

DIAMOND JIM'S CASINO
COLLECTION RATE SCHEDULE
12/13/2007

CA GAMES SECTION - COLLECTION RATES

Super Pan 9					
Table Limit	Player Collection (taken per spot)		P/D Collection (per hand)	Jackpot Fee	Double Jackpot Fee
	Wager	Collection			
\$5 - \$100	\$5 - \$40	\$1.00	\$2.00		
	\$41-\$100	\$2.00			

Pai Gow Poker					
Table Limit	Player Collection (taken per spot)	Player-Dealer (taken per hand)		Jackpot Fee	Double Jackpot Fee
		Total Action	Collection		
\$5 - \$100	\$1.00	\$5 - \$50	\$0.00	\$1.00	\$2.00
		\$51+	\$2.00		
\$10 - \$100	\$1.00	\$10 - \$50	\$0.00	\$1.00	\$2.00
		\$51+	\$2.00		

All Blackjack Games					
Table Limit	Player Collection (taken per spot)		Player-Dealer (taken per hand)		Jackpot Fee
	Wager	Collection	Total Action	Collection	
\$2 - \$100	\$2 - \$50	\$0.50	\$50 or less	\$0.00	\$0.50
	\$51-\$100	\$1.00	\$51+	\$2.00	
\$25 - \$100	--	\$1.00	\$50 or less	\$0.00	\$0.50
	--		\$51+	\$2.00	
\$100 - No Limit	--	\$1.00	\$50 or less	\$0.00	\$1.00
	--		\$51+	\$2.00	

Three Card Poker				
Table Limit	Player Collection (taken per spot)	Player-Dealer (taken per hand)		
		Total Action	Collection	
\$5 - \$50	\$1.00	\$5 - \$50	\$0.00	
		\$51+	\$2.00	
\$5 - \$100	\$1.00	\$10 - \$50	\$0.00	
		\$51+	\$2.00	
\$10 - \$100	\$1.00	\$10 - \$50	\$0.00	
		\$51+	\$2.00	
\$50 - \$300	\$2.00	\$50 - \$100	\$2.00	
		\$101 - \$500	\$3.00	
		\$501+	\$5.00	

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OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

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

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

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

A fourth card is turned next to the initial three.

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

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

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

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

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

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

A fourth card is turned next to the initial three.

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

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

A final betting round

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

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TEXAS HOLD-EM

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

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 on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

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

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

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

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

A fourth card is turned next to the initial three.

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

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

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

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

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the burn card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play.

Betting for that round is completed, the next card is burned and the fifth card is put in the fourth card's place.

After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

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

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

Rules for No Limit Texas Hold'em

The game is played the same as all Texas Hold'em games, two personal down cards with five community cards. A player makes his best five-card poker hand with any combination of the seven cards.

No limit hold'em is played with designated blinds. A player may bet any amount on any betting round, from the minimum bet to all his chips. Table stakes rules apply, i.e., a player can only bet or call the amount of chips he has on the table at the time.

The current structure at Diamond Jim's Casino is \$3 and \$5 blinds, and an initial \$200 buy-in. The minimum bet is \$5. After the initial buy-in a player may buy again if he has \$100 or less in chips. He may at this time buy enough chips to bring his total up to a maximum of \$200. Buying additional chips that do not bring a player's total up to at least \$100 is considered a short buy.

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Games Rules

HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

FAST ACTION HOLD-EM POKER

Fast Action Hold-Em Poker is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted as in many other poker games.

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

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

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

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

All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one, or none (playing the board) of their personal cards to form their hand.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
3. Full House
4. Flush
5. 3 of a Kind
6. 2 Pair
7. 1 Pair
8. no Pair

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Games Rules

ACROSS 'EM POKER AND CUTTING CORNERS TOO.

The game is played using a standard 52 card deck with a Joker added making 53 cards.

The Joker is good for Aces, Straights, and Flushes.

All players are dealt two down cards. There are five community cards, dealt face up in the center of the table in predetermined positions. The fifth community card dealt will occupy the center position.

Players must use his/her two down cards to make a hand. Only three community cards may be used for five card Poker hand. **The center fifth community card must be used to make a hand.** Standard Poker rankings for best hand apply, and the best hand wins.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Straight
6. 3 of a Kind
7. 2 Pair
8. 1 pair

Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

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Games Rules

LOW BALL

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

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds and are dealt five cards face down, one at a time, in rotation, in turn.

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

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

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back. If the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.



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PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

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

A fourth card is turned next to the initial three.

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

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

A final betting round.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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Games Rules

CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

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Games Rules

SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

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Games Rules

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side.

May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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Games Rules

SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

The players can use the Ace to make both the high and low hands.

The qualifier for a low hand in 7-Card Stud Hi-Lo is eight or better (five cards eight or lower that are not paired.)*

In the event of 'ties' in poker games, the 'pot' is split amongst players who tie.**

PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

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Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

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Games Rules

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

Diamond Jim's Casino Rules.doc

Games Rules

SUPER PAN 9

Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the sevens, eights, nines and tens removed. There is no Joker.

Players are each dealt three cards face-down, one at a time, in turn, in rotation, and have the option to draw an additional card.

Card have the following value:

Ace = 1

Deuce = 2

Trey = 3

Four = 4

Five = 5

Six = 6

Jack = 10 (0)

Queen = 10 (0)

King = 10 (0)

Examples of sum totals (numerical values):

6, 6, 5 = 17 or 7

A, A, Q, 5 = 7

5, 5, K, 6 = 17 or 6

2, 4, 2 = 8

6, 5, J, 3 = 14 or 4

K, K, Q, 6 = 6

Pan 9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind seated players. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated players and backline bettors.

In addition, there are two rectangular boxes, one placed horizontally, the other vertically in relation to the player. The player places his/her cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he/she places his/her original three cards in the vertical box, the one closer to the dealer. If the player wants to draw a card, he/she so indicates by placing his/her original three cards in the horizontal box, the one closer to him/her. In the latter case, this indicates that the dealer should subsequently deal the player a fourth card which is placed in the vertical box.

The Designated Player/Dealer's hand should not be exposed until the dealer sees that all vertical boxes contain either the three original cards, or an additional fourth, the draw card.

The object of the game is to get a card count of 9, or as close to 9 as possible. When the total is 10 or more, only the right-hand digit counts. (For example, a hand with two 6s and a 4 would total 16, but its card count would be 6. A hand of two 5s and a King would have a hand count of 0.)

In each round of play, the Designated Player/Dealer will select the position to be dealt to first by shaking the dice cup. The house dealer will place the action button at the position indicated by the dice count (counting from the designated player position). The cards are dealt from the shoe

Diamond Jim's Casino Rules.doc

Games Rules

to each active player starting with the action button.

The Designated Player/Dealer is the last to play. Unlike the other seated players, the designated player may not touch or look at his cards. After all players have arranged the hands, the house dealer will turn up the designated Player/Dealer's cards.

The Designated Player/Dealer's three-card hand will be handled according to the following guidelines:

If the total is 0, 1, 2 or 3, the house dealer will automatically draw a card for Designated Player/Dealer.

A total of 4, 5 or 6 is an option for the Designated Player/Dealer to draw or stand.
A total of 7, 8 or 9 – there is no option, the Designated Player/Dealer MUST stand.

The Designated Player/Dealer's position cannot win or lose more than the original wager. There is no obligation to cover any other bets.

A round of play ends when all hands have been resolved starting from the ACTION position. ALL HANDS MUST BE OPENED, EVEN IF MONEY DOES NOT COVER.

In turn, each player has the option to retain the Designated Player/Dealer position for no more than two consecutive hands. Or he may pass the Designated Player/Dealer position to the next active player (that is, a player having bet in the next position on the previous hand).

AB 1416 Section 330.11

- 1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.**
- 2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles) (1998)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code,) relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.**
- 3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.**
- 4. Player/dealer are never required to cover all opposing players, wager**
- 5. The house never participates as a player/dealer**
- 6. The house never takes a percentage of the game**
- 7. There is no maximum amount on the player dealers wager.**

PAI GOW POKER

Pai Gow Poker is played with a standard 52-card deck with one joker added, making 53. Each player is dealt seven down cards from which they form two hands, a front two-card hand and a five-card hand. The back five-card hand must be of a higher ranking than the front two-card hand. Traditional poker rankings are used to determine winners. When players' hands are compared to the Designated Player/Banker's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Play rotates clockwise. Each player has the option:

- 1) To be the Designated Player/Dealer for two consecutive hands:**
- 2) For only one hand then pass that privilege, or**
- 3) Refuse the option entirely, in which case it is offered to the next player.**

As in many other games, several players may wager on the same hand, frequently called backline betting.

Player makes a bet.

The dealer deals seven piles of down cards of seven each, in turn, in rotation in the middle of the table.

The Designated Player/Dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The dealer identifies the hand by placing a button marked 'ACTION' in front of the player so designated as first player.

The Designated Player/Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in a previous step) will be distributed.

Each pile of seven cards are distributed to each seat at the table.

Cards distributed to seats without a wager are collected by the dealer.

Players form two hands, a two-card and a five-card hand.

When all players' hands have been set, the dealer exposes the Designated Player/Dealer's hand, and sets it according to the Designated Player/Dealer's instructions.

Each player's hand is compared to the DP/D hand to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent the DP/D's money is in action.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards at the end of the deal.

Pai Gow Rules (continued)

A MISDEAL WILL BE DECLARED IF:

- 1) A Joker or Ace is exposed or boxed.**
- 2) Two or more cards are exposed or boxed.**
- 3) The DP/D does not have correct number of cards**

A PLAYER HAS A FOUL HAND IF:

- 1) Two-card front hand is stronger than the five card back hand.**
- 2) The player does not have the correct amount of cards in either the front or back hand.**

AB 1416 Section 330.11

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.
2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles)(1988)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB1416, Wesson's Bill, an act to add section 330.11 to the Penal Code), relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.
3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
4. Player/dealer is never required to cover all opposing player's wager.
5. The house never participates as a player/dealer.
6. The house never takes a percentage of the game.
7. There is no maximum amount on the player/dealer's wager.

**NO BUST
BLACKJACK**

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1or 11
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	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

P L A Y E R S

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 additional (hit) up cards. Players may draw as many cards as permitted. -

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

PLAYER - DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. 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, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded 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. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer

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

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, two Aces, and an Ace-Joker, and beats all other hands.

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
6. Player's Joker-Joker, Ace-Ace, and Ace-Joker pays 3 to 2.
7. Players can surrender on their first 2 card, and forfeit half of their wager, unless the player-dealer's up-card is an Ace.
8. If the player -dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

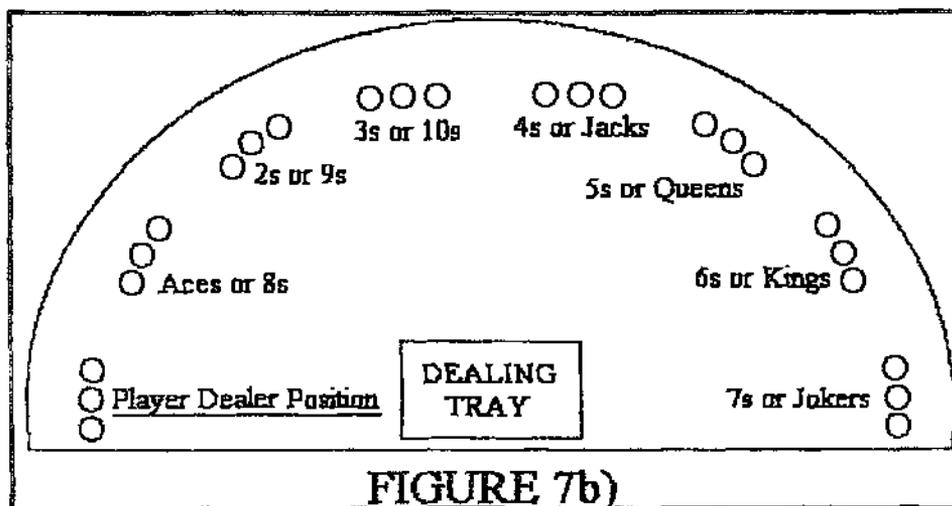
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player/ dealers.

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Games Rules

Caribbean Stud Poker is played with a standard deck of cards (52) all five cards are dealt face down.

Each player antes.

Each player must pay collection prior to receiving their hand

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the dealer's hand, he/she may fold and surrender his/her original bet and ante.

Dealer must have an Ace/King or higher to continue. If the dealer cannot open with an Ace/King, the hand is over, and the dealer will collect the cards and pay ante only on players who stay in the hand.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. No Pair High Card



Fortune Pai Gow Poker 1.0

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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

Dealing procedures:

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



Fortune Pai Gow Poker 1.0

Type of gaming table utilized for this game:

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

Number of players in the game:

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

How and when house fees are collected:

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

Betting scheme:

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

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

Round of Play

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



Fortune Pai Gow Poker 1.0

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



Fortune Pai Gow Poker 1.0

BONUS BET PAYTABLE OPTIONS

*Each Cardroom licensee must specify which two (2) paytables they would like approved. However, only one payout option may be offered at any one table at any one time. Patrons will be given ample notice of which option is being offered and it will be displayed prominently via printed flyers, digital display, and any other forms of advertisements.

Hand	FPG-02	
	Pays	Envy
7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	



Fortune Pai Gow Poker 1.0

Glossary of terms used in the controlled game:

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



Fortune Pai Gow Poker 1.0

Collection Rates:

Table Limit	Player Fee Collection	Total Player Wagers	Player/Dealer Fee Collection	Jackpot Fee
\$10 - \$100	\$1.00	\$10 - \$100	\$1.00	\$0.00
		\$101+	\$2.00	

Diamond Jim's Casino

THREE CARD POKER

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

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

Rules for Three Card Poker:

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

Diamond Jim's Casino

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 wager covers.
10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus 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.

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THREE CARD POKER

Table Limits & *Collection Fees*

Table Limit	Player Collection (taken per spot)	Total Action on Table	P/D Collection (taken per hand)
\$5 - \$50	\$1.00	\$5 - \$50	\$0.00
		\$51+	\$2.00
\$5 - \$100	\$1.00	\$5 - \$50	\$0.00
		\$51+	\$2.00
\$10 - \$100	\$1.00	\$10 - \$50	\$0.00
		\$51+	\$2.00
\$50 - \$300	\$2.00	\$50 - \$500	\$3.00
		\$501+	\$5.00

No Bust 21st Century Blackjack[©]

Version 6.1

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

21st CENTURY NO BUST BLACKJACK[®] Version 6.1

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack[®] is for the Players and the designated Player/Dealer to obtain a “Natural” or “22”. A “Natural” beats all other hands.

Winning “Natural” hands are paid odds of 6 to 5.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “Bonus” or “No Bust” Aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two-Aces have a value of 2 or 12
 - °All cards from 2-10 have their face value.
 - °Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 12 on first two cards when paired with another card with the value of 10. b) 1 or 11 on first two card when paired 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

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

The game utilizes a 52-card deck. Aces are wild and have three values:

- a. 12 on first two cards when paired with a card with the value of 10.
- b. 1 or 11 on first two card when paired with a card with value of 2-9.
- c. 1 or 11 in a hand with three or more cards.

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 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 Table Fee collection fee in front of her betting circle.

Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted Table Fee and Jackpot (if applicable) collection for their wager(s) in any betting circle where they have money or "action".

Prior to the start of play, the casino dealer will gather the collection fees and place the chips in the appropriate collection box.

Play commences with the casino dealer distributing the cards to the Players and the Player/Dealer. The casino dealer delivers all cards face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino 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 delivers the first card to the Player seated to the left of casino dealer, in a clockwise fashion. Each Player is dealt one card face up. The Player/Dealer's first card is placed in front of the casino dealer.

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

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

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's hole (second) card.

Beginning with the player to the right of the casino dealer, the settling of the wagers is completed in a counterclockwise manner until all wagers have been resolved.

The Player/Dealer's cards are dealt and placed in front of the casino dealer's tray.

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 adhere to 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

Once the Player/Dealer's hand is set, 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.

After all wagers are settled, the casino dealer collects all cards from the table and places them in the discard tray. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

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 clockwise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
2. 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.
3. Winning "Natural" hands are paid odds of 6 to 5.
4. The Casino will prominently post the designated Natural hand in the Blackjack pit.
5. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is more than a "Natural" the Player wins the hand.
6. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
7. If a Player and the Player/Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
8. If a Player's and the Player/Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Player/Dealer's hand is closer to a "Natural," the Player/Dealer wins the hand.
9. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

14. 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 five 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.
15. Backline betting is allowed.
16. 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.
17. All pay-offs are limited to the amount of the Player/Dealer's wager. The Player/Dealer may not win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Double-Down:

- a. Players can double-down on the first two-cards only, with the exception of a "Natural" 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. Doubling down for less is not permitted. The Player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Splits:

- a. 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 they desire per split hand to form the best possible hand. Players may double-down after each split.
- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. 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 and cannot qualify for a "Natural" hand after the split.
- d. There is no extra collection fee taken by the casino on any split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Insurance:

- Players may make an optional insurance wager.
- When the Player/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.

COLLECTION RATES
For
21st Century No Bust Blackjack

Version 6.1

Table Limit Minimum	Amount Wagered (per betting square)	Player Fee (per betting square)	Total Table Action	Player/Dealer Fee (per hand)
\$5	\$5 - \$50	\$0.50	\$5 - \$50	\$0
	\$55 - \$100	\$1.00	\$55 or More	\$2.00
\$25	\$25 - \$100	\$1.00	\$25 - \$50	\$0
			\$55 or More	\$2.00
\$100	\$100	\$1.00	\$100 or More	\$2.00

LEGAL

The Player/Dealer position must be offered to all seated players 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,

**Diamond Jim's Casino
Poker Games Collection Rates**

Limit Texas Hold'em (GEGA-001942)
Limit Hold'em High-Low Split (GEGA-001954)
Limit Omaha (GEGA-001940)
Limit Omaha High-Low (GEGA-001941)

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee
1	\$2/\$4	7 or more	\$3	\$1
2	\$2/\$4	5-6	\$2	\$1
3	\$2/\$4	4 or less	\$1	\$1
4	\$3/\$6	7 or more	\$4	\$1
5	\$3/\$6	5-6	\$2	\$1
6	\$3/\$6	4 or less	\$1	\$1
7	\$4/\$8	7 or more	\$4	\$1
8	\$4/\$8	5-6	\$2	\$1
9	\$4/\$8	4 or less	\$1	\$1
10	\$6/\$12	7 or more	\$4	\$1
11	\$6/\$12	5-6	\$2	\$1
12	\$6/\$12	4 or less	\$1	\$1
13	\$9/\$18	7 or more	\$4	\$1
14	\$9/\$18	5-6	\$2	\$1
15	\$9/\$18	4 or less	\$1	\$1
16	\$10/\$20	7 or more	\$5	\$1
17	\$10/\$20	5-6	\$3	\$1
18	\$10/\$20	4 or less	\$1	\$1
19	\$15/\$30	7 or more	\$5	\$1
20	\$15/\$30	5-6	\$3	\$1
21	\$15/\$30	4 or less	\$1	\$1
22	\$20/\$40	7 or more	\$5	\$1
23	\$20/\$40	5-6	\$3	\$1
24	\$20/\$40	4 or less	\$1	\$1
25	\$30/\$60	7 or more	\$5	\$1
26	\$30/\$60	5-6	\$3	\$1
27	\$30/\$60	4 or less	\$1	\$1

Schedule Options	Table Limit	Number of Players	Player Fee
28	\$2/\$4	7 or more	\$3
29	\$2/\$4	5-6	\$2
30	\$2/\$4	4 or less	\$1

31	\$2/\$4	6 or less	\$2
32	\$3/\$6	7 or more	\$4
32	\$3/\$6	5-6	\$2
34	\$3/\$6	4 or less	\$1
35	\$3/\$6	6 or less	\$3
36	\$4/\$8	7 or more	\$4
37	\$4/\$8	5-6	\$2
38	\$4/\$8	4 or less	\$1
39	\$4/\$8	6 or less	\$3
40	\$6/\$12	7 or more	\$4
41	\$6/\$12	5-6	\$2
42	\$6/\$12	4 or less	\$1
43	\$6/\$12	6 or less	\$3
44	\$9/\$18	7 or more	\$4
45	\$9/\$18	5-6	\$2
46	\$9/\$18	4 or less	\$1
47	\$9/\$18	6 or less	\$3
48	\$10/\$20	7 or more	\$5
49	\$10/\$20	5-6	\$3
50	\$10/\$20	4 or less	\$1
51	\$10/\$20	6 or less	\$4
52	\$15/\$30	7 or more	\$5
53	\$15/\$30	5-6	\$3
54	\$15/\$30	4 or less	\$1
55	\$15/\$30	6 or less	\$4
56	\$20/\$40	7 or more	\$5
57	\$20/\$40	5-6	\$3
58	\$20/\$40	4 or less	\$1
59	\$20/\$40	6 or less	\$4
60	\$30/\$60	7 or more	\$5
61	\$30/\$60	5-6	\$3
62	\$30/\$60	4 or less	\$1
63	\$30/\$60	6 or less	\$4

Pot Limit Texas Hold'em (GEGA-001942)
Pot Limit Hold'em High-Low Split (GEGA-001954)
Pot Limit Omaha (GEGA-001940)
Pot Limit Omaha High-Low (GEGA-001941)

Schedule Options	Buy-In	Blinds	Number of Players	Player Fee	Modified Fee
64	\$40	\$1 - \$2	7 or more	\$4	\$1
65	\$40	\$1 - \$2	6 or less	\$3	\$1

Schedule Options	Buy-In	Blinds	Number of Players	Player Fee
66	\$40	\$1 - \$2	7 or more	\$4
67	\$40	\$1 - \$2	6 or less	\$3

No Limit Texas Hold'em (GEGA-001942)

No Limit Hold'em High-Low Split (GEGA-001954)

Schedule Options	Buy-In	Number of Players	Player Fee	Modified Fee
68	\$40	7 or more	\$4	\$1
69	\$40	5-6	\$2	\$1
70	\$40	4 or less	\$1	\$1
71	\$100	7 or more	\$4	\$1
72	\$100	5-6	\$2	\$1
73	\$100	4 or less	\$1	\$1
74	\$200	7 or more	\$5	\$1
75	\$200	5-6	\$2	\$1
76	\$200	4 or less	\$1	\$1
77	\$400	7 or more	\$5	\$1
78	\$400	5-6	\$2	\$1
79	\$400	4 or less	\$1	\$1
80	\$500	7 or more	\$5	\$1
81	\$500	5-6	\$2	\$1
82	\$500	4 or less	\$1	\$1
83	\$40 - \$100	7 or more	\$5	\$1
84	\$40 - \$100	5-6	\$3	\$1
85	\$40 - \$100	4 or less	\$1	\$1
86	\$50 - \$200	7 or more	\$4	\$1
87	\$50 - \$200	5-6	\$2	\$1
88	\$50 - \$200	4 or less	\$1	\$1
89	\$60 - \$200	7 or more	\$4	\$1
90	\$60 - \$200	5-6	\$2	\$1
91	\$60 - \$200	4 or less	\$1	\$1
92	\$100 - \$300	7 or more	\$5	\$1
93	\$100 - \$300	5-6	\$2	\$1
94	\$100 - \$300	4 or less	\$1	\$1
95	\$200 - \$500	7 or more	\$5	\$1

96	\$200 - \$500	5-6	\$2	\$1
97	\$200 - \$500	4 or less	\$1	\$1

Schedule Options	Buy-In	Number of Players	Player Fee
98	\$40	7 or more	\$4
99	\$40	5-6	\$2
100	\$40	4 or less	\$1
101	\$40	6 or less	\$3
102	\$100	7 or more	\$4
103	\$100	5-6	\$2
104	\$100	4 or less	\$1
105	\$100	6 or less	\$3
106	\$200	7 or more	\$5
107	\$200	5-6	\$2
108	\$200	4 or less	\$1
109	\$200	6 or less	\$4
110	\$400	7 or more	\$5
111	\$400	5-6	\$2
112	\$400	4 or less	\$1
113	\$400	6 or less	\$4
114	\$500	7 or more	\$5
115	\$500	5-6	\$2
116	\$500	4 or less	\$1
117	\$500	6 or less	\$4
118	\$40 - \$100	7 or more	\$4
119	\$40 - \$100	5-6	\$3
120	\$40 - \$100	4 or less	\$1
121	\$40 - \$100	6 or less	\$3
122	\$50 - \$200	7 or more	\$4
123	\$50 - \$200	5-6	\$2
124	\$50 - \$200	4 or less	\$1
125	\$50 - \$200	6 or less	\$3
126	\$60 - \$200	7 or more	\$4
127	\$60 - \$200	5-6	\$2
128	\$60 - \$200	4 or less	\$1
129	\$60 - \$200	6 or less	\$3
130	\$100 - \$300	7 or more	\$5
131	\$100 - \$300	5-6	\$2
132	\$100 - \$300	4 or less	\$1
133	\$100 - \$300	6 or less	\$4

134	\$200 - \$500	7 or more	\$5
135	\$200 - \$500	5-6	\$2
136	\$200 - \$500	4 or less	\$1
137	\$200 - \$500	6 or less	\$4

Limit Crazy Pineapple (GEGA-001952)

Pineapple Hi (GEGA-001953)

Schedule Options	Table Limit	Number of Players	Player Fee	Modified Fee
1	\$2/\$4	7 or more	\$3	\$1
2	\$2/\$4	5-6	\$2	\$1
3	\$2/\$4	4 or less	\$1	\$1
4	\$3/\$6	7 or more	\$4	\$1
5	\$3/\$6	5-6	\$2	\$1
6	\$3/\$6	4 or less	\$1	\$1
7	\$4/\$8	7 or more	\$4	\$1
8	\$4/\$8	5-6	\$2	\$1
9	\$4/\$8	4 or less	\$1	\$1

Schedule Options	Table Limit	Number of Players	Player Fee
10	\$2/\$4	7 or more	\$3
11	\$2/\$4	5-6	\$2
12	\$2/\$4	4 or less	\$1
13	\$2/\$4	7 or more	\$3
14	\$2/\$4	6 or less	\$2
15	\$3/\$6	7 or more	\$4
16	\$3/\$6	5-6	\$2
17	\$3/\$6	4 or less	\$1
18	\$3/\$6	7 or more	\$4
19	\$3/\$6	6 or less	\$3
20	\$4/\$8	7 or more	\$4
21	\$4/\$8	5-6	\$2
22	\$4/\$8	4 or less	\$1
23	\$4/\$8	7 or more	\$4
24	\$4/\$8	6 or less	\$3

Lowball (GEGA-001934)

Schedule Options	Table Limit	Number of Players	Player Fee
1	\$2/\$4	6 or more	\$3
2	\$2/\$4	5 or less	\$2

3	\$3/\$6	6 or more	\$4
4	\$3/\$6	5 or less	\$3

No Limit Lowball (GEGA-001934)

Schedule Options	Buy-In	Number of Players	Player Fee
5	\$50	6 or more	\$5
6	\$50	5 or less	\$4

7 Card Stud (GEGA-001937)

7 Card Stud High-Low (GEGA-001938)

7 Card Stud Razz (GEGA-001939)

Schedule Options	Table Limit	Number of Players	Player Fee
1	\$2/\$4	6 or more	\$3
2	\$2/\$4	5 or less	\$2
3	\$3/\$5	7 or more	\$4
4	\$3/\$5	6 or less	\$3
5	\$3/\$6	6 or more	\$4
6	\$3/\$6	5 or less	\$2
7	\$4/\$8	7 or more	\$5
8	\$4/\$8	6 or less	\$4
9	\$4/\$8	6 or more	\$4
10	\$4/\$8	5 or less	\$2
11	\$6/\$12	7 or more	\$5
12	\$6/\$12	6 or less	\$4
13	\$6/\$12	6 or more	\$4
14	\$6/\$12	5 or less	\$2
15	\$9/\$18	6 or more	\$4
16	\$9/\$18	5 or less	\$2
17	\$10/\$20	7 or more	\$5
18	\$10/\$20	6 or less	\$4
19	\$10/\$20	6 or more	\$5
20	\$10/\$20	5 or less	\$2
21	\$20/\$40	7 or more	\$7
22	\$20/\$40	6 or less	\$6

No Limit 7 Card Stud (GEGA-001937)

No Limit 7 Card Stud High-Low (GEGA-001938)

No Limit 7 Card Stud Razz (GEGA-001939)

Schedule Options	Buy-In	Number of Players	Player Fee
23	\$50	7 or more	\$7
24	\$50	6 or less	\$6

Pan (GEGA-001936)

Schedule Options	Table Limit	Number of Players	Player Fee	Jackpot Fee GEGA-001965
1	\$1 Condition	5 or more	\$4	N/A
2	\$1 Condition	4 or less	\$3	N/A
3	\$2 Condition	5 or more	\$4	N/A
4	\$2 Condition	4 or less	\$3	N/A
5	\$3 Condition	5 or more	\$5	N/A
6	\$3 Condition	4 or less	\$4	N/A
7	\$5 Condition	5 or more	\$5	N/A
8	\$5 Condition	4 or less	\$4	N/A

Collection Procedures

Poker Games

The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.

- **Limit Texas Hold'em, Limit Hold'em High-Low Split, Limit Omaha, and Limit Omaha High-Low** – for **schedule options 1 through 27**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Limit Texas Hold'em, Limit Hold'em High-Low Split, Limit Omaha, and Limit Omaha High-Low** – for **schedule options 28 through 63**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Pot Limit Texas Hold'em and Pot Limit Omaha** – for **schedule options 64 and 65**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Pot Limit Texas Hold'em and Pot Limit Omaha** – for **schedule options 66 and 67**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **No Limit Texas Hold'em and No Limit Hold'em High-Low** – for **schedule options 68 through 97**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The

appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.

- **No Limit Texas Hold'em and No Limit Hold'em High-Low** – for **schedule options 98 through 137**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Limit Crazy Pineapple and Limit Pineapple Hi** – for **schedule options 1 through 9**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Limit Crazy Pineapple and Limit Pineapple Hi** – for **schedule options 10 through 24**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the flop, no collection fee shall be taken.
- **Limit and No Limit Lowball** – for **schedule options 1 through 6**, the collection fee shall be taken by the house dealer from the pot after the first betting round. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the first betting round, no collection fee shall be taken.
- **Limit and No Limit 7 Card Stud, 7 Card Stud High/Low, and 7 Card Stud Razz** – for **schedule options 1 through 24**, the collection fee shall be taken by the house dealer from the pot after the first betting round. The appropriate fees are dependent on the number of players as shown above. However, if the hand ends before the first betting round, no collection fee shall be taken.
- **Pan** – for **schedule options 1 through 8**, a collection fee is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner.