

No Bust 21st Century Blackjack[©]

5.0 version



US Patent 6,845,981

No Bust 21st Century Blackjack[©] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 12 on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 12 on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.

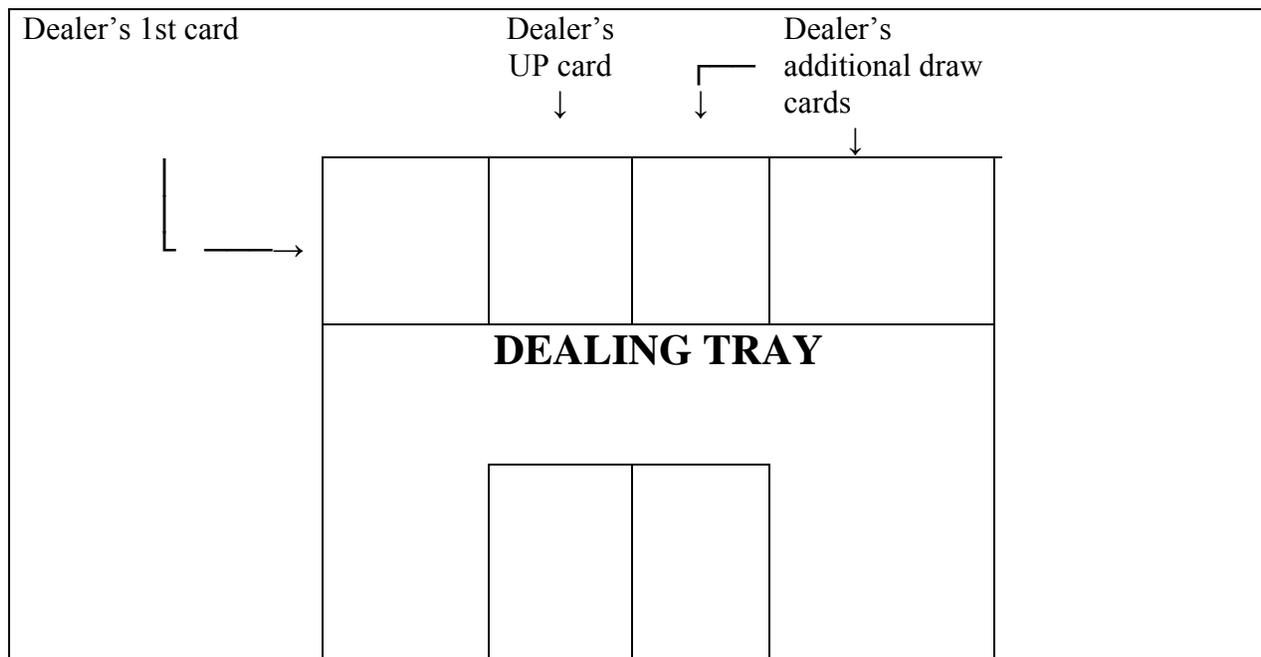
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.

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



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".

6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SPLIT**

- Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.

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- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
 - Players can not surrender at anytime.
- INSURANCE
 - There is no insurance offered on the game.

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

- ODDS
 - Any Blackjack hand pays 6 to 5
- INSURANCE (CASINO OPTION) ;
 - When the Dealer has an Ace showing, Players can take insurance by betting half (¹/₂) of their original wager. If the Player-Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages
 (All payouts are “to 1”)

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150

The Delta Club Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision, on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

No Bust Blackjack Collection Rates

Table Limit	Collection	
	Player/Dealer	Player
<i>\$2 - \$ 10</i>	<i>\$.50</i>	<i>\$.25</i>
<i>\$5 - \$ 50</i>	<i>\$2</i>	<i>\$1</i>
<i>\$10 - \$ 100</i>	<i>\$3</i>	<i>\$2</i>
<i>\$25 - \$ 100</i>	<i>\$3</i>	<i>\$2</i>
<i>\$25 - \$ 200</i>	<i>\$4</i>	<i>\$3</i>
<i>\$50 - \$ 300</i>	<i>\$5</i>	<i>\$3</i>
<i>\$100 - \$ 500</i>	<i>\$6</i>	<i>\$4</i>
<i>\$100 - \$1,000</i>	<i>\$11</i>	<i>\$6</i>
<i>\$300 - \$1,000</i>	<i>\$11</i>	<i>\$6</i>
<i>\$500 - \$1,000</i>	<i>\$11</i>	<i>\$6</i>
<i>\$500 - \$2,000</i>	<i>\$16</i>	<i>\$11</i>

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A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (1) the dealer hits a soft 17, (2) at least three decks are used and (3) the dealer should draw the cards in exactly the following order:

A-A-A-A-A-A-5-A-A-A-A-A

The frequency distribution of the various dealer busting hands is given below for different number of decks:

Frequency Distribution

# Cards	# Decks			
	2	4	6	8
3	1/5.8	1/5.8	1/5.8	1/5.8
4	1/11	1/11	1/11	1/11
5	1/49	1/49	1/49	1/49
6	1/408	1/386	1/379	1/376
7	1/5668	1/4886	1/4663	1/4558
8 or more	1/125846	1/92207	1/83715	1/79863

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
2	28.64%
4	28.59%
6	28.58%
8	28.57%

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Pai Gow Poker

Standards of play:

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 52-card deck with one Joker added. Each player competes against the player-dealer to make the best possible hand.

The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.

Number of players in the game:

The game is played on a table with seven seated positions.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The player/dealer may place a wager to cover some or all of the action on the table.

How and when house fees are collected:

House fees are collected after the cards have been dealt and prior to the player/dealer's hand being opened and set.

Type of card deck used:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

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

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards.
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button.

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Pai Gow Poker

- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand.
- ❖ The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.
- ❖ Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- ❖ Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. The player/dealer's five card hand must rank higher than his/her two card hand.
- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- ❖ A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- ❖ The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- ❖ Winning hands are paid even money; losing hands lose the amount wagered.
- ❖ 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. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used. The table has seven seated positions. Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the game, table limits, and collection rates.

Other equipment used:

An industry standard dice cup with three dice will be utilized.

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Pai Gow Poker

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.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player/dealers hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

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Three Card Poker

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

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

Rules for Three Card Poker:

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

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Three Card Poker

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

Bonus Bet:

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

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

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

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Three Card Poker

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

Delta Club Casino Three Card Poker

Table Limits & Collection Fees

Table Limit	Player Collection (taken per spot)	Total Action on Table	P/D Collection (taken per hand)
\$2 - \$20	\$0.50	\$2 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$5 - \$100	\$0.50	\$5 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$25 - \$200	\$1.00		\$2.00
\$50 - \$300	\$2.00		\$4.00
\$100 - \$500	\$3.00		\$5.00
\$300 - \$1,000	\$4.00		\$6.00

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OMAHA

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

1. All Hold'em rules apply except as noted.
2. Players must use two of the four cards in their hands and three cards on the board to make a valid five card hand.
3. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
4. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the Shift Manager.

OMAHA HIGH-LOW SPLIT (8 OR BETTER)

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

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

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SEVEN CARD STUD

Seven Card Stud Poker is played with a standard 52-card deck. Standard poker rankings apply. Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (forced opening bet, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot will be split equally.

1. Beginning and sequence of action in various betting rounds are as follows:

a) In the first round:

- The player with a lowest card and lowest suit initiates the betting by a forced bet referred to as "bring in."
- Subsequent players have the option of completing a short bring in bet, and then calling, raising or folding.

b) In all subsequent rounds:

- The player with the highest hand or card(s) on board starts the action by checking or betting. Ties in determining the high hand are broken by position, with the player who received cards first acting first.
- Following players have the option of calling, raising or folding.

2. Completing an opening forced bet does not constitute a raise; it is merely completing the bet. FOR EXAMPLE; If in a \$15-\$30 game, the low card opens for \$5 and the next player completes the bet by putting \$15 in the pot, the following player(s) can still raise three times.

3. In all fixed limit games, open pairs on the fourth street (second up card) allows players the option of betting either the lower or the higher limit of the game. FOR EXAMPLE: the high hand in a \$5-\$10 game with open pairs has the option of betting either \$5 or \$10. If the high hand chooses to bet \$5, any succeeding player has the option to call \$5, raise \$5 or raise \$10, however, if a \$10 raise is made, all subsequent raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, all other players still have the same options.

4. Rearranging of the board cards is not permitted.

5. Cards speak. Although dealers announce the low card, the high hand, all new pairs, all raises and all possible straights and flushes in the lower limit games, ultimately cards determine the value of a player's hand.

NOTE: In \$2-\$10 and higher limit games, dealers will not announce pairs and/or possible straights and flushes.

6. If any of the player's initial hole cards are accidentally dealt face up, the third card will be dealt to the player faced down.

7. If both hole cards are dealt up, that hand will be declared dead and the ante will be returned to the player. In an instance where the dead hand would have been the bring in low hand, the action will start with the first player to the left of the dead hand; that player may either fold, open for amount of the forced bet, or open for a full bet.

8. Players must be present at the table when it is their turn to act on their hands; an absent player's ante, forced bet if any, and the player's hand will be killed and forfeited in turn.

Delta Club Casino

9. If a player folds after making a forced bet or folds when there is no wager, that player will continue receiving cards until a bet is made.
10. If a player is all in for the antes and has the lowest up-card, the next active player to the left of the low hand must initiate the action by making a forced bet, make the maximum bet or fold the hand.
11. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
12. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected to their proper positions, if at all possible.
13. A player who receives a final down-card that is incorrectly dealt due to a burn error and the card is intermingled with the player's other hole cards or the player looks at that card will become the player's card and it cannot be readjusted.
14. If a dealer burns and deals one or more cards before a round of betting has been completed:
 - a) The card(s) will be eliminated from play along with one additional card for each remaining player still active in the hand.
 - b) Players will be given the opportunity to complete their actions.
 - c) The dealer re-burns and play resumes by dealing the next round of cards.

NOTE: Removed cards are held off to the side in the event that the dealer runs out of cards.)
15. If a prematurely dealt card is the final down-card and it has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
16. If there are not enough cards left in the deck for each player:
 - a) The dealer will deal all of the cards in the deck, except the last card.
 - b) With prior notice to the Shift Manager, the dealer will then scramble the last card and four burn cards.
 - c) The dealer will cut the deck.
 - d) Then burn a card.
 - e) The dealer will then deliver the remaining down cards, using the last card if necessary.
17. If there are five players remaining without a card on the seventh street:
 - a) The dealer will not burn so that each player will receive a fresh card.
 - b) If the dealer determines that with using the above procedure does not provide each player with a fresh card, the dealer then:
 - i. Announces that there are not enough cards for all players and that a community card will be used.
 - ii. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a Shift Manager will be called.
18. Players picking up their up-cards and by doing so causing another player to act behind them-even in a heads up situation-have a dead hand. This does not apply in a check-check situation or a bet and call situation.
19. Players must have seven cards to win at show down.

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20. A card dealt off the table must play; it is treated as an exposed card.
21. If the dealer delivers the last card face up to any player, the following rules apply;
 - a) If there are two or more players remaining, everyone else receives the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.
 - b) If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street).
 - c) If only two players remain and only one of those players receives the final card face up, and the other player has received it down, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.
 - d) In either of the situations just described in a, b or c, the player who is high on sixth street will initiate the action.
 - e) Player who calls a bet and is beaten by an opponent's Up-cards is not entitled to a refund.
22. If two players tie, player holding the highest card by suit receives the odd chip.

Delta Club Casino

SEVEN CARD STUD HIGH/LOW SPLIT (8s OR BETTER)

Seven Card Stud Poker Hi-Low Split (8s or Better) is played with a standard 52-card deck. Standard poker rankings apply. Players must qualify for low by making a five-card hand 8 high or lower. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. Players can make a high or low hand, or both, using the same five cards. The player with the highest ranking five-card poker hand, and the lowest qualifying (8 or better) five-card poker hand split the pot. If no player can produce a qualifying low hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

1. The player with the low card by suit on the opening round is required to make the forced bet. For this purpose Ace is counted as high card.
2. On subsequent betting rounds, the high hand on board initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first.
3. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
4. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot.'
5. A player may use any combination of five cards to make a high hand and the same or any other combination of five cards to make a low hand.
6. Splitting pots is determined only by the cards and not by agreement among players.
7. When there is an odd chip in the pot, the chip goes to the high hand. If two players tie for either the high or the low, the pot will be split as evenly as possible, with the player holding the highest card by suit receiving the odd chip. When making this determination, all cards are used, not just the five cards that constitute a player's hand.
8. When there is an odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit.
9. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
10. All other rules for seven-card stud apply to seven-card stud high low split, with the exception of an open pair.

Delta Club Casino

SEVEN CARD STUD LOW (RAZZ)

Seven Card Stud Low (Razz) is played with a standard 52-card deck. Aces are low and straights and flushes have no effect on the low hand. The lowest five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the lowest five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the value of a low hand. The best possible hand is 5-4-3-2-1, known as a "wheel" or a "bicycle".
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest: spades, hearts, diamonds and clubs.
3. The player with the low hand on board acts first on each subsequent round. If the low hand is tied, the first player clockwise from the dealer starts the action.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
5. All seven-card stud rules apply in razz, except as otherwise noted.
6. If two players tie, player holding the lowest card by suit receives the odd chip.

SECTION III – GAME INFORMATION / SPECIFICS
FOR
LIGHTNING POKER
www.lightningpoker.net



LIGHTNING POKER™ TEXAS HOLD'EM

GAME RULES AND STANDARDS OF PLAY

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION ONLY)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

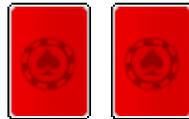
At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION WITH VISUALS)

Initially, players receive two down cards as their personal hand (hole cards). This will be followed by a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from the board and personal cards. A player can even use all of the board cards only or "play the board". A dealer button is used to determine which player is first to receive cards and which player is to act last. Two blinds, right after the button, will be posted each hand.

ROUND OF BETTING

1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise the pot if no one else does.
3. The flop – The dealer (electronic mechanism) burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

The Flop



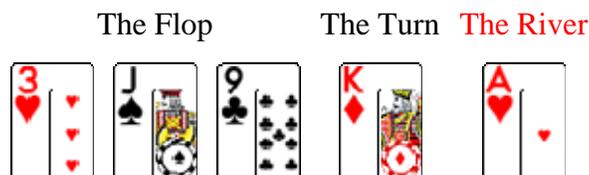
4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
5. The turn – The dealer (electronic mechanism) burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *Fourth Street*.

The Flop

The Turn



6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *Fifth Street*.



8. Final round of betting – It follows the same format as the second and third rounds.
9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

DECK OF CARDS

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

DESCRIPTION OF DEALING PROCEDURES

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the ‘deal’ is rotated around the table. An electronic ‘dealer button’ is located in front of a player to denote that the player is the current dealer. Action before the ‘Flop’ is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current ‘dealer’ and each player can either ‘bet’, ‘raise’ or ‘fold’.

If a player wants to ‘raise’ the bet, they do so through a ‘touch’ action on their private LCD touch screen. This action will cause virtual chips to be placed in the ‘pot’. The subsequent players must either match that raise (‘call’), forfeit their hand (‘fold’) or increase the bet (‘raise’), all through ‘touch’ actions on their private LCD touch screen.

THE FLOP

Once the initial round of betting has finished, then three cards ‘The Flop’ are electronically dealt face up onto the ‘Community LCD Screen’ in the center of the table. These cards represent the first three ‘community’ cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3)

community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE TURN

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE RIVER

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of the hand.

HAND RANKING

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

NUMBER OF PLAYERS IN THE GAME

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

BETTING SCHEME

1. Checking, Raising and Folding is permitted in all games.
2. Limit Texas Hold'em caps the bets and allows for three (3) raises per betting round.
3. No Limit Texas Hold'em has no maximum bet and may allow for an unlimited number of raises.

4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

HOW WINNERS ARE DETERMINED AND PAID

The active player (player who has not folded) with the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or the only active player being left in a hand (all other players have folded their hands) wins the pot.

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and "cash out" his/her winnings or remaining monies, that player touches the "Leave Table/Cash Out" on his/her private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where he/she created the player account. The player provides card room cashier with the account card and the cashier swipes the player's card to locate the player's cash balance and then pays the player his/her winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for nearly a decade.

DESCRIPTION OF ROUND OF PLAY

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe his/her account card at his/her private player station. This will activate a 'Pin Pad' screen on each player's private LCD touch screen. Once the player types in her/his private PIN, she/he will be able to play in the next available hand.

When a minimum of two players sit down at a table, the shift manager and/or a Customer Service Representative can begin the game by activating the table directly at the table or from a PC.

1. To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

2. All players who want to stay in the hand must check or bet as play dictates at that moment.
3. Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.
4. Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.
5. Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player
6. The next hand begins.

DESCRIPTION OF GAMING TABLE USED FOR THIS GAME

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table.

OTHER EQUIPMENT USED

Lightning Poker utilizes the following required equipment for the play of the game:

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

GLOSSARY OF THE TERMS

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Hold'em format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button
BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also, know as "the button".
DECK:	A collection of playing cards for Texas Hold'em. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.
FIXED LIMIT:	In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
CSR:	Acronym for Customer Service Representative. A casino employee who seats players and makes decisions, also referred to as Floorperson in some casinos.
FLOP:	In Texas Hold'em, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Hold'em (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.

FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand, (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded, (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.
PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Hold'em.
POSITION:	(a) The distance from the blinds or the button for any hand, (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet that occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT & GO TOURNAMENT:	A type of tournament that is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SMALL BLIND:	The smallest blind in a game with multiple blind bets
SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold'em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

Delta Club Casino

CRAZY PINEAPPLE

Crazy Pineapple is played with a standard 52-card deck. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player to the left of the person who posted blind clockwise from the button. The blinds act last on the first betting.

All players receive three cards dealt face down (hole cards) as their initial hand. The first round of betting occurs. Check and raises are permitted. Three cards are turned face up in the middle of the board simultaneously (flop). These board cards are community cards and available to all players. The second round of betting occurs. At this time players choose to keep two of their three cards hole cards from their initial hand and discard the third. The next two board cards are turned up one at a time with a round of betting after each card. After the final round of betting has been completed, a player may use any combination of five cards (for example, one hole card and four from the board, etc.) to determine their best hand. A player may use all of the board cards (playing the board). The winning hand must show both hole cards face up on the table. The best five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

CRAZY PINEAPPLE HI-LO "8 OR BETTER"

In high- low games there is an "8 or better" (5 unpaired cards between 8 and Ace) qualifier for a low hand that is entitled to half the pot. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

Delta Club Casino

LOWBALL

Lowball (Ace-to-five), also known as California Lowball, is played with a standard 52-card deck and one Joker. The Joker is considered to be the lowest card not present in a hand. Straights and flushes do not count against the player.

Players are dealt five cards face down, in turn, in rotation. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and sometimes on the button are forced bets, which must be made before the cards are dealt.

A round of betting occurs. Players are required to bet or fold. The players who remain in the pot have the option to improve their hand by replacing cards in their hands with new ones. A player may draw up to five consecutive cards. After all players have drawn players a round of betting occurs. The best possible low hand is A, 2, 3, 4, and 5. The lowest five card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

1. Cards speak; cards read for themselves.
2. A verbal declaration in regard to a player's hand is binding. For example, if a player announces an '8', that player must produce at least an eight low or better to win.
3. In a heads up situation, a miscalled hand is ruled dead if it causes the other player to foul his or her hand. If both hands remain intact however, the best hand will win and the miscall will have no effect on the outcome.
4. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. Players must protect their hands until after seeing the opponent's hand.
5. Any player spreading a hand with a pair in it must announce "pair" in it or risk losing the pot. The failure to announce the pair causing another player to fold a hand will be treated the same as miscalling a hand. If two or more hands remain intact, the best hand wins.
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind.
7. In the event that an all-in player who posted less than half a blind wins the pot or buys in again, that player will be obligated to take the blind the next hand.
8. A player who fails to take the blind must wait for the big blind or may kill the pot, as long as no other player at the table objects to the kill pot.
9. In multiple blind games, if a player misses the big blind for any reason that player can either wait for the big blind or post it during the next hand to receive a hand. This does not apply to seat changes.
10. When changing seats and moving away from the big blind, players must wait a number of hands equal to the positions they moved in order to receive hand or post all blinds.
11. When changing seats and moving closer to the big blind, players can continue receiving hands as normal.
12. Exposed card before the draw:
 - a) Player must keep seven's or under.

Delta Club Casino

LOWBALL

- b) Receive a replacement card for cards higher than seven. The exposed card will be replaced with the first card off the deck after all players have received their initial hands. The exposed card will then be placed on top of the deck, still exposed, and will be used for the burn card.
13. Players cannot keep the exposed cards during the draw, instead:
 - a) The dealer leaves the exposed card exposed and continues with draw until everyone has drawn.
 - b) Afterward, the exposed draw card is taken back and replaced with the first card off the stub.
 14. A flashed card before the draw is not treated as an exposed card. Players must keep all flashed cards. Flashed card is one that for any reason its value is potentially revealed during the delivery, however, it lands face down in front of a player.
 15. After the draw, all flashed cards are considered exposed and are replaced as described above.
 16. Cards exposed by players' error or action will play and they will not be replaced.
 17. Any player may draw up to four consecutive cards. Players wishing to draw 5 cards must wait until all other players have drawn in order to receive their 5th draw card. Two or more players drawing for five cards will receive four draw cards at first in turn and then receive their 5th draw cards, once again, in turn.
 18. Five cards constitute a playing hand. Fewer or more than five cards after the draw constitute a fouled hand.
 19. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
 20. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
 21. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
 22. A player may reconsider and change the number of cards that he/she wishes to draw provided:
 - a) No cards have been dealt off the deck in response to the request, and/or
 - b) No player has acted on his/her hand based on the number of cards that the player requested.
 23. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
 24. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.

Delta Club Casino

LOWBALL

25. In limit games with multi players a bet and six raises are allowed.
26. In limit games check and raise is permitted.
27. The minimum opening bet is the size of the big blind.
28. Rapping the table in turn indicates either a pass or the declaration of a pat hand.
29. In limit games players having a seven or better must bet unless they are last to act and no one has bet in front of them.
30. Players checking a seven or better whose hands are found to be the best hand during showdown can only win the pot that was created before the draw. All action after the draw is void, and bets made after the draw is returned to players involved.
31. Players checking a seven or better whose hands lose during the showdown will lose all of the pot.
32. After the draw in an ace to five lowball game:
 - a) If a seven or better calls an all in bet that is less than half a bet and produces a better hand will win the pot.
 - b) If another player overcalls the seven-or-better's short bet and loses, the person who overcalled will receive the bet back.
 - c) If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
33. For rules governing 'kill pots' refer to the section on kill pots.
 1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
 2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
 3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
 4. Check and raise is permitted on any hand after the draw.

DELTA CLUB CASINO

DRAW POKER (JACK OR BETTER)

GAME RULES

Draw Poker (Jacks or Better) is played with a standard 52-card deck and one Joker. The Joker may be used as an Ace or as any card that completes a straight, flush, or a straight flush.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). A player's hand must qualify with a pair of Jacks or better (higher) to open the pot. If no player has a pair of Jacks or better, the hand ends and the ante remains in the pot. A player who opens the pot must show openers, whether the hand is called or not, in order to win the pot. The remaining players may discard any number of their original cards and have the same number of cards replaced by the dealer. Another round of betting occurs. The player with the highest ranking five-card poker hand wins. Five Aces is the best possible hand (four Aces and the Joker). In the event of a tie, the pot is split equally.

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw:
 - a) Any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open.
 - b) The false opener has a dead hand, and the opening bet stays in the pot.
 - c) Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed.
 - d) If no other player declares the pot opened, all bets are returned, except the opener's first bet.
 - e) The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better, in order to win the pot must show the openers, whether the hand is called or not.
4. In the following cases the pot will play even if the opener shows or declares a fouled hand:
 - a) If there has been a raise after the opening bet.
 - b) Two or more players have called the opening bet.
 - c) All action has been completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the Shift Manager's discretion.
7. Any player may request that the openers retain the opening hand and show it after the winner of the pot has been determined.
8. Players may split openers, but they must declare that you are doing so. That player must place all discards under a chip to be exposed by the dealer after the completion of the hand.

DELTA CLUB CASINO

DRAW POKER (JACK OR BETTER)

9. If it is determined that a player could not possibly have had the openers after splitting them, that player will lose the pot even if the player is holding the best hand.
10. A player starting with Joker, Ace, king, and queen of spades, and the ten of clubs, is not splitting if he/she discards the ten of clubs. That is considered breaking a straight to draw to a royal flush; therefore, the player has retained the openers.
11. If a player who is all in falsely declares the pot opened, they will lose the antes and may not continue playing on any subsequent deals until a winner is determined, even if the player decides to buy in again. That player must wait until the pot has been legally opened and someone else has won it. Thereafter, that player can resume playing.
12. After the draw, players calling but not able to beat the openers will not get their bets returned.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. Fewer or more than five cards after the draw is a fouled hand.
15. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
16. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
17. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
18. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
19. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
20. A player may reconsider and change the number of cards that he/she wishes to draw provided:
 - a) No cards have been dealt off the deck in response to the request, and/or
 - b) No player has acted on his/her hand based on the number of cards that the player requested.
21. Cards that are exposed by the dealer before the draw must be kept.
22. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
23. Check and raise is permitted.
24. A bet and six raises are allowed in multi-handed pots.
25. Players may not change their seats between hands when there are multiple antes otherwise they must forfeit the money in the pot.

DELTA CLUB CASINO

DRAW POKER (JACK OR BETTER)

26. Players who are all in for just the antes may still declare the pot opened if they have openers.
27. Any player has the right to pay an ante at any time and receive a hand, unless additional money is in the pot that was forfeited during previous hand(s) in which the player did not ante for.
28. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.
29. A player who only has a full ante and no other chips on the table may play for just the antes. If no one opens and there is another round of antes, that player may still play for the first round of the antes that he/she has matched, without being required to put any more chips into the pot.
30. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player, who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.

Delta Club Casino

HOLD'EM

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). Players posting a blind have the option of raising the pot when it is their turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following options:
 - a) Post all blinds and receive a hand.
 - b) Wait for the big blind.
4. A new player cannot be dealt in when in between the small blind and the button unless the player "buys the button" (see rule 9 below); otherwise the player must wait until the button passes.
5. The big blind serves as an opening bet. When it becomes the big blind's turn to act, the player can either call the action or raise.
6. Players must meet all of their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. Players missing all or any portion of their blinds can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind.
8. When posting the total of the blinds, the portion of big blind bet is live and the small blind portion becomes a part of the pot (dead). Player has the option of calling the action or raise when it is their turn to act.
9. Blinds may be made up between the big blind and the button only by "buying the button" (posting both blinds with little blind dead. In this case the player becomes the only blind and receives the button the next hand). Otherwise, player must wait for the dealer button to pass and then make up the missed blinds.
10. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
11. A "live straddle" may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card.
12. A "live straddle" entitles that player to act last during the first round of betting and allows the player to either call the action or to raise.

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13. Players initiating a “live straddle” must begin the hand with at least four times the amount of the big blind. For example, in a \$2-\$4 game the minimum required amount of chips in front of player before he/she straddles is \$16.
14. If the first card off the deck is exposed on the deal, a misdeal will be declared. (Refer to misdeal rules)
15. If a hole card is exposed by the dealer during the deal:
 - a) Player cannot keep that card.
 - b) The dealer finishes dealing the hole cards to all players.
 - c) The exposed hole card is taken back.
 - d) The first card from the deck is given to the player with the exposed card.
 - e) The exposed card is then placed on top of the deck and it will be used for the first burn card.
16. If the cards are prematurely flopped before the betting is complete, or if it contains too many cards:
 - a) The flop is taken back and out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and betting is completed.
 - c) Burn cards and the muck remain intact and out of play.
 - d) The board cards that were taken back will be mixed with the stub and reshuffled (scramble, shuffle, shuffle, box, shuffle).
 - e) The newly shuffled deck will be cut onto the cut card.
 - f) Without burning another card a new flop will be placed on the table.
17. If the turn card (the fourth card on the board) is prematurely dealt before the betting round is complete:
 - a) The turn card is taken out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and the betting is completed.
 - c) The dealer then burns and turns what would have been the fifth card in the fourth card’s place.
 - d) After that round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards.
 - e) The dealer then cuts the deck and turns the final card without burning a card.
18. If the river card (fifth card) is turned up prematurely, the deck is reshuffled and dealt in the same manner as the turn card according to 17a, 17b, 17d and 17e.
19. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
20. In order to win a pot, players must show both hole cards.
21. Players must declare that they are playing the board and turn their two hole cards face up in order to win or receive a pot; otherwise all claims to the pot are relinquished.

Delta Club Casino

KILL POTS

Delta Downtown Casino reserves the right to not offer a kill feature in the games that are not structured with a “natural kill” element in them, such as Texas Hold’em, Omaha, Seven card Stud, Razz, and Crazy Pineapple games.

In all games with “natural kill” where it is required that players kill the pot after winning two consecutive pots, every hand a marker called “kill button” will be placed in front of the player who wins the pot. The winner keeps the kill button until the conclusion of the hand in progress. If the player with the kill button wins a second consecutive qualifying pot, then that player will be required to kill the next pot.

There is no pot size requirement for the first pot or of a kill; the first pot is also referred to as a “leg” or the “first leg of a kill.” A second qualifying pot for a kill is one that a flop was dealt during the deal. A player must win at least one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure in order to be considered as a qualifying pot.

2. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again for the same amount as the previous hand.
3. If a player with one “leg up” splits the next pot, that player still has a leg up for the following hand. If the player who split the pot was a “leg up” for kill in that hand, then that player must kill the next pot.
4. The kill button is neutral (belonging to no player) if;
 - a) It is the first hand of a new game.
 - b) The winner of the previous pot has quit the game
 - c) The previous pot was split, and neither player had the kill button.
5. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.
6. In lowball, players may look at their first two cards and kill the pot. The pot cannot be killed if at least one player has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack. Player wanting to kill must make his/her intention known immediately by placing the right amount of chips in the pot along with announcing, “kill.”
7. Players who inadvertently, prematurely or deliberately place chips in the pot that is less than the amount of a previous and/or a later bet or raise have the option of completing that bet or forfeit their hands and the chips that are already placed in the pot. Those players may not retrieve their bets back or raise the pot.
8. A player who is required to post a kill must do so in that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
9. In a kill pot, before the draw the killer acts last but before any player who has raised. Thereafter, betting resumes as normal. If the killer raises, the action returns to the first player who entered the pot or the first active player closest to the dealer button, clockwise.
10. Broken game status is allowed only for players of the same game and limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

Delta Club Casino

NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. Players are fully responsible for protection of their hands.
2. A decision may not be rendered, or a pot may not be awarded to a player without a valid live hand. Rare exceptions may exist under Shift Manager's discretion.
3. The best live hand during showdown wins the entire pot. No proposition bets allowed. Pushing chips, sharing pots and/or splitting pots by agreement is strictly prohibited.
4. Players acting out of turn will only be warned once. Repeated occurrences may result in player's exclusion from the game.
5. Player's must call time (effectively stopping the action) if they are waiting to act on their own hand (contemplating) and notice other players acting behind them. Provided there was a reasonable amount of time, a player who allows two or more players to act behind him/her will have their hand declared dead.
6. There is no maximum number of raises in any betting round.
7. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.
8. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager.
9. A player who has already checked, called, or raised may not subsequently raise or re-raise an all in bet that is less than the amount of the last bet or raise.

For example: player A bets \$100. Player B raises \$100 more, making the total bet \$200 and player C goes all in for less than \$300 total (not a full \$100 raise)

- a) Player A can call.
 - b) Player A can raise because the pot was fully raised by player B.
 - c) If player A calls, player B cannot raise again because the pot wasn't fully raised by player C.
 - d) If player A raises (after player C goes all in) the player B can also raise and the betting is reopened.
10. A wager is not binding until the chips are actually released and/or moved forward into the pot. Players may use the area immediately in front of their chips to break down, count and determine the amount of bet they intend to make. This area can be used without being considered "moving forward" as long as it is clear the player is deciding how much to bet. No attempts to confuse or deceive other players as to the intent of your action will be tolerated. It is the player's and not the dealer's responsibility to stop any possible action (by calling time) from occurring behind them.

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11. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
12. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete provided the player clearly announces his intentions or keeps his finger on the first stack of chips while moving subsequent stacks with the other hand.
13. An opening bet of a single chip or bill after the flop or on any subsequent round without comment is considered to be a bet of the full amount of the chip or bill. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot. This applies also before the flop since the big blind is the opening bet.
14. Provided there is no action whatsoever behind, a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, may reconsider his action.
15. When there is action behind a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, that player has the option of completing that bet or forfeiting his hand and the chips that are already placed in the pot. The player may not retrieve his bet back or raise the pot.
16. If it is discovered that a player has placed more chips into the pot than required by the bet the player faced, but not enough chips for a raise, without announcing "raise" or "all in" the extra money will be returned to that player. Example:
 - a) On the flop Player 1 bets \$200, Player 2 pushes a stack (which happens to be all his remaining chips) appearing to be \$200 without announcing "all-in" or "raise". When action is complete (after the river), it is discovered Player 2 actually pushed in \$215. The \$15 would be returned to Player 2.
 - b) Same as above except Player 2 has plenty of chips. The extra would still be returned when and if discovered to be \$215 instead of \$200.
17. Although cards speak, a deliberate miscall of a hand for the purpose of making another player to fold will cause that hand to be declared dead. Repeated violations may result in player's exclusion from the game. Players are encouraged to protect their cards and fold only after they have viewed the best winning hand.
18. In all no limit games, the house has the right to place a maximum time limit or taking action on one's hand. The dealer will "put the clock" on someone when requested to do so by another player or the Shift Manager. If the clock is put on a player who is facing a bet, that player will have one additional minute to act on his/her hand. The player will also receive a ten second warning, after which the hand will be declared dead.
19. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

Delta Club Casino

POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. A bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.
2. A player may open for any amount up to four times the size of the big blind. For Example: if the blinds are \$10 and \$20, a player may open with either a call of \$20 or a raise of any amount from \$40 to \$80 in increments of the smallest chip used in the game.
3. If single dollars are used in the blinds, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount that a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains \$100 and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
5. If a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.
6. An optional “live” straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

21st
CENTURY
BACCARAT

FACE UP VERSION

WITH TIE BET

(3/9/04)

21st CENTURY BACCARAT

Face Up Version

SUMMARY OF GAME

The object of the game is to assemble a hand of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

Two 2- card hands will be dealt onto the table, the hand dealt on the house-dealer right side is the player/dealer's hand, and the hand dealt on the house- dealer's left hand side will be players hand. Players hand will be dealt face up while only the first card of the player/dealer hand will be dealt face up .The second card of the player/dealer hand will be dealt face down all one by one in rotation.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

BASIC CONCEPT& RULES

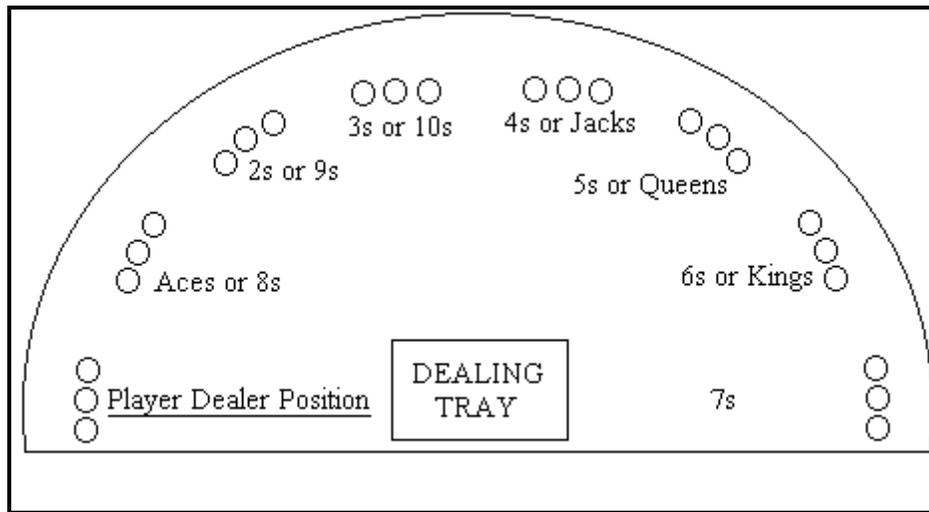
1. The object of the game is to form a hand that equals "9" or as close to it as possible
2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.
8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals 2- two card hands, in rotation, one at a time.
11. Players will use two community cards, face up.
12. The player/dealer receives two cards. The first card is face up. The second card is face down.
13. 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.

14. Each player with a wager on the stand line has four options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line;
 - c) Surrender and forfeit half of the wager; or
 - d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.
 - e) Make a tie bet wager after viewing the both player's cards and one of the player/dealer face up cards prior to any decision by any player (Hit, Stand, Surrender and Double up).
15. The tie bet wager rules follows the base game rules relating to Hit or stand. Player must stand on 7-Hit 0-4 and have option on 5 and 6.
16. The House Dealer will deliver additional hit card if requested and will then expose the player/dealer's hole (down) card.
17. In the event of Tie (0 to 9) between player's hand and player dealer's hand the Tie wager will wins regardless of the out come of the base game wager. For example if a player has 1 and the player dealer hand is 1. The player wins
18. In the event of player's hand and the player/ dealer hand's are different, the player/dealer will win the wager regardless of the outcome of the base game wager.
 - a) If the player/dealer hands is 3 and the player hand is 6 . The player will lose the tie hand wager.
 - b) If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.
19. The TIE hand wager cannot exceed the base game BET.
Only player with original BET may wager for the TIE hand.

Wagers are collected or paid, to the extent that player/dealers' wagers covers in following order from the action button seat by seat. For Example if the player/dealer is in seat #1 and the actions starts from seat two.

20. 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.

<u>Player with Position Number</u>	<u>Is Represented By</u>
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



21. 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.
22. Players with hands valued at 0 to 6 may surrender.
23. Players with hands valued at 7 to 9 must stand.
24. Players with hands valued at 0 to 4 must hit.
25. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.
26. The Player/dealer wins all ties on zero and one.
27. All ties on 2 through 9 are a "Push" and wagers are called off.
28. The Player/dealer must hit on 5s or below and must stand 6s and above.
29. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.
30. Any three card hand with a value of 9 pushes a two card hand with a value of 9.
31. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
31. Backline betting is allowed. Each seat has three betting circles for Ante bet.
32. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

PLAYER- DEALER & DEAL

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

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

Ranking Chart

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

Hand Ranking Chart		
Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5& 6</u>