hand and slightly lower than the fifth hand. The seventh hand is a standard nine point nine hand and is slightly lower than the sixth hand. The eighth hand is a standard nine point eight hand, which is slightly lower than the seventh hand. The ninth hand is

a standard nine point seven hand that is slightly lower than the eighth hand. The tenth hand is a standard nine point five hand slightly lower than the ninth hand. The eleventh hand is a standard nine point four hand.

The twelfth hand is the lowest hand available because it is a standard hand and has a 4, 4, 2 adding up to a total of 10 which would provide a point total of zero. If the two 4's were a four of diamonds and four of clubs, the hand would be a standard zero point four of diamonds hand. Typically though, this lowest hand is unlikely bad luck and it would be more likely that a slightly better hand would be received such as a 4 of spades, 4 of hearts, 2 of diamonds. There is no push because of the absolute hierarchy and use of a 52 card deck with no duplicates.

FINAL PROCESSING

After each player looks at their hand strength, each player can have an option to change one of the cards to try to get a better hand. The option to change requires an estimation of percentages by the player.

The player puts the change card on the change box and the dealer deals the player a new card while putting the change card in the discard pile. A player purchasing multiple spots is not eligible for change of cards for any spot where the player has at least a standard hand class with a point total of eight or more.

After the players make election regarding the change card, the players reveal the cards simultaneously and the dealer tabulates the hand strengths. The strongest hand gets all of the first bets. The second bets are awarded to the strongest hand of the second bets, so that only a player wagering a second bet has the opportunity to win the second bets. Also, to be eligible to win the second bet, a player must have a better hand than a standard hand class with a point total of eight or more. If no player is eligible for the second bet, the second bet is refunded to the bettors. When no player wins the second bet, there is no service charge for the second bet.

The winner of the round receives winnings minus a contribution to the jackpot. The jackpot will have a predetermined winning pay out upon a payout event. The payout event can be common such as when a hand of three face cards beat another hand of three face cards. A second more difficult payout event could be when a hand of three ace cards beat a hand of three queens.

There is no jackpot when there are less than four spots played. The jackpot is shared equally among all of the players at the table who played the round.

After the round is over, the button moves one spot clockwise.

Because the game is played with a single deck of 52 cards, the deck must be shuffled at the end of each round.

CLAIMS

1. A card game comprising the steps of:

    a. dealing three card hands in a round;

    b. allowing a player to change a single card in the three card hand;

    c. comparing three card hands for hand strength comprising the steps of:

        categorizing hands into classes; wherein the highest special hand is the three of a kind; wherein the second highest special class is the three face card hand; wherein a standard hand class is below two special hand classes;

        tie breaking any three of a kind special class hands by rank by the individual hierarchical value of the highest card in the three of a kind special class hand;

        tie breaking any three face card special class hands by rank by the individual hierarchical value of the highest card in the three face card special class hand;

        tie breaking any standard hand by point total criteria, wherein the point total equals the units digit of the sum numerical value of the three card hand; then tie breaking any similar point total standard hands by rank by assigning a special two face card rank higher than a standard rank;

            tie breaking any standard class special two face card rank by the individual hierarchical value of the highest face card;

            tie breaking any standard class standard rank by the individual hierarchical value of the highest card;

        wherein all cards are categorized into four suits when determining the individual hierarchical value of a card;

    d. awarding the winner of the round to the highest hand strength three card hand.

2. The card game of claim 1 further comprising the steps of:

    offering a first bet option to players;

    awarding the first bets to the highest hand

    offering a second bet option to players; and

awarding the second bets to the highest hand that placed a second bet if the highest hand that placed a second bet is at least a standard hand class with a point total of eight or more.

3. The card game of claim 1 further comprising the step of: providing a jackpot that accumulates from a set contribution from the winner of each round.

4. The card game of claim 1 further comprising the step of: assigning a button to a spot that rotates one spot clockwise each round.

5. The card game of claim 1 further comprising the step of: assigning a button to a spot, wherein a player holding the button has the first right of refusal to purchase empty spots, wherein if the player purchases an empty spot, the player waives the right to change a single card in any three card hand that is at least a standard hand class with a point total of eight or more.

6. The card game of claim 1 wherein no players play against or make a wager against the house, wherein the house does not place a bet, collect winnings or pay losses.

7. The card game of claim 1 wherein the four suits when determining the individual hierarchical value of a card are: spades highest, then hearts, then diamonds, then clubs.

ABSTRACT

A card game has three card hands in a round. A player may change a single card in the three-card hand. A player compares three card hands for hand strength first categorizing hands into classes; wherein the highest special hand is the three of a kind. The second highest special class is the three face card hand. A standard hand class is below two special hand classes. Players tie break any three of a kind special class hands by rank by the individual hierarchical value of the highest card in the three of a kind special class hand. Players tie break any three face card special class hands by rank by the individual hierarchical value of the highest card in the three face card special class hand. Players tie break any standard hand by point total criteria. The point total equals the units digit of the sum numerical value of the three card hand. Players tie break any similar point total standard hands by rank by assigning a special two face card rank higher than a standard rank. Players tie break any standard class special two face card rank by the individual hierarchical value of the highest face card. Players tie break any standard class standard rank by the individual hierarchical value of the highest card. All cards are categorized into four suits when determining the individual hierarchical value of a card.

Numerical Value	Card
1	A
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
10	J
10	Q
10	K

Fig. 1

Rank	Card
1 Highest	As, Ah, Ad, Ac
2	Ks, Kh, Kd, Kc
3	Q…
4	J…
5	10…
6	9…
7	8…
8	7…
9	6…
10	5…
11	4…
12	3…
13 Lowest	2s, 2h, 2d, 2c

Fig. 2

Hand #	Example Hand
1	A, A, A
2	K, Q, J
3	K, Q, 9
4	A, 8, 10
5	K, 10, 9
6	10, 10, 9
7	9, 5, 5
8	8, 7, 4
9	7, 6, 6
10	5, 2, 2
11	4, 3, 2
12	4, 4, 2

Fig. 3

STANDARDS OF PLAY

The Object of Cal Craps™ is to determine the out come of the Two-Cards dealt.

CAL CRAPS™ differs from the game of craps in three ways. First, it adds a Player Dealer tile that allows each Player at the table the right to bank the game two times before relinquishing it to the next Player rather than having only the House Bank the game. Secondly, it adds an Action Tile that represents the random order of determining who will be paid first in the case that the Player banking does not have enough money in their bank to cover all the wagers that are bet on the table. Third, the game uses cards in lieu of Dice to determine the numerical value, which is needed in the play of the game.

The game follows all the standard rules of the game of craps. CAL CRAPS™ differs by allowing each Player at the table the ability to bank the game. The game needs at least one Player to occupy the Player Dealer position and one Player or a plurality of Players to place a wager against the Player Dealer for the Game to begin.

PLAYER DEALER RULES

• The Player may bet on any additional seats that are unoccupied. The Player may not Place a wager on the Come or Don't Come area on the "Come out Deal." The Player may place a wager to either bet on the Dealer or the Player. The player may only bet on the Come and Don't Come after the point is established.

• The Player Dealer position is determined at the start of the game, before any bets are made, the Dealer will ask the Player in first position if they would like to bank the game. If no one is in position one then the Dealer will continue to a position that is occupied to determine the Player Dealer position for the game.

• The Player Dealer begins their first deal after the point is established and ends when the 7 is dealt. After all wagers are settled, the cards are collected and discarded. The Player may occupy the Player Dealer position for two deals. The Player Dealer Tile then rotates in a clock-wise fashion around the table.

• Once a Player accepts, the Player Dealer position a Tile is placed in front of the Player. That Player then pushes out the amount of money he/she chooses to use as their bank forward onto their position #.

• A Player can only bank twice in a row before relinquishing it to the next Player.

• If the Player that has chosen to bank runs out of money and another Player does not assist to aid in covering, then the remaining Players with out action on their hand will receive free collection.

• The person in the Player Dealer position may add money to the bank during the round of play in between "Deals."

HARDWAY BETS COVER TILE

• After the banker has been determined, he/she is then asked by the Dealer if they would like to cover the Hard Ways.

• If the banker says yes, the "Hard Ways Covered" is placed above the Hard Ways for all of the Players to see. This lets the Players know that they can bet the Hard Ways.

• If the banker declines, another Player can accept the coverage of Hard Ways or the corporation may cover. If no one accepts to cover the Hard Ways then the tile is turned over to reveal "Hard Ways NOT Covered" and placed just above the Hard Ways area for all of the Players to see.

• The Player Dealer must cover all wagers with odds in order for the Player to bet on the Hardways.

ACTION TILE

• The Action tile is used to determine in which seat number the payoffs will start. It determines who will win or lose first in case the Player Dealer does not have enough money to cover all of the wagers placed by the Players at the table.

• The placement of the Action tile is determined during the Come Out, "after the Dealer turns over the two cards," the sum of the two cards determine where the Action is to begin. Counting of the action always starts to the right of the banker. For example: If the Player in seat #0 is the banker and the Dealer's two cards total an 8, the Dealer would start the count from the right of the banker as 1 and ending by placing the Action tile in front of Player in seat #8. The Bank is counted as zero. If no Player is occupying seat #8 then the Dealer will then move the Action tile to the next occupied space to the right and play resumes. A **Dice Cup** or a **random number generator** may be substituted to determine the Action number.

• Action tile will change with each new Draw.

PLAYERS RULES

The Player may bet on any additional seats that are unoccupied. The Player may not Place a wager on the Come or Don't Come area on the "Come out Deal." The Player may place a wager to either bet on the Dealer or the Player. The player may only bet on the Come and Don't Come after the point is established.

DECK USED & CARD VALUES

CAL CRAPS™ takes a standard deck of playing cards and augments it by removing the 7's, 8's, 9's, 10's, Jacks, Queens and Kings. The augmented deck consists of 24 cards and will consist of 4 – Aces, 4 – Deuces, 4 – Threes, 4 – Fours, 4 – Fives, and 4 – Sixes for a total of 24 cards. Cards are face value.

CAL CRAPS™ if dealt from a shoe will contain 16 decks for a total of 384 cards and using the cut card to cut 8 decks out. A Shuffling Machine containing 8 decks for a total of 192 cards may be used in place of a shoe.

DEALING PROCEDURES

1. The dealer will bring all tiles used in the game to the table and place them to he side of the dealer. The tiles which the dealer will bring to the table will include the Player / Dealer tile, the Action tile, the Hardway Cover tile, the On/Off tile, the Buy/Lay tile, and the Game Open/Closed tile.

2. Before the game begins the dealer will shuffle the 16 red backed decks and place it in its shoe and do the same for the blue deck.

3. The dealer will begin the game by burning a card from each of the shoes. The dealer will burn a card before the start of each new game. This card will be placed in the back of the shoe.

4. The Dealer first starts with the player in seat 1 and asks if they would like to occupy the Player / Dealers position. Once a player decides to occupy the Player / Dealer position, the house dealer will place the Player / Dealer Tile in front of their seat and then ask if he / she would like to cover the Hardways Bets. The Player is not required to cover the Hardways in order to occupy the Player Dealer position. If the Player agrees to cover the Hardway bets, the Dealer will announce Hardway Covered. If the player refused then the position will be offered to the next player. If no one is interested in covering these bets the Hardway Tile will be turned over to read Hardway bets not covered.

5. The dealer will ask for bets and collections.

6. Once the Player / Dealer position is filled then at least one player must place a wager in any of the areas to start the game. The player may place a wager on the pass line, don't pass, field, seven, horn bet, hard ways, any craps, eleven, one time bets, and place bets. The player may place a wager on every area of the table except the don't come area, the come area and the odds area, which came only be bet on once the point is established.

7. The dealer will collect the house collection and place it on top of the collection box.

8. The dealer deals one card face up to the Player/Dealer in the area directly in front of the casino dealer from the red backed deck shoe, and one card face up from the blue backed deck shoe. The total of the two cards will establish the number.

9. Next the dealer determines the placement of the Action tile.

10. The placing of the action tile is determined by adding the two cards dealt face up by the dealer and starting the count from left of the bank beginning with 1 and ending with 12. The Action tile determines where the payoffs between the Player / Dealer and Player will start. It determines who will win or lose first. If no player is seated in that seat the dealer will move the Action Tile to the next player and the game will resume. On tables with 19 Players a random number generator or a Dice cup may be used to determine the Action number.

11. The dealer will then compare the bets placed by the player who is first in action to that of the player / dealer to see if the player wins, loses, or ties and completes the payoffs. The dealer will compare the bets placed by each individual player in order of action and compare them to the Player / Dealer position. If the player wins the dealer will pay the player with monies from the player occupying the Player / Dealer position. Once the Player Dealer position is finished paying off the winners or collecting the wagers from losing bets the dealer will then begin with the Hardways. I

12. If a Player does not receive Action on their wager then their collection is returned.

13. The Deal begins when the point is established and ends when a seven (7) is drawn.

14. The dealer will turn over the player / dealer tile to the second side to show that the players that the person has one more opportunity to occupy the player / dealer position.

NUMBER OF PLAYERS IN THE GAME

CAL CRAPS™ offers the casino to choose the amount of Players between 2 to 9, Tub size and number of Casino Dealers, for the play of the game depending on the floor space designated for the game.

DESCRIPTION OF HOW & WHEN ARE HOUSE FEES COLLECTED

A round of play will start when the player / dealer establishes the point and the round will end when a 7 is dealt. During the round of play, players will be allowed to place additional bets on the table before the dealer deals the next two cards. Each of these additional wagers may be accompanied by a collection.

The Players may be required to pay a collection for each wager placed on the table prior to the start of the game. The only exception to the collection procedure for the player will be bets placed on the Pass Line, Come Bet, Don't Pass, and Don't Come. The collection for bets by the player placed in these sections will only be subject to a one-time collection fee, which is collected at the time the wager is first placed. The player further will not be charged an additional collection for betting on their odds bets which is an extension to the players original wager placed on the Pass Line, Come Bet, Don't Pass, and Don't Come Bets.

The Dealer procedures for collecting the houses collection are as followed:

1. First the Player Dealer will be determined and the round of betting will start with the come out draw.

2. The Player Dealers collection will be placed next to the Player / Dealer tile in front of the player.

3. The dealer will then announce bets and collections to the players.

4. The dealer will collect the Banks collections.

5. The players may put up a collection next to each wager placed on the table.

6. The dealer will then gather the collection from each player starting from the right of the Player / Dealers position.

7. The dealer collects all house fees before the game begins.

8. The dealer will collect the fees and place them in front of the dealer's area.

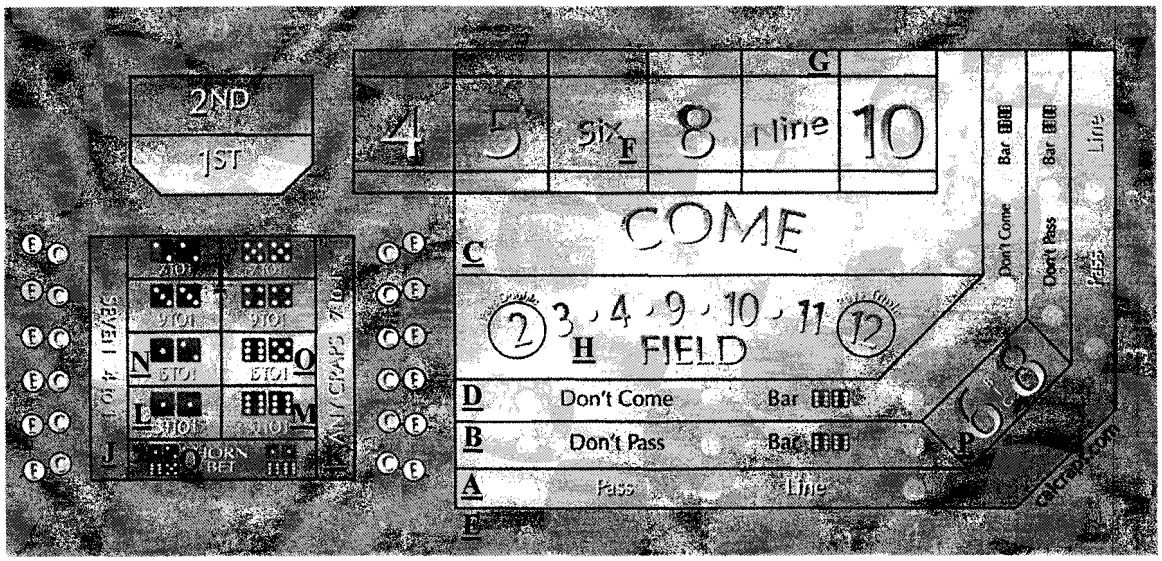
9. The dealer will change up the chips to the highest denomination, reducing the total number of chip but still retaining the same cash value.

10. The dealer will place the collection chips a top the collection box.

11. The dealer will drop the collection into the drop box after the completion of the payoffs and before the start of the next draw.

12. The Dealer will again ask for bets and collections before the next Draw.

HOW WINNERS DETERMINED AND PAID



A. Pass Line Bet
This is a bet that the number will be a 7 or 11 on the come-out deal, or establish a Point by dealing 4, 5, 6, 8, 9, or 10.

B. Don't Pass Bet
This is a bet that the number will be a 2, 3 or 12 on the come-out deal, or establish a Point by dealing 4, 5, 6, 8, 9, or 10.

C. Come Bet
This is a bet similar to the Pass Line bet, but can only be taken after a Point is established. It is a bet that the number will be a 7 or 11 on the next deal, or make a Point. A Come bet can be made on every deal only after the Point is established.

D. Don't Come Bet
This is a bet similar to the **Don't Pass** bet, but can only be taken after a Point is established. It is a bet that the number will be a 2, 3 or 12 on the next deal, or will not make the Point before dealing a 7.

E. Odds Bet
These are additional bets made on an established **Pass**, **Don't Pass**, **Come** or **Don't Come** bet.

F. Place to Win Bet
This is a bet that the number will be a number that a **Win** bet is placed on - 4, 5, 6, 8, 9 or 10, before a 7 is dealt.

G. Place to Lose Bet
This is a bet that the number will be a 7, before the number that a **Lose** bet is placed on - 4, 5, 6, 8, 9 or 10, is dealt.

H. Field Bet
This is a single bet that the number will be a 2, 3, 4, 9, 10, 11 or 12, on the next deal.

I. Hardways Bet
This is a bet that the number will be either a 2, 3, 4 or 5 as a double, before it is dealt in any other combination, or before a 7 is dealt.

J. **Any Seven**
This is a bet that the number will be a 7 on the next deal.

K. Any Craps
This is a bet that the number will be a 2, 3 or 12 on the next deal.

L. Craps Two
This is a bet that the number will be a 2 on the next deal.

M. Craps Twelve
This is a bet that the number will be a 12 on the next deal.

N. Craps Three
This is a bet that the number will be a 3 on the next deal.

O. Eleven
This is a bet that the number will be an 11 on the next deal.

P. Big 6 & 8
This is a bet that a 6 will be dealt before a 7. This is a bet that an 8 will be dealt before a 7

Q. Horn Bet
Bet the outcome of the next deal will either be a 2, 3, 11 or 12. The wager will be distributed equally amongst the four numbers in the horn: 2, 3, 11, 12; however, payoff depends on the number dealt. This is a one-deal bet.

PAYOFF ORDER

The two cards dealt by the dealer will determine whether or not the Player wins, loses, or ties. The Action tile will determine which player at the table will be paid first or lose first, or better where the payoffs begin. If the player wins they will be paid to the extent of the money that the person banking chooses to cover.

If a Player does not have action on their Hand because there are not enough funds in the Bank to cover all the wagers placed by the player's then the player will receive a free collection.

The Players wager will be compared against the Players Dealers wager in the following manner outlined below.

Section I: Payoff order of comparison on the come out Draw between the Player and the Player Dealer:

1. Pass Line bet.
2. Don't Pass Bet.
3. Hardway Area bets (Section IV).

Section II: Payoff order of comparison between the Player and the Player Dealer after the point is established and before a seven is dealt.

1. Come.
2. Don't Come.
3. Pass Line with odds.
4. Don't Pass bet with odds.
5. Come Bet with odds.
6. Don't Come bet with odds.
7. Hardway Area bets (Section IV).

Section III: Payoff order of events between the Player and the Player Dealer after the point is established and a seven is Drawn:

1. Come.
2. Don't Come.
3. Don't Pass line Bet with odds.
4. Pass Line Bet with odds.
5. Don't Come Bet with odds.
6. Come Bet with odds.

7. Hardway Area Bets (Section IV).

Section IV: Hardway Area: There is no set order, all wagers placed in the Hardways sections are either all covered or not. A list of the different sections offered to the Player in the Hardway area is listed below.

1. Field Bet
2. Big 6
3. Big 8
4. Place on the 4, with odds
5. Place on the 5, with odds
6. Place on the 6, with odds
7. Place on the 8, with odds
8. Place on the 9, with odds
9. Place on the 10, with odds
10. Lay against the 4, with odds
11. Lay against the 5, with odds
12. Lay against the 6, with odds
13. Lay against the 8, with odds
14. Lay against the 9, with odds
15. Lay against the 10, with odds
16. Hard way 4
17. Hard way 6
18. Hard way 8
19. Hard way 10
20. Any 7
21. Eleven
22. Ace, Deuce
23. Ace, Ace
24. Six, Six
25. Horn Bet Five, Six
26. Horn Bet Ace, Deuce
27. Horn Bet Ace, Ace
28. Horn Bet Six, Six

PAYOFF ODDS

All pay-offs are to the extent that the Player Dealer's money covers the action on the table. The Player Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

• **Pass Line Bet** – Pays 1:1.

• **Odds on Pass Line Bet** – Take 3, 4, or 5 time odds on their original Pass Line Bet depending if the Point is a 4 or 10, 5 or 9, or a 6 or 8.

• **Come Bet** – Pays 1:1.

• **Odds on Come Bet** - Exactly the same thing as the **Odds on Pass Line** bet except the Player will take odds on the Come bet not the Pass Line bet.

• **Don't Pass Line Bet** – Pays 1:1.

• **Don't Come Bet** – Pays 1:1.

• **Odds on Don't Come Bet** - Exactly the same thing as the **Odds on the Don't Pass Bet** except the Player will take odds on the Don't Come bet not the Don't Pass bet.

• **Place Bets** – 1:1 minus a 5% commission for making these bets and 1:1 on the Place bets that are Layed. The 5% commission will be deducted from the payout. 1:1

• **Field Bets** –

2 - Pays 2:1
3, 4, 9, 10, or 11 – Pays 1:1.
12 - Pays 3:1

• **Big Six, Big Eight Bets** – Pays 1:1.

• **Hard Ways Bets**- These bets can be made at any time and, except for the Hardways, they are all one roll bets:

Any Craps: – Pays 7:1.

Any Seven: – Pays 4:1.

Eleven: – Pays 15:1.

Ace, Deuce: – Pays 15:1.

Aces or Boxcars: – Pays 30:1.

Deuce, Deuce: - Pays 7:1

Three, Three: - 9:1

Four, Four: - 9:1

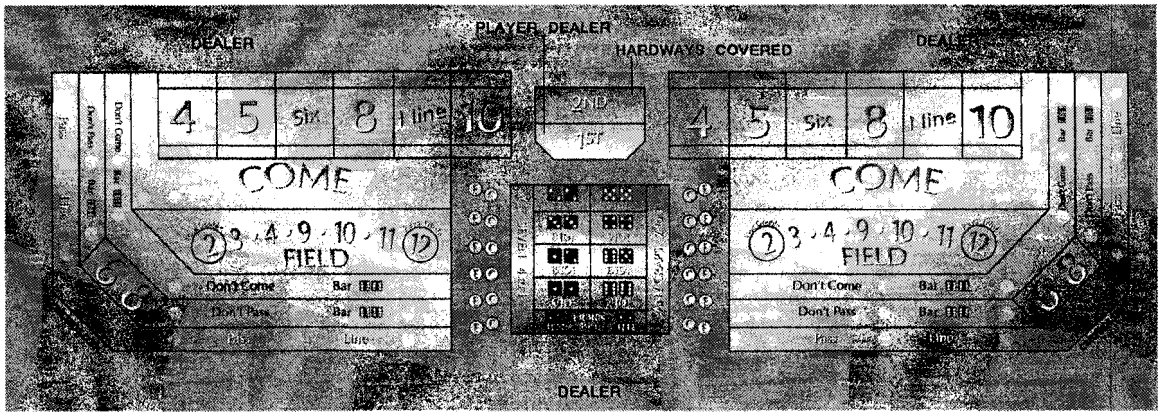
Five, Five: - 7:1

Six, Six: - 30:1

Horn Bet: it acts as the bets on 2, 3, 11 and 12 all at once. Wins if one of these numbers is dealt. Payoff is determined according to the number dealt. The other three bets are lost.

ROUND OF PLAY

1. The Tub is commonly used in the casino industry for Craps. The casino Dealer stands opposite of the Players on one side and in the center of the table on the other side. The casino Dealer's chip tray is set in front of them. The play starts from the right of the Dealer and proceeds in a clock-wise fashion.



2. There are six tiles that are included in this game. The Player Dealer tile, which designates the person who is banking the table at the time, it is double sided with a 1 on one side and a 2 on the other side. The Action tile, which will determine were the payoffs between the Banker and the Player will begin. The Hard Ways Covered tile, double sided tile which informs the Players that the bets will be covered and when "Hard Ways NOT Covered" informs the Players that the wagers will not be covered. The

double sided ON/OFF tile, which determines whether the point is established. The Game open tile and the reverse reading Game Closed, tile to announce to the Players when the game is going. Buy/Lay tile- used to designate the place bets.

3. All tables will have some type of sign listing the minimum and maximum wager allowed, and collection fees. A maximum of three collection rates are allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player Dealer is designated. The Player Dealer will place an amount of money that will be used to pay the winners and will also set the amount that they can collect from the losing bets. The casino will place the Player Dealer Tile, that designates which Player is occupying the Player Dealer position and further to designate whether it is the first or second deal for the Player Dealer position.

5. Players at a table then place their wagers in designated betting circles. The Players may place a wager on their seats betting circle along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle.

6. Once the Player Dealer is designated, and in the event a Player places a wager in the Hardway section then the Dealer will again ask the Player Dealer if they would like to cover the Hardways. The Player is not required to cover the Hardways in order to occupy the Player Dealer Position. This position if refused by the Player Dealer may be occupied by asking the next Player at the Table to occupy this position. In order for the Player to Bet on the Hardways or Bets that pay odds, the Dealer will total the amount needed to cover the wagers and ask the Player to Place up that amount in the second Portion of the Player Dealer position. The Dealer will announce Hardways covered if all bets are covered and if not, the Dealer will announce, "Hardways not covered" and the wagers in those sections will have no action.

7. Once all Bets are down the Dealer will gather all of the collection fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code.

8. After the fees have been collected, the Dealer will deal two cards face up to the Player Dealer. All cards dealt throughout the game are always dealt face up. The Dealer is the only person on the table allowed to handle the cards. The total of the two cards will determine the Point needed for the Play of the game.

9. The Goal is to determine the out come of the Two-Cards. The Player will be paid according to the Payoffs are listed in the Rules.

10. The total of the two-card will determine where the "Action Tile" will be placed. The count starts from the right of the Dealer and continues around clock-wise. The

Player Dealer Position is not counted. A Dice cup or a Random Number generator may be used instead of totaling the two cards.

11. The Action tile is used to determine in which seat number the payoffs will start. It determines who will win or lose first in case the Player Dealer does not have enough money to cover all of the wagers placed by the Players at the table.

12. The placement of the Action tile is determined during the Come Out, after the Dealer turns over the two cards, the sum of the two cards determine where the Action is to begin. Counting of the action always starts to the right of the banker. For example: If the Player in seat #0 is the banker and the Dealer's two cards total an 8, the Dealer would start the count from the right of the banker as 1 and ending by placing the Action tile in front of Player in seat #8. The Bank is counted as zero. If no Player is occupying seat #8 then the Dealer will then move the Action tile to the next occupied space to the right and play resumes.

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

14. In the event that the Player Dealer does not have enough money on the table to cover all the wagers on the table, the wagers with no Action will receive a collection refund.

15. The Stick Person area on a traditional Craps table is where the Dealer will deal the cards.

GAMING TABLE

CAL CRAPS™ will be played on a standard, regulation size craps table. The rectangular shape table resembles that of a tub, because walls surround it. Atop the walls are empty chip racks built into the table for the player to place their chips in-between bets. Chairs may be provided for the players to sit on. The size will be dependent upon the number of Players.

OTHER EQUIPMENT USED

The following equipment is needed in order to play RG CAL-CRAPS. Below is a visual description of the equipment used. The size of the equipment will vary in size. The description of the table and layout are listed above.

1. A rectangular table – used to play on and accommodate 13 players and three casino employees.

2. A Layout – a felt placed on top the table and used to describe the games playing surface.

3. A Deck of cards – augmented by only using the Aces, Deuces, Threes, Fours, Fives, and Sixes.

4. A Shoe – used to hold the cards that the dealer will deal.

5. A dealer tile – used to determine who is occupying the house position for the players to bet against.

6. A Hard Way Cover tile – used to determine if the propositions bets are covered or not.

7. An Action tile – used to determine which player wins or loses first.

8. An On/Off tile – used to determine when the point is made.

9. A Buy/Lay tile – used to describe a player wager who places one of these bets.

10. A Game Open/Game Closed tile – used to announce to players when the game is open.

11. A Cut Card – used to determine when to shuffle the shoe when dealt.

GLOSSARY OF TERMS

Aces betting that the next deal will be the total sum of 2.

Ace Deuce: that the next deal will be a 3.

Action tile – used to determine which player wins or loses first.

Any craps a bet that the next deal will be 2, 3, or 12.

Any 7 a bet that the next deal will be 7.

Big 6 a bet that a 6 will be dealt before a 7 comes up.

Big 8 a bet that an 8 will be dealt before a 7 comes up.

Boxcars betting on the 12.

Boxed Card: a card that is face up or exposed in a shoe.

Buy bet giving the house a 5% commission in order to be paid correct odds for a place bet it is collect the commission only on winning bets.

Buy/Lay tile – used to describe a player wager who places one of these bets.

Burn Card – a card removed from the top of the deck to protect against marked cards.

C and E Bet a proposition bet on the 11 (E) or any craps (C)

Collection: set fee charged by the house for each wager placed.

Come bet a bet made after the point is established, it's exactly like a pass line bet.

Come out, the first deal of the cards in a betting round is called the "come out".

Crap the numbers 2,3 and 12.

Craps the game.

Crap Out: the numbers 2,3 or 12 on the first deal.

Cut Card: placed in the shoe and when dealt determines when to shuffle.

Dealer tile – used to determine who is occupying the house position for the players to bet against.

Deck of cards – augmented by only using the Aces, Deuces Threes, Fours, Fives, and Sixes.

Don't come bet, a bet made after the come out deal.

Don't pass: bet a bet that the dice will not pass. This bet can be placed only immediately before a "come out". A Don't Pass bet can be taken down, but not increased, after the come-out.

Drop Box: attached to the table for holding the houses collection.

Field bet: a bet that the next roll would be 2, 3, 4, 9, 10, 11, or 12.

Game Open/Game Closed tile – used to announce to players when the game is open.

Hard way: These bets may be placed at any time. The player is betting that the cards dealt will pair in 2&2, 3&3, 4&4, 5&5, before a 7 or that number unpaired is dealt.

Hardway Cover tile – used to determine if the Hardway bets are covered or not.

Hop bet: a bet that the next deal will result in one particular combination, such as 2-2 (called a "hopping hard way") or 3-5. 2-2, 3-3, 4-4, and 5-5 are paid the same as a one-deal 2; other hop bets are paid the same as a one-deal 11.

Horn bet: it acts as the bets on 2, 3, 11 and 12 all at once. Wins if one of these numbers is dealt. Payoff is determined according to the number dealt. The other three bets are lost.

Lay bet a bet that a 7 will be dealt before the number you are placing (4,5,6,8,9, or 10) comes up.

Layout – a felt placed on top the table and used to describe the games playing surface.

Odds: an odd bet that is placed behind the original pass/come bet. Some casinos offer odds, such as 5X or even 10X odds.

On/Off tile – used to determine when the point is made.

Place bet a bet that a particular number (4, 5, 6, 8, 9, or 10) will be dealt before a 7 comes up. These bets are paid at slightly less than correct odds.

Point if a 4, 5, 6, 8, 9, or 10 is dealt on the come out, then this number becomes the "point".

Shoe – used to hold the cards that the dealer will deal.

Snake Eyes betting on the number 2

Working bets that can be resolved with the next deal are said to be working. Generally, place bets, buy/lay bets, and come odds bets do not work on the come-out unless you tell the dealers to make them work. All other bets (e.g., Hard way) work unless you call them "off" by telling the dealers you do not want them to work.

Club Caribe Casino
CALIFORNIA GAMES COLLECTION RATES
July 14, 2006

GAME	TABLE LIMITS	PLAYER COLLECTION FEES per hand	PLAYER/ DEALER COLLECTION FEES per hand
Cal Craps	$2.00 - $10.00	$0.50	$1.00 *
	$10.00 - $100.00	$1.00	$2.00 *
	$25.00 - $100.00	$1.00	$2.00 *
	$50.00 - $300.00	$2.00	$4.00 *
	$100.00 - $300.00	$2.00	$4.00 *
	$100.00 - $500.00	$3.00	$5.00 *
	$300.00 - $1,000.00	$5.00	$10.00 *

* Denotes an extra $1.00 jackpot fee is taken from the Banker/ Dealer position for the particular game played.