



Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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

Dealing procedures:

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



Fortune Pai Gow Poker

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when house fees are collected:

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

Betting scheme:

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

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

Round of Play

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



Fortune Pai Gow Poker

- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

BONUS BET PAYTABLE OPTIONS



Fortune Pai Gow Poker

Jokers Fully-Wild

Hand	FPG-09	
	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	\$250
7 Card Straight Flush (With Joker)	500 to 1	\$250
5 Aces	250 to 1	\$50
5 of a Kind	200 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	50 to 1	\$5
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a players hand is ranked equally to the player/dealer's hand.
- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the the payable.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.



Fortune Pai Gow Poker

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

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

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands by the player/dealer.

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

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

There is no additional collection fee for placing a Buster side bet.

The Buster side bet may be less than or equal to but may not exceed the mandatory blackjack bet.

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

21st
CENTURY

BACCARAT

8.0 Version

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1

21st CENTURY BACCARAT Version 8.0

5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

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

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

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

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

Dealer Hand:

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

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House Way

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

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer's hand has a value of nine (9)

Dragon 7 Bonus Bet



Dragon 7 Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated Dragon 7 Bonus Bet spot located next to each player's position on the gaming felt layout. The Dragon 7 Bonus Bet may award a bonus payout to the player(s) who place this wager when the player/dealer receives a hand that meets the requirements, as described below. There will be a designated circle in front of each player position for this wager.

Players have may win, as follows:

1. If the hand dealt to the Player/Dealer is a winning hand consisting of three (3) cards that total seven (7) points. When this hand occurs, wagers on the player/dealer's hand push and wagers on the player's hand and tie bet wagers lose.
2. Players may make one bonus bet wager for each base game wager placed.
3. Winning Dragon 7 Bonus Bet wagers will be paid forty to one (40 to 1).
4. Depending on the version of Baccarat that is being offered, regardless of what hand a player wagered on, a player may wager on the Dragon 7 Bonus Bet circle.
5. The Dragon 7 Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
6. There is no collection for placing a Dragon 7 Bonus Bet.
7. The player/dealer will pay all winning Dragon 7 Bonus Bet wagers and will collect all losing Dragon 7 Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

LIMIT TEXAS HOLD'EM

BETTING LIMIT	BLINDS	MINIMUM BUY-IN	COLLECTION 7 OR MORE PLAYERS	COLLECTION 5 OR 6 PLAYERS	COLLECTION 4 OR LESS PLAYERS	JACKPOT COLLECTION
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00	\$1.00
\$3 / \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00	\$1.00
\$4 / \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00	\$1.00
\$5 / \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00	\$1.00
\$6 / \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00	\$1.00
\$8 / \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00	\$1.00
\$9 / \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00	\$1.00
\$10 / \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00	\$1.00
\$12 / \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00	\$1.00
\$15 / \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00	\$1.00
\$20 / \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00	\$1.00
\$50 / \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00	\$1.00
\$75 / \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00	\$1.00

Half Kill and Full Kill games apply as designated on the table.

A Jackpot Collection fee will be taken for all tables with 5 or more players and will not be taken when a table has 4 or less players.

NO LIMIT TEXAS HOLD'EM

MINIMUM BUY-IN	MAXIMUM BUY-IN	BLINDS	COLLECTION 7 OR MORE PLAYERS	COLLECTION 4 TO 6 PLAYERS	COLLECTION 3 OR LESS PLAYERS	JACKPOT COLLECTION
\$50.00	\$300.00	\$1 / \$3	\$3.00	\$2.00	\$2.00	\$1.00
\$100.00	\$300.00	\$1 / \$3	\$4.00	\$3.00	\$2.00	\$1.00
\$200.00	\$500.00	\$2 / \$5	\$4.00	\$3.00	\$2.00	\$1.00
\$500.00	\$1,000.00	\$5 / \$10	\$5.00	\$4.00	\$3.00	\$1.00
\$1,000.00	no cap	\$10 / \$20	\$6.00	\$4.00	\$3.00	\$1.00

A Jackpot Collection fee will be taken for all tables with 5 or more players and will not be taken when a table has 3 or less players.

SEVEN CARD STUD & SEVEN CARD STUD HIGH/LOW SPLIT

BETTING LIMIT	BLINDS	MINIMUM BUY-IN	COLLECTION 7 OR MORE PLAYERS	COLLECTION 5 OR 6 PLAYERS	COLLECTION 4 OR LESS PLAYERS
\$2 / \$4	\$1 / \$2	\$20	\$4.00	\$3.00	\$2.00
\$4 / \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
\$8 / \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
\$15 / \$30	\$5 / \$15	\$100	\$4.00	\$3.00	\$2.00

MEXICAN POKER

MINIMUM BUY-IN	MAXIMUM BUY-IN	BETTING LIMIT	COLLECTION 7 OR MORE PLAYERS	COLLECTION
\$50.00	\$300.00	\$2.00	\$5.00	\$5.00
\$100.00	\$300.00	\$3.00	\$6.00	\$6.00
\$500.00	\$1,000.00	\$5.00	\$8.00	\$10.00

OMAHA & OMAHA HIGH/LOW SPLIT

BETTING LIMIT	BLINDS	MINIMUM BUY-IN	COLLECTION 7 OR MORE PLAYERS	COLLECTION 5 OR 6 PLAYERS	COLLECTION 4 OR LESS PLAYERS
\$1 / \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
\$2 / \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00
\$3 / \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00
\$4 / \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
\$5 / \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00
\$6 / \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00
\$8 / \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
\$9 / \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00
\$10 / \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00
\$12 / \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00
\$15 / \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00
\$20 / \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00
\$50 / \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00
\$75 / \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00

Half Kill and Full Kill games apply as designated on the table.

TEXAS HOLD'EM

RULES

1. The goal of Texas Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Texas Hold'em, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives two down cards as his initial hand followed by a round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hands, check, raise, or call raises.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

OMAHA

RULES

1. The goal of Omaha is to win the pot with the highest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

OMAHA HIGH/LOW SPLIT

RULES

1. The goal of Omaha High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha High/Low Split, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold)

their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

11. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to make the highest and/or lowest five card hand. However, players do not have to use the same two hole cards and three board cards to make their high and low hands. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each player's five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

SEVEN CARD STUD

RULES

1. The goal of Seven Card Stud is to win the pot with the highest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players is permitted to play.
4. 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. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up 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.
5. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
6. Seven Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.
7. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
8. Each player receives three cards as his initial hand, with the first two being dealt face down and the third card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
9. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release

(fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to use that limit during that round. The following rounds betting limits will remain unchanged.

10. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. The dealer then deals each player another card, except this card is dealt face down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
13. After all betting has been completed; a player may use any five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
14. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
15. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

SEVEN CARD STUD HIGH/LOW SPLIT

RULES

1. The goal of Seven Card Stud High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players is permitted to play.
4. 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. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up 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.
5. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
6. Seven Card Stud High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.
7. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
8. Each player receives three cards as his initial hand, with the first two being dealt face down and the third card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.

9. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to use that limit during that round. The following rounds betting limits will remain unchanged.
10. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. The dealer then deals each player another card, except this card is dealt face down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
13. After all betting has been completed; a player may use any five cards in their seven card hand to determine their best five card hand. However, players do not have to use the cards to make their high and low hands. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each player's five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie

when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.

14. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
15. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

MEXICAN STUD

RULES

1. The goal of Mexican Stud is to win the pot with the highest ranking five-card poker hand attainable out of the five cards the player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck and 1 joker. If dealt face up during any round, the joker can be used as an ace or to complete a straight or flush. If dealt face down, the joker is wild and can be used as any card, even if the player with the joker later turns it face up.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
5. Mexican Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player to the left of the dealer button.
6. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
7. Each player receives two cards as their initial hand, with the first card being dealt face down and the second card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
8. The dealer then deals each player another card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their third card, there is a second round of betting. Players may then either release

(fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.

9. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their fourth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
10. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their fifth and final card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
11. After all betting has been completed; a player must use the five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.
13. During any round, it is permissible for a player to pick up and “mix” their cards. However, if another player wants to see any players “exposed” cards, the player with the “mixed” cards must display their “exposed” cards.

PURE 21.5 BLACKJACK

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

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

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

ROUND OF PLAY

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

wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

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

DIAGRAM #1

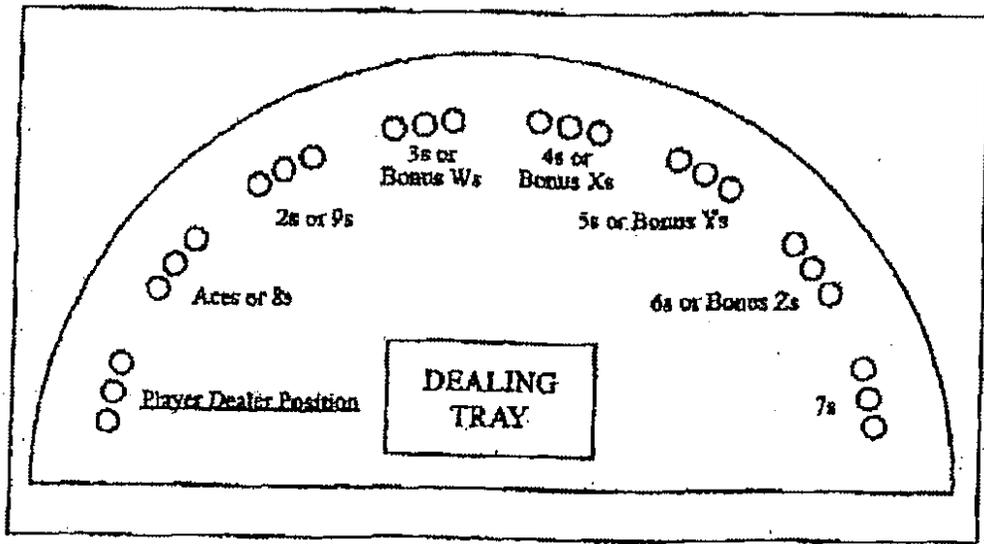
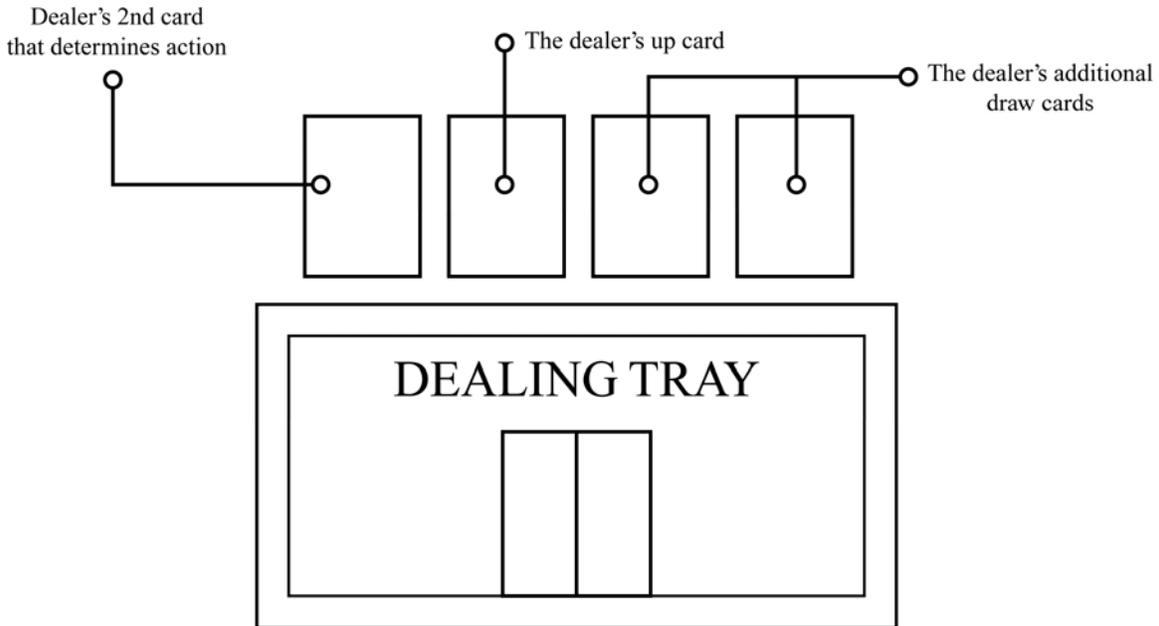


DIAGRAM #2



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

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the

table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If the Player and Player/Dealer total is more than a "Pure 21.5 Blackjack", the following will apply:
 - a. If the player/dealer's hand is 888 (three eights) all players whose hand/s total is more than 21.5 push.
 - b. If the player/dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

DOUBLE-DOWN, SPLIT, SURRENDER, AND INSURANCE

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split cards of the same value or two “BONUS” cards. The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 6 to 5.
3. A maximum of 3 splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer’s down card is exposed. Their play for the hand will then cease.
5. Insurance will not be offered for this game.

6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
7. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

COLLECTION RATES

A collection fee shall be collected by the house dealer per hand from the player-dealer position based on the total amount of action on the table. However, players shall not be required to pay a collection fee for any wager that they place. Or, a collection fee shall be collected by the house dealer per hand from the player-dealer position. Players shall also be required to pay a collection fee for each base game wager that they place. The collection fees must be placed and shall be taken by the house dealer and dropped prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee for this game.

PAI-GOW POKER

RULES

1. **Deck:** One traditional deck of 52 playing cards, plus one joker is used.
2. **Joker:** The joker can be used as an Ace, or to complete a straight or a flush.
3. **Table Layout:** Each table has 7 active seats. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the Player/Dealer.
4. **Betting Spots:** Each seat has 8 betting spots.
5. **Number of Players:** Per Petaluma City Ordinance 4.22.115, there can be no more than 12 players shall be permitted to play at any time at any one table.
6. **Table Limit:** \$10 - \$200 per spot (\$1600 per seat)
7. **Structure:** Each player at the table is dealt seven cards to make two hands, a two-card hand and a five card hand. Rankings are based on basic poker rankings with a royal flush being the highest possible five card hand and a high card hand being the lowest. The five-card hand must be higher than the two-card hand.
8. **Foul Hand:** If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.
9. **Object of Game:** The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hands.
 - Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).
 - The Player/Dealer wins all ties.
 - If the player wins one hand, but loses the other, this is considered a "push" (tie), and no money exchanges hands.
10. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

11. **Player/Dealer (Banker)**

- Any player may be the Player/Dealer (Banker). All players bet against the Bank.
- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player spot in a clockwise fashion. That seated spot may bank for a maximum of two consecutive hands. That player may accept or pass, in which case the Bank is offered to the next player.
- When the banker position passes to the next seat, the player seated in that seated position has the first option. If he refuses the bank, any player betting on that seated position the previous hand is eligible to be the banker for the next hand, in order of the square in which they bet the prior hand.
- There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of Oliver V. County of Los Angeles 1998, 66 CAL App4th 1397, 1408-09, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed. The house never participated as a Player/Dealer, nor may the house take a percentage from the game.
- There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

12. **Misdeals:**

- When the dealer is arranging the cards into piles of seven cards, if one card is exposed and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.
- If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.
- If during the course of the deal prior to the Player/Dealer hand being opened, if any card(s) of the Player/Dealer hand is exposed by the house dealer, that deal will be declared a misdeal, and all hands reshuffled.
- When the house dealer is distributing the cards, if a card is exposed, that player's hand is dead, and all bets on that seated position are returned.

13. **Specific Rules**

- Once the Player/Dealer exposes his cards, the players cannot touch theirs.
- Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.
- If one player is wagering on more than one seat, that player may look at and determined the setting of the first hand only. The remaining hand(s) must be set the “house way”.
- Players and the Player/Dealer must place their bets before the dice cup is opened. No change in bets can occur after that point.
- Only chips placed in the appropriate position on the table constitute a valid bet.
- Each player is responsible for the chips he/she places on the table.
- No side bets are allowed.

14. **Play of the Game**

- Play of the game is as follows: The dealer places seven hands of seven cards each, face down in front of the dealer’s tray. The dealer checks that exactly four cards are left over, and then places those cards in the front of the dealer’s tray. When dealing the seven (7) piles of seven (7) cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven (7) cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two (2) cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven (7) cards. The remaining cards shall be placed in the discard pile.
- There are two steps taken to determine which of the seven hands goes to which player. In the first step, the Player/Dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.
- The Player/Dealer then shakes the dice cup containing three dice; however he doesn’t yet open the cup. The cup is opened by the house dealer, only after all bets are placed in the betting circles.

- The Player/Dealer’s position is always 1, 8 or 15. Other seats, in clockwise rotation, represent the other numbers. The dealer counts clockwise from the Player/Dealer’s position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button will then be placed in front of the player indicated by the dice. The remaining piles, starting with the pile to the right of the action pile from the house dealer position, will then be distributed clockwise. The Player/Dealer hand is left in front of the house dealer and the dealer button is placed on top of it.
- Each player then arranges his cards into a two-card low and a five-card high hand as described above.
- The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going “house way” will have a “house way” button placed on them.
- The dealer then turns his cards over and sets his hand face up.
- Loosing hands should be turned face down and losing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a “push”. No money exchanges hand and the cards are placed in the discard holder.

Pai Gow Poker “House Way”	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10’s, or 9’s, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8’s, 7’s, or 6’s, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5’s, 4’s or 3’s, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.

Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

Pure 21.5 Blackjack

MIN / MAX PER SPOT	TOTAL TABLE ACTION	PLAYER/BANKER COLLECTION	PLAYER COLLECTION
\$5 - \$100 or \$10 - \$100	\$5 - \$100	\$1.00	\$0
	\$101 - \$200	\$2.00	
	\$201 - \$300	\$3.00	
	\$301 - \$600	\$5.00	
	\$601 or more	\$8.00	

MIN / MAX PER SPOT	TOTAL TABLE ACTION	PLAYER/BANKER COLLECTION	PLAYER COLLECTION
\$25 - \$200	\$25 - \$100	\$1.00	\$0
	\$101 - \$300	\$3.00	
	\$301 - \$600	\$6.00	
	\$601 - \$1000	\$10.00	
	\$1001 or more	\$15.00	

MIN / MAX PER SPOT	TOTAL TABLE ACTION	PLAYER/BANKER COLLECTION	PLAYER COLLECTION
\$100 - \$200	\$100 - \$500	\$3.00	\$0
	\$501 - 1000	\$10.00	
	\$1001 - 2000	\$15.00	
	\$2001 - \$3000	\$25.00	
	\$3001 or more	\$35.00	

MIN / MAX PER SPOT	TOTAL TABLE ACTION	PLAYER/BANKER COLLECTION	PLAYER COLLECTION
\$200 - \$500	\$200 - \$500	\$5.00	\$0
	\$501 - \$2000	\$15.00	
	\$2001 - \$3000	\$25.00	
	\$3001 - \$4000	\$35.00	
	\$4001 or more	\$45.00	

MIN / MAX PER SPOT	PLAYER/DEALER COLLECTION	PLAYER COLLECTION
\$100 - \$200	\$5.00	\$1.00

Pai Gow Poker

Table Limit	TOTAL TABLE ACTION	PLAYER-DEALER COLLECTION	PLAYER COLLECTION
\$10 - \$100	\$0 - \$50	\$0.00	1 per circle
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$2.00	
	\$301 +	\$3.00	

Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet. A player may place a tie bet wager even if they have not also placed either a player line wager or a banker line wager prior to the initial deal.

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 8 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.

Commission-Free Baccarat

13. Game Rules for the Player-dealer Hand:

- a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

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

14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
15. *Natural 8 and 9*: When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.
16. *Determining Outcomes*:
 - a. If the player hand is closer to nine, then the player wagers win.
 - b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
 - c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
 - d. All ties are a push for player wagers and banker wagers.
 - e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
 - f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not 'Naturals.'

Commission-Free Baccarat

- g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
 - h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'
17. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
18. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
19. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

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

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

Dragon Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

Commission-Free Baccarat

Players have two ways to win:

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

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

Commission-Free Baccarat

Collection Fees

For schedule options 1 thru 4, a collection fee shall be taken per hand from the player-dealer position and per player for each player line, banker line, and tie bet line wager. **For schedule options 5 thru 7**, a collection fee shall be taken per hand from the player-banker position based on the total amount that all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee when placing a wager on the Player Dragon Bonus Bet, or the Banker Dragon Bonus Bet. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Commission Free Baccarat are as shown below:

Schedule Option	Table Limit	Player-dealer Collection Rate	Player Collection Rate
1	\$5 - \$50	\$1.00	\$0.50
2	\$10 - \$100	\$2.00	\$1.00
3	\$50 - \$300	\$3.00	\$2.00
4	\$100 - \$500	\$5.00	\$3.00

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
5	\$10 - \$800	\$10 - \$50	\$1.00	\$0.00
		\$51 - \$300	\$2.00	
		\$301 - \$600	\$4.00	
		\$601 - \$900	\$7.00	
		\$901 +	\$10.00	
6	\$5- \$100	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901 +	\$12.00	
7	\$25 - \$200	\$25 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$20.00	

EZ BACCARAT™



SUMMARY OF GAME

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

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



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

Wagers are resolved as follows:

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

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

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

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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



Number of Players in the Game

A minimum of two (2) and a maximum of twenty-one (21) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. Four (4), six (6), or eight (8) decks may be used during the play of the game. There are no Jokers.

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

Betting Scheme

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

Tie Wager

The Tie bet pays 8 to 1 if the player-dealer and Player hands tie. A player may place a tie bet wager without wagering on the Player or Banker line prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager.

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

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Banker line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7 Bonus Bet™". Customers can make an insurance bet - the Dragon 7 Bonus Bet bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 Bonus Bet Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 Bonus Bet Bonus Bet wager. The Dragon 7 Bonus Bet Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the Dragon 7 Bonus Bet wager cannot exceed the table limit posted for this wager.

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

Dealing Procedures

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

How Winners are Determined and Paid

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

Game Rule:

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

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

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

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

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

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action. Wagers shall be settled in the following order: all player line and banker line wagers, then all tie bet wagers, then all Dragon 7 Bonus Bets wagers placed.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position

is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and banker line wager placed, then all tie bet wagers, then all Dragon 7 Bonus Bet wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

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

House Way

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

Round of Play

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

PLAYER-DEALER & DEAL

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

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



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

EZ Baccarat table with EZ TRAK Baccarat Edition system.

COLLECTION RATES

A collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, and Dragon 7 Bonus Bet at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee when placing a wager on the player line, banker line, the tie bet, or the Dragon 7 Bonus Bet bet.

The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
\$5 - \$100 or \$10 - \$100 or \$25 - \$200	\$5 - \$200	\$1.00	\$0.00
	\$201 - \$400	\$3.00	
	\$401 - \$600	\$5.00	
	\$601 - \$900	\$8.00	
	\$901 +	\$12.00	

Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
\$100 - \$200	\$25 - \$300	\$2.00	\$0.00
	\$301 - \$600	\$5.00	
	\$601 - \$1,000	\$8.00	
	\$1,001 - \$2,000	\$15.00	
	\$2,001 +	\$20.00	

Two Card Peek

1. Game Outline:

- 1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.

2. Game Rules:

2.1. Pick Row Wager

- 2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one of three hands to play A, B, C, or two of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.

- 2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.

- 2.1.3. Winning pick-row wager hands will be paid according to the following chart:

- 2.1.3.1. A, B, or C is the highest ranked hand with a Ten-High or better pays 2:1
- 2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1
- 2.1.3.3. Nine-High or less loses

2.2. Bonus Bets

2.2.1. 2 Card Poker

- 2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.
- 2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.
- 2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.
- 2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.
- 2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.
- 2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.
- 2.2.1.7. There is no collection fee taken for placing a 2 Card Poker wager.

2.2.2.

- 2.2.2.1. All Two-Card pokerbets will be paid according to this chart:

Hand	Payout
Two-Card Flush	1 to 1
Two-Card Straight, Off Suit	1 to 1
Pair	3 to 2
Two-Card Straight Flush	3 to 1
Mini Royal: AK suited	10 to 1

2.2.3. Super Bet

- 2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all

Two Card Peek

pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.

- 2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.
- 2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.
- 2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.
- 2.2.3.5. The Super Bet wager shall be a \$1 bet.
- 2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.
- 2.2.3.7. There is no collection fee taken for placing a Super Bet wager.
- 2.2.3.8. They will be paid according to the following chart:

Hand	Payout
Three of a Kind	5 to 1
Straight	7 to 1
Flush	15 to 1
Full House	30 to 1
Four of a Kind	100 to 1
Straight Flush	2,000 to 1
Royal Flush	20,000 to 1

2.2.4. Peek Bonus

- 2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.
- 2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.
- 2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.
- 2.2.4.4. A player may only place one Peek Bonus wager on row A, B, or C.
- 2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of \$50.
- 2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.
- 2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.
- 2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair	6 to 1

Two Card Peek

(when the selected row does not have a pair in the initial two-card hand)	
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

- 3.1. Lightly scramble the deck.
- 3.2. Shuffle once and place the deck in the shuffle machine.
- 3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
- 3.4. Announce, "No more bets."
- 3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
- 3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
- 3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
- 3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
- 3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
 - 3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
 - 3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
 - 3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
 - 3.9.4. Dealer will establish the winning hand between A, B, and C.
- 3.10. Dealer will establish any and all two card bonus qualifying hands
- 3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
- 3.12. Call for all "peek bonus" bets
- 3.13. Announce, "No more bets."
- 3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
- 3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
- 3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
- 3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
- 3.18. Announce the value of all qualifying five-card poker hands

Two Card Peek

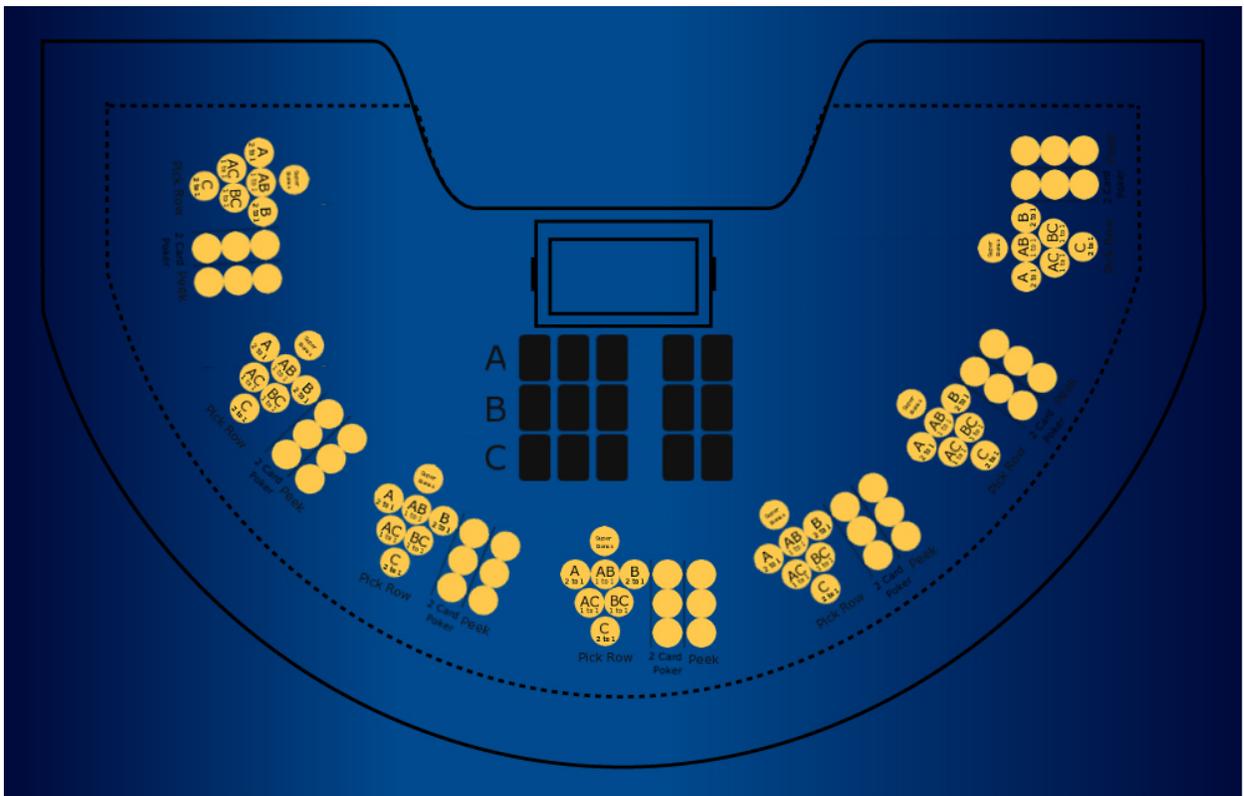
- 3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.
- 3.20. Reconcile action in the following way:
 - 3.20.1. Win – pay and push back the chips.
 - 3.20.2. Lose – award the chips to the Player-Dealer .
- 3.21. Drop the collection. Clear hands.
- 3.22. Offer the Player-Dealer position, if applicable.
- 3.23. Lightly scramble the deck.
- 3.24. Shuffle once and place the deck in the shuffle machine.
 - 3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Collection Schedule:

Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	\$1 - \$100	\$1 - \$50	\$1	\$1 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
2	\$5 - \$100	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
3	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
4	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
5	\$5 - \$500	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
6	\$10 - \$500	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	

Two Card Peek

7	\$10 - \$1,000	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
8	\$25 - \$1,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	
9	\$25 - \$2,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	



Two Card Peek





Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

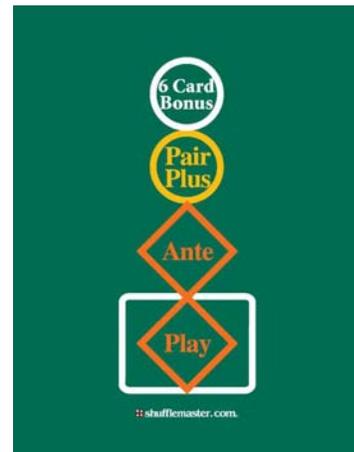
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.





Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen, and jack are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and 4, 3, and 2 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager



that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards into stacks of three.
2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dealt by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which one card will be turned face-up.
3. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of if a player placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.



4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.
 - b. If the player-dealer's hand did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payout will always beginning with the player to the left of the player-dealer and continuing clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as a player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Pair Plus:



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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of \$5 and a maximum of \$200.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

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

6 Card Bonus:

The 6 Card Bonus is an additional optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.



8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5- Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of wagers will begin (the action).
Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.



- Qualifier** A specific set of card(s) that a player and/or the player-dealer must have to play.
- Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
- Seated-positions** The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
- Suit** One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	\$5 - \$600	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	
2	\$5 - \$600	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	



BLACKJACK X



Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a "Natural" which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a "Natural" the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player's hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

- ♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.
- ♣ A "Blackjack X Ace" 31 consists of a designated "Blackjack X" Ace card and a 10-point card when the first two hands are dealt.
- ♣ All cards have face value. Face cards have a value of 10. Blackjack X Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a value of 21.
- ♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.
- ♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.
- ♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

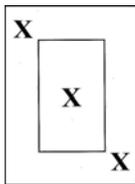
Hand Ranking

1. Natural 31
2. "Blackjack X Ace" 31
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10

16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3
23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of six (6) and a maximum of eight (8) decks. It will be played with one additional "Blackjack X" Ace per six or eight deck shoe. The Blackjack X Ace will have the following image instead on the face of the card instead of the standard ace of spades.



The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of a Blackjack X Ace and a 10 point card. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.

- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
 - A Natural 31 will be paid 2:1
 - A Hard 31 will be paid 3:1
 - A "Blackjack X Ace" 31 will be paid 3:2
 - All other winning player hands will be paid 1:1
- Split
 - The Player may split any two cards of equal value.
 - Player may split three times for a total of four hands.
 - Split Aces receive one hit card.
 - The Player may not re-split aces.
 - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
 - The Player may receive only one hit card after Doubling Down.
 - The Player may double on any two cards, except a "Natural 31."
 - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
 - The Player may double down after the split.
- Surrender
 - The Player may surrender before the Dealer checks the Player Dealers hole card.
 - The Player may forfeit half their wager when surrendering.
 - Players may only surrender prior to taking a hit.
 - The Player may surrender after the split.
- Insurance
 - Insurance will only be offered when the Player Dealer is showing an Ace card.
 - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
 - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
 - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
 - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
 - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.

2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
 - a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
 - b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
 - a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
 - b. The Player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack



US Patent 6,845,981

Rules of Play

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

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a “Buster” bonus bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer’s cards is revealed. All players then play out their hands by the player-dealer.

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

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

There is no additional collection fee for placing a Buster bonus bet.

The Buster bonus bet may be less than or equal to but may not exceed the mandatory blackjack bet.

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

Buster Blackjack Pay Tables

(All payouts are “to 1”)

Number of Cards in Dealer’s Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Aces Bonus Bet

Each player has the option of placing a wager from \$1 to \$50 on the designated Aces Bonus spot located next to each player's position on the gaming felt layout. The Aces Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be a circle in front of the buster bonus bet labeled "Aces Bonus". A player may place an Aces Bonus Bet prior to the initial deal whether or not he or she has placed a base game wager. Seated players as well as backline bettors may place an Aces Bonus Bet wager. The Aces Bonus Bet wager shall be a minimum of \$1 to a maximum of \$50. A Blackjack X Ace shall act as an Ace of Spades. An Aces Bonus Bet remains in action regardless of whether the player wins or loses during the game. The player-dealer must always complete their hand as long as there are bonus bets in play. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. Winning Aces Bonus Bet wagers shall be paid according to the table, as shown below. This pay table shall be posted on the Blackjack table and visible for every player at the table.

Aces Bonus Bet Pay Table

Qualifying Hand	\$1- \$4 bet	\$5- \$50 bet
Split Aces and get the same suit Ace dealt with that suit	5000 for 1	5000 for 1
777 suited- first three cards dealt	5000 for 1	5000 for 1
Split Aces and get two Aces	1000 for 1	1000 for 1
777 – first three cards dealt	100 for 1	200 for 1
Suited Aces- first two cards dealt	50 for 1	100 for 1
Any Three of a Kind – first three cards dealt	20 for 1	50 for 1
678 – first three cards dealt	10 for 1	25 for 1
Pair of Aces – first two cards dealt	10 for 1	10 for 1
Suited Pair – first two cards dealt	5 for 1	5 for 1
Suited face cards – first two cards dealt	N/A	5 for 1
First card is an Ace	N/A	1 for 1

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5-\$600 or \$10-\$1500 or \$25-\$3,000	\$5-\$100	\$1.00	\$0.00
		\$101-\$200	\$2.00	
		\$201-\$300	\$3.00	
		\$301-\$600	\$5.00	
		\$601+	\$8.00	
2	\$5-\$600 or \$10-\$1500 or \$25-\$3,000	\$5-\$100	\$1.50	\$0.00
		\$101-\$200	\$2.50	
		\$201-\$300	\$3.50	
		\$301-\$600	\$5.50	
		\$601+	\$8.50	

3	\$5-\$600 or \$10-\$1500 or \$25-\$3,000	\$5-\$100	\$2.00	\$0.00
		\$101-\$200	\$3.00	
		\$201-\$300	\$4.00	
		\$301-\$600	\$6.00	
		\$601+	\$9.00	
4	\$15-\$1500 or \$25-\$3,000	\$15-\$100	\$1.00	\$0.00
		\$101-\$300	\$3.00	
		\$301-\$600	\$6.00	
		\$601-\$1000	\$10.00	
		\$1001+	\$15.00	
5	\$15-\$1500 or \$25-\$3,000	\$15-\$100	\$2.00	\$0.00
		\$101-\$300	\$4.00	
		\$301-\$600	\$7.00	
		\$601-\$1000	\$11.00	
		\$1001+	\$16.00	