

GARLIC CITY CLUB



POKER GAMES

COLLECTION FEE SCHEDULE

Garlic City Club provides house dealers for all games and collects a service fee (depending on the game played and number of players present) per hand or per ½ hour but does not participate in the actual play of the games and has no financial interest in the outcome of play.

No player ever plays against or makes a wager against Garlic City Club.

Fees are taken "Before the Deal" from the Pot.

The service fees are listed below.

(Some, poker limits games will include "kill", "½ kill" or "overs" button)

no additional fees for "kill".

Texas Hold'em Pineapple and Crazy Pineapple

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players			Jackpot
	9,8 & 7	6	5 or Less	
\$2 / 4	\$3.00	\$2.00	\$1.00	\$1.00
\$3 / 6 thru \$10 / 20	\$4.00	\$2.00	\$2.00	\$1.00

No Limit	Number of Players			Jackpot
	9,8 & 7	6	5 or Less	
\$100 Maximum Buy In	\$4.00	\$3.00	\$2.00	\$1.00

SERVICE FEE COLLECTION PER ONE-HALF HOUR

Limit	Number of Players			Jackpot
	9,8 & 7	6	5 or Less	
\$15 / 30	\$6.00	\$5.00	\$4.00	\$1.00
\$20 / 40	\$7.00	\$6.00	\$5.00	\$1.00
\$40 / 80	\$9.00	\$7.00	\$5.00	\$1.00
\$60 / 120	\$10.00	\$8.00	\$5.00	\$1.00
\$80 / 160	\$11.00	\$8.00	\$6.00	\$1.00
\$100 / 200	\$12.00	\$9.00	\$6.00	\$1.00
No Limit	9,8 & 7	6	5 or Less	Jackpot

Omaha High/Lo Split 8 or Better and
Crazy Pineapple High/Lo Split

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players			Jackpot
	9,8 & 7	6	5 or Less	
\$2 / 4 thru \$6 / 12	\$4.00	\$3.00	\$1.00	\$1.00
\$10 / 20 thru \$100 / 200	\$4.00	\$3.00	\$2.00	\$1.00

7 Card Stud and
7 Card Stud High/Lo Split 8 or Better

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players			Jackpot
	9,8 & 7	6	5 or Less	
\$2 / 4	\$3.00	\$2.00	\$1.00	\$1.00
\$3 / 6 THRU \$100 / 200	\$4.00	\$3.00	\$2.00	\$1.00

Lowball / Draw Poker and Chinese 13 Card Poker

SERVICE FEE COLLECTION PER ONE HALF HOUR

Limit	Number of Players		
	8,7,6 & 5	4 or Less	Jackpot
\$2 thru \$30	\$5.00	\$3.00	\$1.00
\$40 thru \$200	\$8.00	\$6.00	\$1.00

Panguine (Pan)

SERVICE FEE COLLECTION

PER HAND				PER ONE-HALF HOUR			
Number of Players	\$2	\$3	\$5	Number of Players	\$10	\$20	\$40
7	\$2.00	\$3.00	\$3.00	2 to 7	\$8.00	\$8.00	\$12.00
6	\$2.00	\$3.00	\$3.00				
4 & 5	\$2.00	\$3.00	\$3.00				
3 or less "if they play"	\$1.00	\$1.00	\$1.00				

Mexican Poker

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players		
	6or More	5 or Less	Jackpot
\$2 / 4	\$2.50	2.00	\$1.00
\$3 / 6	\$3.00	\$4.00	\$1.00
\$6 / 12	\$4.00	\$2.50	\$1.00
No Limit	6 or More	5 or Less	Jackpot
\$50	\$4.00	\$3.00	\$1.00
\$100	\$5.00	\$3.00	\$1.00
\$500	\$10.00	\$5.00	\$1.00

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California/Asian Games

Collection Rate Schedule

Garlic City Club provides house dealers for all games and collects a service fee (depending on the game played and number of players present) per hand or per 1/2 hour, but does not participate in the actual play of the games and has no financial interest in the outcome of play. No player ever plays against or makes a wager against Garlic City Club. Fees are taken "Before the Deal" from the pot.

Caribbean Stud Poker, Pai Gow Tiles, Pai Gow Double Hand Poker, Super Pan 9, Three Card Poker

Table Limit	Player Collection Fee (per hand)	Player Backline Collection Fee (per square)	Player/Dealer Collection Fee (per hand)
\$5 - \$100	\$1.00	\$1.00	\$2.00
\$5 - \$100	\$2.00	\$2.00	\$3.00
\$25 - \$100	\$1.00	\$1.00	\$2.00
\$25 - \$200	\$2.00	\$2.00	\$3.00
\$50 - \$200	\$1.00	\$2.00	\$2.00
\$100 - \$200	\$1.00	\$2.00	\$2.00

- Collections will be placed and collected prior to any cards being dealt.
- Only one option may be used per table. Patrons will be given ample notice which collection rate schedule is being used prior to playing.

GARLIC CITY CLUB



3 CARD POKER

3 Card Poker Basic Strategy

In 3 Card Poker, the player competes against the dealer "banker", not other players. As a player, you will need to have a better hand than the dealer or get a hand that ends up in a pair or higher. Follow these tips to increase your chances of winning.

- If you have a Queen or better, place a bet in the "Play" spot, otherwise fold
- A dealer will qualify with a Queen on approximately 2/3 of the hands, also 4 out of every 10 "Ante" hands will win an ante bonus

3 Card Poker Hand Rankings

Hand	Description
Straight Flush	A hand with all three cards in sequence and all of the same suit with Ace-King-Queen being the highest
Three of a Kind	A hand with three cards of the same rank
Straight	A hand with all three cards in sequence but not all in one suit
Flush	A hand with all three cards in the same suit but not all in a sequence
Pair	A hand with two cards of the same rank

3 Card Poker Rules

3 Card Poker is played with a standard deck of 52 cards. The player and dealer are dealt three cards each, with cards being shuffled after each hand. Straights have a higher ranking than a flush since there are less ways to make a three card straight. Aces can be used for either high or low.

There are two bets a player can make that can effect the game payout - they are Ante and Pair Plus. The Ante bet is the fee charged to the player for playing the hand. The Pair Plus is a bet that the player will get at least a pair or higher. The player is not required to make both bets, but the player must make at least the Ante bet to play.

The player antes by placing their bet in the "Ante" spot on the game table. The player and dealer are dealt three cards facing down. The player then decides if their cards are adequate to bet against the dealer or fold. If the player folds, the player will lose the ante. If the player chooses to play against the dealer, the player needs to place a bet equal to the ante in the "Play" spot on the table. If the player wins the hand, the player will receive both the Ante and the Pair Plus payouts.

Dealer Must Have Queen or Better To Qualify

In 3 Card Poker, the dealer's hand must have a Queen or better to qualify. If the dealer's hand does not qualify, the player will receive payment on their ante only which pays even money (1 to 1) as long as the player did not fold.

3 Card Poker Ante Payout

Winning Hand	Payout
Straight	1 to 1
Three of a Kind	4 to 1
Straight Flush	5 to 1

3 Card Poker Pair Plus Payout

Winning Hand	Payout
Pair	1 to 1
Flush	4 to 1
Straight	6 to 1
Three of a Kind	30 to 1
Straight Flush	40 to 1

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TEXAS HOLD'EM

Hold'em is a poker game where each player receives two cards face down as their initial hand. There is a round of betting after these cards have been dealt. Three board cards are turned up simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is referred to as, playing the board.

Hold'em uses a flat disc called a Dealer Button to indicate the player, who in theory only, deals the cards for that pot. The Button (player, with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his/her cards. Blinds count as part of the player's bet, with the exception of the middle blind when a player is posting missed blinds.

Blinds are posted and by the 2 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. The Dealer Button always moves clockwise and the blinds are adjusted accordingly.

At the end of all betting rounds, the player or players with the best hand will be awarded the pot.

RULES

The buy-in for Hold'em games is: 10 times the *Big Blind* amount.

All games are table stakes. No cash allowed on the table. All chips must stay on the table. Players may not pass chips to other players on the table.

English only on or around table when hands are in play. No vulgar or obscene language will be tolerated. No throwing cards, or criticizing other player's actions.

A new player entering into an existing game, may pick up a hand right away, or let the Button pass without posting. However, a new player to the game may not play a hand in-between the blinds. All players in a new game starting up have the obligation to take the blinds.

Splitting of blinds (chop/chop) not permitted.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that is short on his blind will not be eligible for the Button. If a player goes all-in and does not win the pot, that player may let the blinds pass him/her and come in after the Button without posting.

If an existing player misses his blind, he/she must post the middle and big blind or wait for the big blind. When posting missed blinds, only the big blind will be live and the middle blind will be placed in the center of the pot.

A player, who moves away from the blind, must post the amount of the big blind In order to receive a hand or wait for the same position they left.

Check and raise is permitted.

A bet and 3 raises are allowed unless play is heads up. There is no limit on raises with only 2 players left in the betting round.

String raises are not allowed. A player must put in the full raise in one motion or announce his/her intention to raise before putting the bet out. Any player at the table may call a string raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless the player announces the intent to raise before putting the chip into the pot.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$4/\$8 game, on the last card, the first player bets \$8. The next player goes all-in for \$10. The next player to act may call the initial bet of \$8 and \$2 (a total of \$10) or may raise the initial bet of \$8 to \$16. This assuming the next player to, act has not bet prior. If player had previously bet and there were no raises before the all-in action, then that player may only call the all-in bet. A player may not raise him/herself.

If one of a player's hole cards is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first bum card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the two they are supposed to receive, and it is discovered before 2 players take action, it is a misdeal. If it is discovered after 2 or more players have acted, then that hand is considered dead. All monies, "including blinds" are forfeited by that player.

If the flop has too many cards, it will be taken back and reshuffled except the bum card will remain burned. No new bum card will be used.

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

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the bum card or discards. The dealer will then, deal the fifth card without burning a card.

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

At the showdown, after all betting rounds are completed, the player with the winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand. All losing hands will be killed and the winning hand should remain face-up until the pot has been awarded. A player throwing his hand face down is considered a dead hand as soon as it touches any other cards on the table. Players may "play the board" only if: (a) the hand has been check around or (b) there has been a bet and a call, and the best hand is on the board. A verbal declaration is not necessary.

Cards speak, but a player who intentionally miscalls his hand and caused another player to discard their hand may be asked to leave.

It is the player's responsibility to protect their hands at all times.

A player may not hold a seat in a live game while playing any other game. A player may hold a seat until a 3rd missed blind button is issued.

Management reserves the right to modify the rules as any situations warrant, to protect the players.

GARLIC CITY CLUB



7-CARD STUD

7-Card Stud is a form of poker. It is played with a standard 52-card deck. Hands are valued according to a traditional poker-ranking chart (see poker ranking chart). Players do not deal the cards. The "House" provides a dealer that deals the cards and runs the game. The dealer does not have a hand or an interest in the pot. Players compete against each other for a pot. Before the hand begins, players put up Antes (in 4-8 limit stud the ante is \$1). The antes serve to "seed" the pot. This gives the players an incentive to play the hand and something to win initially.

Once all the players have put up an ante, the house dealer delivers two cards dealt facedown and one card dealt face up, to each player, as their initial hand. After these cards have been delivered, the player with the lowest card (determined by value and suit clubs, diamonds, hearts, and spades -lowest to highest) showing must bet at least the opening minimum (\$1 in a 4-8 limit stud game) but also has the option to bring it in for the lower betting limit (\$4 in a 4-8 limit game). Each player after that must either: call, complete the opening bet to the lower betting limit, raise, or throw their hand away (fold). Betting on the first two rounds of betting will be at the lower limit (\$4 in a 4-8 game). Betting on the last three rounds will be at the higher limit. A maximum of three raises are allowed in any betting round.

Once all players remaining have called all the bets, the dealer will give each player an additional up card. Players may now either check or bet. The action starts with the player showing the highest hand. If a player is showing an open pair at this point, any player may, at any point, bet at the higher limit (\$8 in a 4-8 limit game). The action continues as it did in the first round of betting until all remaining players have called all the bets.

The dealer will give each player another card dealt face-up and another round of betting will occur at the higher limit. This process is repeated for the sixth card.

The seventh and final card is delivered to each player facedown. After the last round of betting is completed, the players will show their hands face-up to determine the winner. The player with the best five-card poker hand (of his/her seven total cards) will win the pot (suit does not matter when ranking hands).

The minimum buy-in for 7-Card Stud is 10 times the lower limit of the game (\$40 in a 4-8 stud game).

7-Card Stud High

Object of the Game

Obtain the highest-ranking hand to win the pot. Each player will be dealt 7 cards. You may only use 5 of the 7 cards for your poker hand.

The game is played with a standard deck of 52 cards (No Joker).

The deck consists of four suites:

- ♦ Spades
- ♦ Hearts
- ♦ Diamonds
- ♦ Clubs

The suits are all equal value. Each suit has 13 cards. Ranking from highest to lowest are:

- ♦ Ace
- ♦ King
- ♦ Queen
- ♦ Jack
- ♦ 10,9,8,7,6,5,4,3,2, and Ace = 1

Note: An Ace may be played high or low for a 5-card straight.

Example: *A-2-3-4-5 = Low Straight*

10-J-Q-K-A = High Straight

Rank of Hands:

- ♦ Straight Flush
- ♦ Four of a Kind
- ♦ Full House
- ♦ Flush
- ♦ Straight
- ♦ Three of a Kind
- ♦ Two Pair
- ♦ One Pair
- ♦ High Card

Example:

\$4 and \$8 limit. The lower limit is initially used and higher limit is wagered after the fifth card, or optionally if there is a pair on fourth street.

Exceptions: The opening forced bet or player going all in.

A bet and 3 raises are allowed.

Check and raise are permitted.

GARLIC CITY CLUB



PANGUINGUE (Pan)

- 1) PANGUINGUE (pan-ginn'-gay), popularly known as "PAN", has been played in California since the early 1900s. The following are simple-to-understand rules.
- 2) The Object of the Game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below.
- 3) Number of Players: 2 to 7 players may play.
- 4) The Deck: Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)
- 5) Cards in each suit rank as follows: King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades play double.
- 6) The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a counter-clockwise direction. The dealer will start with:
 - (a) The player who is dealt the lowest card face up at the beginning of a new game.
 - (b) The winner of the last hand.
 - (c) The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
- 7) The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.

8) The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.

9) Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.

10) A drawn card is discarded when it is released toward the dealer.

11) Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.

12) A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.

13) If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:

(a) Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;

(b) Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid;

(c) When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

14) The Play: Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.

15) After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.

16) Set: Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.

17) Forcing Cards: If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.

18) A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.

19) A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.

20) Any player in action may choose to end the hand for lower pay by forcing the out card.

21) **Foul Hands:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.

22) **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.

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

24) **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.

25) When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.

26) **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.

27) **Pays and Collections:** All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.

28) The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.

29) A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.

30) On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.

31) A player may ask the dealer for help in calculating the value of a collection or of the outs.

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

33) Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.

34) The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.

35) The dealer will intervene when unearned pay is requested.

36) The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).

37) The dealer will foul a player's hand at the request of another player in action when justified by the rules.

38) General: The minimum buy-in is twenty (20) chips of equal value for the condition of the game.

39) There is to be no playing for Tops. A player without one chip of the appropriate value has a dead hand and may not continue playing for the Tops.

40) A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.

41) On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.

42) Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.

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Lo-Ball (California)

DESCRIPTION

LO-BALL poker is a draw poker game played with the standard 52-card deck and one joker added, making 53. The joker is considered to be the lowest card not present in a hand.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that traditional ranking of poker hands is reversed, (suits do not apply) that is, the lowest combination of cards exposed at showdown between active players is the winner. 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.

METHOD OF PLAY

- ♣ 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 are dealt five cards, one at a time, in turn, in rotation.
- ♣ A round of betting ensues for players who wish to continue and contend for the pot.
- ♣ All 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.
- ♣ At the option of the active players, there may be another round of betting. players posting any additional bets, if made, remain active for the final showdown.
- ♣ Active players now expose their cards. The best hand (in reversed standard order) is declared the winner.

The Floor Managers decision is final in all disputes and in the interpretation of all rules.

GARLIC CITY CLUB



Draw Poker

Draw Poker is played with a standard 52-card deck. Standard poker rankings apply. Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). 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. In the event of a tie, the pot is split equally.

Draw Poker Jacks or Better

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.

Draw Poker Jacks Back

Draw Poker Jacks Back 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. All players place their ante in the pot.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). If no player has a pair of Jacks or better (higher) after the initial deal, the game converts to the game of Lowball, i.e., California or Kansas City Lowball.

If a player has a pair of Jacks or better after the initial deal, 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.

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7-Card Stud, High-Low Split

Object of the Game

A qualifier of 8 or better for low will be used for all High-Low Split games. If no player qualifies for low, the high hand wins the entire pot. A player may use any 5 cards to make the best possible high hand. The player may use any other grouping of five cards to make the best possible low hand, whether or not it is the same as the player's high hand.

The Play

The low card by suit (Clubs, Diamonds, Hearts and Spades) initiates the first forced bet. Ace counts as high card on the first betting round. In all other betting rounds, the high hand initiates the action. The lower limit will be used through the fourth street. An open pair does not affect the betting limit. On fifth street, the higher limit goes into effect. Aces may be used for high and low. Straights and flushes do not impair the value of a hand for low.

A bet and 3 raises are allowed.

Check and raise are permitted.

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GARLIC CITY CLUB



CARIBBEAN STUD POKER

Caribbean Stud Poker Basic Strategy

In Caribbean Stud Poker, the player competes against the dealer "banker", not other players. Garlic City Club does not participate in the actual play of the game, and has no interest in the outcome of the play. No player ever plays against or makes a wager against Garlic City Club.

Follow these tips to increase your chances of winning.

- Never try to bluff - always fold when you hold a nothing hand
- Always make the bet with a pair or better
- If your hand has an Ace-King, make the bet if one of your remaining three cards match the dealers
- Always make the bet with any Ace-King with a Jack, 8 and 3 or better against any dealer up-card
- Don't wager on any jackpot bets

Caribbean Stud Poker Hand Rankings

Hand	Description
Royal Flush	A hand with A, K, Q, J and 10 all of the same suite
Straight Flush	A hand with all five cards in sequence and of the same suit
Four of a Kind	A hand with four cards of the same rank
Full House	A hand with three cards of one rank and two cards of another rank
Flush	A hand with all five cards in the same suit but not all in a sequence
Straight	A hand with all five cards in sequence but not all in one suit
Three of a Kind	A hand with three cards of the same rank
Two Pair	A hand with two cards of one rank and two cards of another rank
Pair of Jacks or Better	A hand with two cards of the same rank

Caribbean Stud Poker Rules

Caribbean Stud Poker is played with a standard deck of 52 cards. A player needs to first place an "ante bet". The player and dealer are both dealt five cards each. One of the dealer's cards is dealt face up. In Caribbean Stud Poker, no additional cards are drawn. The player and dealer compare hands from their five cards.

You need to choose whether to bet and challenge the dealer's hand or to surrender. If you want to challenge the dealer, bet two times the ante. When the bet has been placed, the dealer exposes their remaining four cards and the hands are compared. If you do not want to challenge the dealer's hand, you need to surrender and lose your ante.

Dealer Must Have Ace-King To Qualify

In Caribbean Stud Poker, the dealer's hand must have an Ace and a King to qualify. If the dealer's hand does not qualify, the player will receive payment on their ante only which pays even money (1 to 1).

If the dealer's hand does qualify the ante and the back bet will be paid according to the winnings table.

Tie

When the player and dealer have the same hand value, it is considered a tie or push. The bet is returned to the player.

Caribbean Stud Poker House Payout

Winning Hand	Payout
Ace-King	1 to 1
One Pair	1 to 1
Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	100 to 1

Management reserves the right to modify the rules as any situations warrant, to protect the players.
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Chinese (13 Card) Poker

Chinese (13 Card) Poker is played with a standard 52-card deck. Up to four players can play.

Each player receives 13 cards; face down, one at a time, in rotation. A hand is dealt to all four positions even if vacant. The hand must be arranged with three cards in front, five cards in the middle, and five cards in the back, where the backhand should rank higher or equal to the middle hand, and the middle hand should rank higher than the front hand. Standard poker rankings apply. Straights and flushes do not count in the front hand except in the event of an automatic win (see below).

Points keep scores. Each part of the hand is assigned one point. Each point is given a monetary value for each game.

Hands are then compared with each player, one at a time. The player with the higher-ranking hand in the front segment wins one point. The player with the higher-ranking middle hand wins one point. The player with the higher-ranking backhand wins one point.

If two out of three of the players' hands ranks higher than an opponent's hand, the first player wins two points. For example, the player would win two points, minus one point (the one an opponent won) plus one point for a majority of segments win, thereby, winning two points total.

If all three parts of the player's hand ranks higher than the opponent's hand, the winner gets four points. (The player wins three points (net win), one point for winning each of the three hands minus zero points (the opponent didn't win any) plus one point for the majority of hands won, totaling four points.)

Automatic Win

There are also hands known as an "automatic win" and the player may declare the win by placing the stack of cards down on the table. However, the player must declare the automatic win before the hands are opened, otherwise the hands will play the way the player sets. The automatic win hands are as follows:

1. The Dragon Hand: Ace through King of any suit. This hand beats all other automatic win hands.
2. Any 13-card hand that has six pairs. Note that four-of-a-kind can be counted as two pairs.
3. Any 13-card hand that has suited cards in all three parts.
4. Any 13-card hand that has straights in all three parts.

A Straight Flush can be used as a Straight or a Flush for bonus hands.

Improperly Set Hands

A hand is set improperly if: Any part of the three segment hands has the wrong number of cards; or, any part of the three segment hands are set out of ranking order. Any player that sets his or her hand improperly must pay four points to all of the other players.

Eastern, Western and Mandarin Bonus Points Variations

Eastern Version point awarding Variation: The play of the game is the same as 13 Card Poker. In addition to the basic point system as in 13 Card Poker, bonus systems of awarding points is used for making certain hands in the front, middle and back positions. In addition to the basic point system, points can be earned on bonus hands as follows: (a) Bonus point hands in the back: (1) straight flush-five (5) points; (2) Four of a kind- four (4) points. (b) Bonus point hand in the middle: (1) straight flush - then (10) points; (2) Four of a kind - eight (8) points; (3) Full house - two (2) points. (c) Bonus point hands in the front: (1) Three of a kind - three (3) points. If a player wins two out of three hands, the player is awarded two points for their winning hands and loses one point to his opponent for a total of one point from that opponent. When a bonus hand is involved, the winning hand earns only the bonus hand points.

Western Version point awarding Variation: The play of the game is the same as 13 Card Poker. In addition to the basic point system, this point system awards one additional point to the player who wins the majority of hands. If a player beats his opponent two out of three hands, they receive a total of two points for their winning hands.

Mandarin Version point awarding Variation: The play of the game is the same as 13 Card Poker with opportunities to earn extra points. A player earns one point for each winning hand as in 13 Card Poker. Three of a kind in the front hand triples the point value. A bonus can be received which awards additional points for making certain hands in the front, middle and back positions. If a bonus hand is present, the points for that bonus hand are then added on. Two special bonus situations can occur, the "shot" and the "home run." A "shot" situation occurs when a player wins all three hands against an opponent. The regular point value for each hand is doubles and added to the total. A "home run" situation occurs, only in a four-handed game, when a player wins all three hands on the showdown against all three of their opponents. The regular point value for each hand is tripled and added to the total.

Scoring

Before the hand is dealt, the players agree on what stakes are in effect. This is always quoted in dollars per point. Then, after the hands are played, each player compares his three hands against those of each of the other players, one player at a time. In a four-handed game, therefore, each player will make three separate comparisons - once against each of the other three players. The results of the comparisons depends, on which of several scoring systems is in use. We'll look at 2 variations.

2-4 scoring

2-4 scoring is used in Chinese Poker tournaments and is popular with the Poker tournament crowd. In most cases these simple rules apply:

A player who wins 2 out of 3 hands wins 2 points.

A player who wins all 3 hands wins 4 points (a sweep).

These scoring rules are shortcuts derived from the general method of scoring:

The player with the higher Back hand gets one point.

The player with the higher Middle hand gets one point.

The player with the higher Front hand gets one point.

Bonus points, if any, are added to each player's total.

The player with the higher total gets an additional point called the overall point.

The player with the higher total collects the difference between the two scores.

Here's an example: four players named A, B, C, and D have set their hands as shown. We examine each of the six comparisons that take place and calculate the results. (We will use the letter T to stand for a Ten.)

	<u>Player A</u>	<u>Player B</u>	<u>Player C</u>	<u>Player D</u>
Back	QJT98 straight	22277 full house	JJ334 two pair	TTT88 full house
Middle	99447 two pair	45678 straight	66559 two pair	QQ532 pair
Front	AAJ pair	AK6 high card	KKQ pair	AK6 high card

A vs B: Player B wins the Back and Middle hands for two points. Player A wins the Front hand for one point. B wins the overall point, making the final score 3-1, so B collects 2 chips from A. **SHORTCUT** - the player who wins two of the three hands wins 2 chips.

A vs C: Player A wins all three hands (a sweep). She scores 1 point for each hand plus the overall point, so she collects 4 chips from C. **SHORTCUT** - a sweep wins 4 chips.

A vs D: Player A wins the Middle and Front hands, while D wins the Back. A collects 2 chips from D.

B vs C: Player B wins the Back and Middle; C wins the Front. B gets 2 chips from C.

B vs D: Player B wins the Middle; D wins the Back; the Front is a tie. B and D break even.

C vs D: Player C wins the Middle and Front; D wins the Back. C gets 2 chips from D.

Final results: A wins 4, B wins 4, C loses 4, and D loses 4.

Notice that in each player's hand, the Back hand is the highest ranking, the Middle hand is next highest, and the Front hand is the lowest ranking. This is required by the rules of the game, as explained above.

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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-Low Split

Crazy Pineapple Hi-Low Split is played with a standard 52-card deck. In order for a hand to qualify for the low hand, the hand must contain an 8-low or better (lower). 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 (one hole card and four from the board, etc.) to determine their best high and qualifying low hand(s). A player may use all of the board cards (playing the board). The qualifying low hand must have an 8-low or better. The winning hand must show both hole cards face up on the table. The best five-card high and five-card qualifying low poker hand splits the pot. If there is no qualifying low hand, the high hand wins the entire pot. In the event of a tie, that portion of the pot is split equally.

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Lowball (Kansas City Lowball) aka Duece-to-Seven Lowball

Kansas City Lowball is played exactly like Low-Ball California, except that the best possible low hand is 2-3-4-5-7, not of the same suit. The lowest five-card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

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MEXICAN POKER

Each player receives a total of 5 cards, of which the 1st card is down and the 2nd card is up. The first betting round begins with a forced opening bet to the highest card clockwise of the dealer button. After the first betting round is complete, the player has the option to receive their card face up or face down. The fourth and fifth cards are then dealt and played according to the same format.

Ranking of Hands from Highest to Lowest

(A Flush beats a Full House)

No 8's, 9's or 10's in the deck Five of a Kind

- Royal Flush
- Straight Flush
- Four of a Kind
- Flush
- Full House
- Straight
- Three of a Kind
- Two Pair
- One Pair
- High Card

Straights are:

- A-2-3-4-5
- 4-5-6-7-J
- 5-6-7-J-Q
- 6-7-J-Q-K
- 7-J-Q-K-A

Ace may be used for a small straight or a large straight

- Antes, No Blinds.
- Joker Up is for Aces, Straights, and Flushes.

- Joker Down is Wild, if player turns the joker face up it remains wild. 5-6-7-J-Q
- High Card must open (forced bet)
- Forced Bet can bring it in for 2 or 4 in a 2-4 Game, or 4-8 in a 4-8 Game.
- Minimum bet on 4th and 5th street is 2-4 \$4.00, 4-8 \$8.00.
- Check and Raise is permitted.
- 3 Burns only on 3rd, 4th and 5th street.

Gaming Rules

If the cards on the initial deal are dealt out of sequence, on the initial down card, a misdeal will be declared. However, Two instances of action will indicate acceptance, in which case there will be no misdeal.

Cards on 3rd, 4th or 5th streets are dealt either face up or face down; any cards dealt out of sequence on those streets, will be moved (face up) to their correct position. If betting should occur on that affected round, all bets will be returned to the players. Once cards are placed in proper sequence, betting will again resume for that round.

If a player exposes their card other than prescribed times, it is not considered an exposed card, and will be required to play as a down card that round. If a joker is dealt up by a dealer that should have been down it will be played as a wild card. If a down card is exposed by the dealer, the player will receive his/her next card face down and have the option to declare "all-in".

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OMAHA HI-LO SPLIT (8 OR BETTER)

Object of the Game

The game is played exactly like Omaha, except the best high hand splits the pot with the best low hand. However, to win the low half, the player must have an 8 or better (lower) to qualify, or the high hand wins the entire pot.

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OMAHA

Omaha is a poker game where each player receives four cards face down as their initial hand. There is a round of betting after these cards have been dealt. Three board cards are turned up simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player must use a combination of 2 cards in their hand and 3 cards from the board to determine their best 5-card hand. There is an "8 or Better" qualifier for the low hand. Players may use any combination of 2 cards from their hand for both high and low hands. If no player can make a low hand of "8 or Better", the high hand wins the pot.

Omaha uses a flat disc called a Dealer Button to indicate the player, who in theory only, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his/her cards. Blinds count as part of the player's bet, with the exception of the middle blind when a player is posting missed blinds.

Blinds are posted by the 2 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. The Dealer Button always moves clockwise and the blinds are adjusted accordingly.

At the end of all betting rounds, the player or players with the best high and/or low hands will be awarded the pot. In the case of a high and low hand, the pot will be split equally between high and low. Any extra chip will be awarded to the high hand.

If the game is a "half kill" game, then when a player "scoops" (it is not split) of \$40 or more, that player must "kill" the next pot. The next hand becomes \$6-\$12 in the \$4-\$8 game, \$10-\$20 in the \$6-\$12 game and \$15-\$30 in the \$10-\$20 game. The winner of the previous hand must "kill" the hand by posting the opening bet. They do have the option to raise, when action comes to them.

RULES

The buy-in for Omaha games is: 10 times the *Big* blind amount.

All games are table stakes. No cash allowed on the table. All chips must stay on the table. Players may not pass chips to other players on the table.

English only on or around table when hands are in play. No vulgar or obscene language will be tolerated. No throwing cards, or criticizing other player's actions.

A new player entering into an existing game, may pick up a hand right away, or let the Button pass without posting. However, a new player to the game may not play hand in-between the blinds. All players in a new game have the obligation to take the blinds.

Splitting of blinds (chop/chop) not permitted.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that is short on his blind will not be eligible for the Button. If a player goes all in and does not win the pot, that player may let the blinds pass him/her and come in after the Button without posting.

If an existing player misses his blind, he/she must post the middle and big blind or wait for the big blind.

When posting missed blinds, only the big blind will be live and the middle blind will be placed in the center of the pot. A player, who moves away from the blind, must post the amount of the big blind in order to receive a hand or wait for the same position they left.

Check and raise is permitted.

A bet and 3 raises are allowed unless play is heads up. There is no limit on raises with only 2 players left in the betting round.

String raises are not allowed. A player must put in the full raise in one motion or announce his/her intention to raise before putting the bet out. Any player at the table may call a string raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless the player announces the intent to raise before putting the chip into the pot.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$4/\$8 game, on the last card the first player bets \$8. The next player goes all-in for \$10. The next player to act may call the initial bet of \$8 and \$2 (a total of \$10) or may raise the initial bet of \$8 to \$16. This assumes the next player to act has not bet prior. If player had previously bet and there were no raises before the all-in action, then that player may only call the all-in bet. A player may not raise him/herself.

If one of a player's hole cards is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more cards than the four they are supposed to receive, and it is discovered after 2 players take action, or is picked up by the player then that hand is considered dead. All monies, "including blinds" are forfeited by that player.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

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

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning a card.

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

At the showdown, after all betting rounds are completed, the player with the winning hand must show all cards face up on the table; 2 cards up and the others face down is not a valid hand. All losing hands will be killed and the winning hand should remain face-up until the pot has been awarded. A player throwing his hand in face down, is considered a dead hand as soon as it touches any other cards on the table.

Cards speak but a player who intentionally miscalls his hand and caused another player to discard their hand may be asked to leave. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect their hand at all times. Any player at the table may assist in reading hands. The player starting the action, either betting or checking, must turn his hand over first upon completion of all action.

Although verbal declaration with regard to content of a player's hand is not binding, a player miscalling a hand with the intent to cause another player to discard their hand, may at the discretion of management, risk forfeiting the pot and/or be expelled from the Casino San Ramon.

A player may not hold a seat in a live game while playing Doublehand or Blackjack unless there is no list. A player may hold a seat in action for 30 minutes to eat or leave the building, or 10 minutes for any reason when there is a list. Management reserves the right to modify the rules as situations warrant, to protect the players.

GARLIC CITY CLUB



Double Hand Poker (Pai - Gow Poker)

Game Description:

Double-Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1, 8 or 15. The dealer will deal each player (position) a pile, which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

Rank of Hands

- (a) Five Aces
- (b) Royal Flush
- (c) Straight Flush
- (d) Four of a Kind
- (e) Full House
- (f) Flush
- (g) Straight
- (h) Three-of-a-Kind
- (i) Two Pair
- (j) One Pair
- (k) High Card

Note: An Ace may be played high or low for a 5-card straight.

Example:

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush.

Object of the game

To win the hand, both the front and back- hands must rank higher than the player/banker's hands. If both of the player/banker's hands rank higher than the player's two hands, the player/banker wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/banker wins all copies.

- ♦ The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.
- ♦ The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand. (See rules #8 and #9.)
- ♦ A player has a foul hand if:

(a) The two-card front hand is stronger than the five-card back hand, or

(b) The player does not have exactly two card's in the front hand, or

(c) The player does not have exactly five card's in the back hand.

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

- ♦ A misdeal will be declared if:
 - (a) **A Joker or an Ace is boxed or exposed, or**
 - (b) **If two or more cards are boxed or exposed or**
 - (c) **The player/banker's hand does not have the correct number of cards.**
- ♦ A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, they may or may not be allowed to ask for a House Way play.
- ♦ Any House Way hand improperly set by the house dealer, will be reset by Management.

- ♦ The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- ♦ The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- ♦ Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.
- ♦ When two identical cards are turned up, the hand will be declared a misdeal.
- ♦ A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- ♦ If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.
- ♦ The Floorperson's decision is final in all disputes and in the interpretation of all rules.

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PAI GOW TILES

Game Description:

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

2) Object of the game: To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher ranking hands will be compared against each other and the lower ranking hands will be compared against each other.

To Win both players hands must rank higher than the bankers two hands, To Lose both players hands must rank lower than the bankers two hands, and To Push one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

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

- ◆ Gee Joon, (the Supreme pair)
- ◆ Matched pairs (identical)
- ◆ Unmatched pairs (not identical)
- ◆ Wong (a 12 or 2 tile, with any 9)
- ◆ Gong (a 12 or 2 tile, with any 8)
- ◆ Combinations

4) Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher ranking groups, combinations are formed by taking any two tiles, totaling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totaling, only the last digit is used, as in Super Pan 9, example: $(8+7=15)$, but it is counted as 5).

5) It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather

than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts)

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

Pai Gow General Rules

- 1) Garlic City Club provides dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, Garlic City Club.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will not receive action.
- 6) There is no maximum on a bankers wager.
- 7) ?Kum-Kum? bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum? bets.
- 10) All action goes counter-clockwise, starting with the action button.
- 11) All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- 12) The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- 13) Backline bets are allowed. All backline bets must be placed in designated wagering areas (spots) provided on the table layout, at each player position.
- 14) A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.

15) If the active player and backline player(s) disagree over the play of a hand, the player with the largest wager, in action, makes the final decision. For example: if the bankers wager totals 5 chips and the active players wager totals 3 chips, even though the backline players wager may total more than 3 chips, the active player will make the final decision, as the maximum action the backline player can receive, in this example, is for 2 chips.

16) When the backline player wishes to make a decision on the hand and has the largest wager, in action, the backline player must verbally declare their intent to the house supervisor to stop the action, before the active player acts.

17) All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.

18) In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.

19) The active banker may designate any person to shake the dice, except an Garlic City Club employee on duty.

20) Once the house dealer has released the dice and announced, "No more bets, "no one may change their wager. Penalty: Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.

21) The bankers hand will not be opened, until all players' hands have been set.

22) All players must put their bet(s) in designated wagering areas (spots) before the house dealer releases the dice. Only a bet placed within a spot will play. Stating, "money covers," or other call bets, are neither allowed nor acceptable.

23) Any active player is entitled to ask the dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.

24) No side bets and/or proposition bets are allowed.

25) If there was no wager, on a player's position, on the previous hand, no one may be the banker on that player's position, on the next hand.

26) A player may not surrender their hand.

27) Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. Penalty: Any such attempt, may subject the player to be banned and/or criminal prosecution.

28) Any player removing a losing wager may be barred and/or subject to prosecution.

29) Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.

- 30) Any player having the wrong number of tiles may have a fouled hand. The fouled hand may be used to pay off winning wagers (to the extent that money covers).
- 31) All players are forbidden to show or discuss their hands with any other player, before the action is completed.
- 32) A player may see only one hand, regardless of the number of hands, on which the player has wagered.
- 33) Once the first players hand (the action hand) has been opened by the dealer, the bankers hand may not be re-set.
- 34) A hand that has been mis-read by the dealer will play at true value, if it can be retrieved intact.
- 35) During the stacking of the tiles, if either a Teen (12-the Heaven tile), Dey (2-the Earth tile), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a re-shuffle. If two or more tiles are exposed, all the tiles must be re-shuffled.
- 36) During the delivery of the banker's tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.
- 37) During delivery of a player's hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that player's hand is dead. All wagers and collections, for that player position, are returned.
- 38) Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.
- 39) When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.
- 40) The bankers' hand is not set, until the banker has signified his final decision, in an obvious manner to the dealer.
- 41) The dealer is not allowed to have any influence on the outcome of a hand. Selections of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The dealer is allowed to set any hand the "House Way," when requested.
- 42) The banker chooses the style of tile delivery. The dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker. Only styles of delivery approved by Garlic City Club are acceptable. Only the house dealer may stack, cut or arrange the tiles.
- 43) If a player makes a claim, protest or disputes an action, or the dealer makes a mistake, the floor supervisor will always be called.

- 44) No player is allowed look at or set more than one hand. If a player needs assistance, they may ask for the "House way."
- 45) English is the primary language for Pai Gow at the Garlic City Club, however, since Pai Gow is a multi-ethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.
- 46) At no time will un-used tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.
- 47) When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.
- 48) A player's hand is dead if they allow any of their tiles to come into contact with another player's tiles.
- 49) At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.
- 50) If the banker and a player have an identical ranking hand, the banker wins that hand. If the banker and a player have hands of the same numerical value, the hand with the highest-ranking tile wins. If the banker and a player, each have a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher-ranking tile.
- 51) Any rule that is being violated will be enforced, if the violation is brought to the attention of the floor supervisor.
- 52) The floor managers decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.
- 53) For the customer's protection, the house reserves the right to prohibit an intoxicated person from playing.
- 54) No player or banker can win or lose, more chips than they wagered, on a round of play.
- 55) If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.
- 56) All tiles must always remain clearly visible, to the dealer, banker and players. All tiles must remain, either on or above, the table surface.
- 57) After all players hands have been set, the dealer will open the bankers hand. The dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the banker's responsibility to make and announce the decision on the final setting of the banker's hand.

58) After setting the bankers hand, the dealer, starting with the action hand, will open and read all players hands. After the dealer compares a player's hand to the banker's hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved towards the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back towards the player.

59) After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice total will be read and announced by the dealer. Beginning with the banker position, as position # 1, 9 & 17, the dealer will count counter-clockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.

60) Before opening the dice cup, the banker must choose an approved and acceptable style of delivery.

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Pineapple

Pineapple is played with a standard 52-card deck. All players receive three cards dealt face down (hole cards) as their personal hand and then must immediately discard one of the three cards. The first round of betting occurs. Three cards are turned face up in the middle of the board simultaneously (flop). The second round of betting occurs. At this time players must discard one of their hole cards. One more card is dealt face up on the board (turn). A third round of betting occurs. The last card is dealt face up on the board (river card). The fourth round of betting occurs. Board cards are community cards for all players to use. A player may use any combination of five cards among the board cards and hole cards to form a poker hand. A player may choose to use all the board cards (playing the board) and no hole cards to form a poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot is split equally among the tied winning hands.

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12/10/2007

7 Card Low (Razz)

Object of the Game

Razz is 7-Card Stud played where the lowest hand wins the pot.

The Play

Aces are low; straights and flushes do not count against the low card value of a hand. The best possible hand is a (Bicycle) or (5poke) 5-4-3-2-Ace. Ace is considered low, so a King is the highest card in the deck. Suits are ranked only to determine which hand starts the action from lowest to highest (Spades, Hearts, Diamonds, Clubs). The high card is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds.

In fixed-limit games, the lower limit is used on third and fourth street (an open pair does not affect the limit on fourth street). On fifth street and thereafter, the higher limit is used.

A bet and 3 raises are allowed

Check and raise are permitted.

The Floor Managers decision is final in all disputes and in the interpretation of all rules.

GARLIC CITY CLUB



Super Pan Nine (also called "Pan Nine" or "Super Nine")

Super Pan Nine is played with eight to twelve standard 52-card decks with the 7's, 8's, 9's, and 10's removed for a maximum total of 432 cards using a shoe.

The game of Super Nine requires a player/dealer and all hands are compared to the player/dealer's hand. The designated player/dealer shakes three dice in a dice cup and counts around the positions at the table counter-clockwise. Counting from the player/dealer position, the sum of the dice determines who receives the first hand and where the action begins. The remaining hands go to the other players in counter-clockwise rotation. If the position is vacant, the hand is discarded.

The object of the game is to get a total sum of nine, or as close to nine as possible. The value of a hand is determined by the sum of the cards where the last digit of the total determines the sum. For example, if a hand contains 5-5-6, for a total of 16, it is considered to be a 6. All picture cards have a value of zero; all other cards are face value. The best possible total sum is a nine; the lowest sum is zero.

Players place their wagers before cards are dealt. All players are then dealt three cards face down and are given the option of playing their cards or drawing one additional card.

After the players have arranged their hands, the house dealer will expose the player/dealer's cards. The player/dealer's three-card hand is played according to the following guidelines: total is 0, 1, 2, or 3 the player/dealer receives an additional card; total of 4, 5, or 6 is an option for the player/dealer to draw or stand; or total of 7, 8, or 9 the player/dealer must stand. The hand closer to nine wins. When the player's and the player/dealer's hands have the same sum, it results in a tie (push), no wager is exchanged.

Management reserves the right to modify the rules as any situations warrant, to protect the players. The Floor Manager's Decision is Final.

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TEXAS HOLDEM HI-LO SPLIT (8 OR BETTER)

Object of the Game

The game is played exactly like Texas Hold'em, except the best high hand splits the pot with the best low hand. However, to win the low half, the player must have an 8 or better (lower) to qualify, or the high hand wins the entire pot.

No Limit & Pot Limit Poker

No Limit Poker is a betting structure that allows players to wager any or all of their chips in one bet; while Pot Limit Poker allows players to wager up to the amount of the pot.

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The Floor Manager's Decision is Final.**

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No Bust 21st Century Blackjack[©]

5.1 version



US Patent 6,845,981

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

Patent Number*	Patent Date	Patent Name
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

Trademark	Trademark Number
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

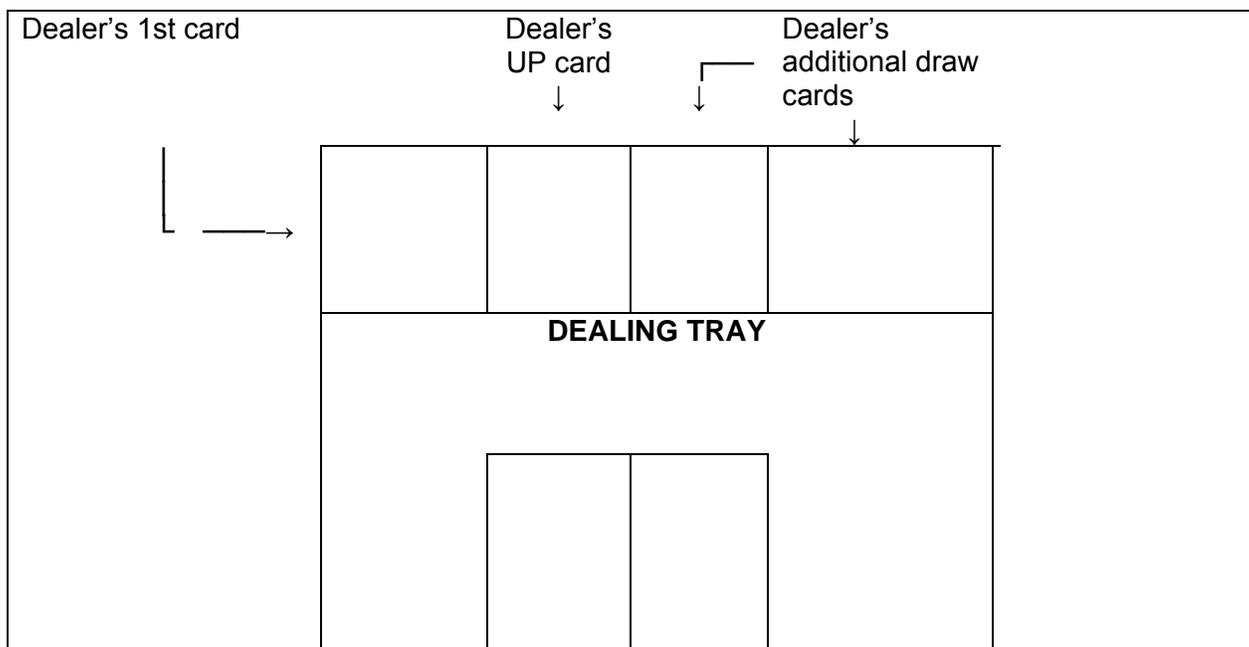
1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino 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.
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. Backline betting is allowed.
10. 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.
 - 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**
 - When the player/dealer has an Ace showing, a player may take insurance by betting half of their original wager.
 - If the player/dealer has a 'Natural 22' and the player does not, the insurance bet is paid 2 to 1, and the player's original wager loses.
 - If the player/dealer does not have a "Natural 22", the player loses their insurance bet, and the game continues.
- **ODDS:**
 - Any 'Natural 22' hand pays 6 to 5

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.

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.

All payouts are (1 to 1)

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

The Garlic City Club 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.

Collection Rates

There are two fee collection rates in this game, which are pre-determined based on the table limits.

- 1.) A fee collection will be taken per betting square of every player, prior to the start of any play of hand or round.
- 2.) The player/dealer pays a per hand fee collection. There is no additional collection fee for placing a Buster Bonus Bet wager.

Option A: Both Player and Player/Dealer pay a collection fee.

Table Limit	Total Action on Table	Player/Dealer (per hand)	Player (per square)
\$3 - \$25	\$3 - \$25	\$0.25	\$0.25
	\$26 - \$50	\$0.50	
	\$51 - \$200	\$1.00	
	\$201+	\$2.00	
\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
	\$51 - \$200	\$1.00	
	\$201+	\$2.00	
\$25 - \$100	\$25 - \$100	\$1.00	\$1.00
	\$101 - \$500	\$2.00	
	\$501+	\$3.00	
\$100 - \$200	\$100 - \$300	\$2.00	\$1.00
	\$301 - \$500	\$3.00	
	\$501+	\$5.00	

Option B: Player/Dealer collection fee only.

Table Limit	Total Action on Table	Player/Dealer (per hand)
\$3 - \$200	\$3 - \$100	\$0.50
	\$101 - \$200	\$1.00
	\$201 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 +	\$5.00
\$4 - \$50	\$4 - \$50	\$0.50
	\$51 - \$100	\$1.00
	\$101 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 +	\$5.00
\$5 - \$200	\$5 - \$50	\$0.50
	\$51 - \$200	\$1.00
	\$201 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 +	\$5.00
\$10 - \$200	\$10 - \$50	\$0.50
	\$51 - \$100	\$1.00
	\$101 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 +	\$5.00
\$25 - \$200	\$25 - \$50	\$1.00
	\$51 - \$100	\$2.00
	\$101 - \$300	\$4.00
	\$301 - \$500	\$5.00

	\$501 +	\$7.00
\$100 - \$200	\$100 - \$300	\$2.00
	\$301 - \$500	\$3.00
	\$501 - \$1,000	\$5.00
	\$1,001 - \$1,500	\$10.00
	\$1,501 +	\$15.00

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.