

Tonk Rules

Tonk is played with a minimum of two and up to a maximum of five players. A standard fifty two card deck is used. The cards have the following values:

Picture Cards	10
Aces	1
All others	Face Value

Tonk is a 'Table stakes' game with individual table limits set by the house. Game limits and minimum buy-in amounts will be clearly posted at each table. The house per-hand fee will be collected and each player's wager placed into the betting circles before each hand is dealt.

The Deal

At the start of each new game, players will be dealt one card from a shuffled deck to determine who will be assigned the dealer button to indicate order of deal, with the button going to the high card.

Five cards are dealt to each player, clockwise, one at a time, beginning at the player in front of the dealer button (also known as the 'front'). The remaining undealt cards are held by the house dealer for players to draw from.

The Play

Any player whose initial hand contains a point total of either fifty or forty nine points upon the completion of the deal can immediately call 'tonk' and show their hand stopping any further play. A player with a hand of fifty wins the game and is paid double the wager (i.e. an additional amount equal to the size of the original bet) by each of the other players.

A player who calls 'tonk' with forty nine points wins the game but does not collect double the wager.

If two or more players each call 'tonk' at the start of the same hand and they have equal valued hands, they share in the winnings paid by the other players. If two or more players have a tonk of different value the highest tonk will win (i.e. one player has 49 and one player has 50, then 50 is the winner).

If no one tonks after all five cards are dealt, play of the hand begins. The goal is to minimize the total count of cards in your hand. This is accomplished by either of the following means:

- a) Drawing and discarding, forming cards into 'spreads' of three or four equal ranked cards (three queens, three kings, etc.) or 'spreads' of three or more consecutive cards of the same suit (five, six, seven all hearts, etc.)

The ace counts as low, next to a two in value.

- b) By adding cards to other players' previously played spreads (also referred to as 'hitting' another player's spread).

At each turn a player has two options:

- 1 A player may elect to end the game at the start of his turn by placing all of his cards face-up on the table. This is sometimes referred to as 'falling' and by doing so, they are claiming to have a lower count total in his/ her hand than any other player.
- 2 If a player does not 'fall' at the start of his play, he must take the top card from the draw deck or the discard pile and then attempt to reduce his hand by laying down a spread face-up on the table, or by 'hitting' a spread that has already been played on a previous turn. The play of the hand is then ended by discarding a card face up onto the top of the discard pile.

The game is won by the player who is first to get rid of all his/ her cards. The game is also over when a player has the lowest value of cards in their hand when someone stops the play.

End of Game Outcomes

Assuming no on tonks immediately after the deal, the game can end in any of three ways:

1. Player runs out of cards:

This may occur as a result of a player laying down a spread or hitting another player's spread, or as a result of this discard at the end of the player's turn.

The player who runs out of cards first wins the game. A player, who has run out of cards by laying down two spreads, is paid an additional amount equal to the initial wager (i.e. 'double') by each of the other players.

2. Someone 'falls' at the start of their turn:

In this case, all players expose the cards in their hand so their value can be totaled by the dealer. If the player who falls has the lowest point count, he wins the game and is paid the pot.

If the player who falls does not have the lowest count (also referred to as getting 'caught'), he must play an additional amount equal to the initial wager to the player in the game who has the lowest count. The player who actually had the lowest count is then awarded the pot.

3. The deck runs out:

Following the completion of hand by the player drawing the last card from the deck, all players expose the cards in their hands and the winner of the game is determined by the player with the lowest total.

In the event of a tie for lowest count between any two or more players, the pot is split equally between each player.

All In Bets

A minimum buy-in amount will be established for each game limit and will clearly be posted at each table. Once in a game, each player must post the minimum amount in front of him to pay any other players double as a result of any tonk conditions described above, will be declared to be 'al-in' at the start of the hand. Such a player will not himself be eligible to be paid double if he wins the game under these same conditions. He would, however, be eligible to be paid any amount due to him/ her from the pot if he otherwise wins or ties the hand.

Misdeals will be declared if:

- a) The button is out of position and deal has not been completed.
- b) Cards are dealt to wrong position and deal has not been completed.
- c) Cards have been dealt to empty seat or player with no wager.

Exposed cards:

On the deal: Player will receive another card after all players have received five cards. Exposed card will then be reshuffled into deck and draw will begin.

On the draw: Player must keep that card.

Draw/ Hit Card

There is no 'hit and hold'.

Players must keep any draw card once the card is touched.

Players may pick up a discard and use it as a hit.

Any card released by a player into the muck may not be retrieved.

No one is allowed to play over another player's chips.

Statements regarding the value of your hand are not binding. The cards will read for themselves.

Only one player per hand.

Asian Baccarat is a fast paced game that resembles Baccarat. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/ Dealer hand.

DEALING THE GAME

In the game, a dealing shoe is used to hold 8 decks of cards.

The house dealer deals 4 cards to the croupier in the following sequence:

- ◆ One card to the croupier, one card tucked under the corner of the shoe, one card to the croupier, and one card under the corner of the shoe.
- ◆ The dealer will take the two cards on the corner of the shoe, and place them in front of the croupier in the Player/ Dealer box. The other two cards will be used for the Players hand. (See attachment A).
- ◆ The croupier will turn over the player's cards.
- ◆ All players making wagers against the Player/ Dealer will play the Players hand (as community cards).
- ◆ If the Players hand is 7,8, or 9 there will be no additional cards drawn for the Players hand.
- ◆ If the Players hand totals 4,5, or 6 each player betting against the Player/ Dealer will have an option to draw an additional card. (Example: Seat 1 wants to draw a card, seat 2 does not want an additional card, seat 3 and 4 want an additional card, etc.).
- ◆ The Player/ Dealer moves every two hands clockwise around the table in a continuous systematic rotation so that every player has the option of being the Player/ Dealer.

PLAYING THE GAME

- ◆ Each seat will receive a separate draw card in sequence, face down. That card will be added to the 2 community cards for the Players and compared against the Player/ Dealer hand.
- ◆ If the Players' cards total 3 or less, everyone wagering against the Player/ Dealer will receive an additional draw card.
- ◆ The Player/ Dealer hand will be turned over and if an additional card is requested, the Player/ Dealer will be given a card.
- ◆ The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player'/Dealer' hand.
- ◆ In Asian Baccarat, all tens and picture cards have a value of zero. If the value of the hand is a double-digit number, the first digit is disregarded. Example: A player

receives a jack and a six and draws an additional card of seven. JACK + 6 + 7 = 13.
The value of the hand is now 3.

- ◆ The deck consists of 8 regular decks (416 cards). If the Player's hand is closer to 9 than the designated Player/Dealer hand, the Player wins. If the Player/Dealer and Player's hand add up to the same value, a "push" or tie results. In the event of a tie, no one wins or loses.
- ◆ The Player/ Dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against the Player/ Dealer and which Player will receive their draw cards first. The total count of the dice determines which seat is the "action spot."
- ◆ The Player/Dealer position is always 1, 9, and 17 regardless of how many players are seated.
- ◆ The draw begins clockwise from the Player/ Dealer, which makes the Player/ Dealer the last person to draw. All hands play against the Player/ Dealer hand to the extent that money covers.

WAGERING

Prior to the opening of the dice cup, each player in the game shall make a wager, which shall win if it ranks higher than the hand it opposes. All Player wagers shall be within table limits, after posting a collection. A wager made in accordance with these rules shall be void (push) when the point total of a Players hand ranks the same as the Player/Dealer hand.

- ◆ The Bank shall collect all losing wagers and play all winning wagers at the rate of 1 to 1, to the extent that money covers, beginning with the action position and proceeding clockwise.
- ◆ All wagers shall be made by placing gaming chips in the appropriate areas of the Asian Baccarat layout.
- ◆ All winning wagers will be paid in chips.
- ◆ Each player has the option of being the Bank for two consecutive hands on any betting position that played the previous hand. It does not matter who placed the previous bet; just that one was placed in that betting position.
- ◆ In the event of a dispute over play of the hand, the player with the most money in action will be allowed to make the decision whether to hit or stand.
- ◆ Control of a betting position always reverts to the seated active player.

RULES

- ◆ All action proceeds in a clockwise direction starting from the action button.
- ◆ The total count of the dice points after opening the dice cup determines which player has first action. The Player/Dealer position is always 1, 9, and 17, no matter how many players are seated. Example: If the dice point totals 8, the player to the Player/Dealer right will receive first action on the draw, the first player to the Players/Dealer left if offered the option of one additional card. The option continues until the Player/Dealer has the option of drawing the last card.
- ◆ A misdeal may be declared if:
 - A) The Player/ Dealer has the wrong number of cards
 - B) A foreign card appears on the table
- ◆ All exposed cards on the deal play. On the draw, an exposed card will be replaced after the Player/ Dealer has acted on his/her hand and before the Players hands are read. (An exposed card is defined as one that lands face up on the table due to a dealer or floorperson error).
- ◆ A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

- ◆ If the house dealer deals a card off the table, the card is a dead card and the player receives a card after the hand is complete.
- ◆ Players requesting an additional card must signal by scratching the table indicating a card is requested. Players not requesting an additional card must signal by waving their hand from side to side indicating no card is requested.
- ◆ When the Player /Dealer hand total 3 or less, the house dealer automatically draws a card for the Player/ Dealer.
- ◆ When the Player/ Dealer two card hand totals 7, 8, or 9 the hand automatically stands. (No additional card may be drawn).
- ◆ When the Player requests assistance on the play of a hand, the house dealer plays the hand according to the Hollywood Park Casino guidelines:
 - A) Draw on 5 or less, and
 - B) Stand on 6 or more
- ◆ After the Player/Dealer hand has been opened and set, the hand that has been set in the "Logical Way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.
- ◆ Once the Player/Dealer hand is open, no one else may act on his/her hand.
- ◆ After the dice cup is opened, the player may not touch or alter the wager. Penalty: possible forfeiture of that wager to the extent that money covers.
- ◆ If a Player misses the opportunity to draw, the floor supervisor may back up the draw cards in order for the player to receive the proper draw card.
- ◆ If the Player/ Dealer has not drawn a card, the house dealer must determine that the Player/ Dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
- ◆ If a card has been removed from the shoe because of a dealer error, the card will be placed directly under the shoe, and will be the next card in play.

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker.

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

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

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

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

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clockwise. The banker's position is always 1, 8 and 15.
4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.
5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. In straight Pai Gow Poker: The joker may be used as an ace or to complete a straight or flush. In Pai Gow Poker "Joker Wild": The joker is wild and may be used as any card.
9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
10. Statements regarding the value of hands are not binding. The cards speak for themselves.

11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
16. Golden Horse and Main Floor:
 - a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
 - b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.
18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floorperson must immediately be called - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).

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

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

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

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

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

PAI GOW POKER WITH JOKER WILD

Hand	How to Play	Example
no pair	put 1st and 3rd highest in front, wild card in back	J 8 10 W 6 5 2
one pair	put pair in back. 2nd highest and wild card in front.	Q W K K 6 4 3
OR	put pair in front; if there is a single card higher than a pair, put wild card in back	8 8 Q W 6 4 3
big pair 3's and 2's	if you can put Ace and King in front, put small pair with Wild card in back. Otherwise, split	A K 2 2 W 10 5
two pairs with an Ace	always put Ace with Wild in front All the rest in back	A W K K J J 9
big pair is A's k's, Q's, J's	always put the highest pair in front. Small pair with Wild in back	Q Q J J W 9 8
big pair is 9's and below	put two pair behind, if you have a single card at least two card values higher than the largest pair. Otherwise, put the highest pair in front.	J W 9 9 6 6 5 9 9 6 6 W 7 5
three pairs	put highest pair in front	5 5 4 4 W 2 2
three of a kind	put the Wild card and the next highest card in front. three of a kind in back.	8 W K K K 3 2
two sets	put pair from highest set in front, four of a kind behind	K K W 7 7 7 K

straight, flush or straight flush	put the highest and Wild card in front. Leave complete hand	W 7 6 5 4 3 2
full house	put highest permissible pair in front	W 9 7 7 7 8 8
four of a kind	put four of a kind in back	W 9 J J J J 3
five aces	always put pair of aces in front	A A W A A 7 3

Pai Gow Poker with Joker Wild

Rules:

* Player has an Ace, Joker, 9 , 9 , 7, 3, 2 and places the Ace Joker in front with the pair of 9's in back, The Joker will count as a king and hand will not be fouled.

PAI GOW TILES

Description:

The game of Pai Gow comes to the United States from Asia. The games playing pieces are dominoes, commonly known as tiles.

Each player receives four tiles and makes two hands of two tiles each, a high hand and a second hand. The house dealer shuffles the tiles and the banker shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as a circle) at the table. The banker's hand is pushed toward the player's spot who is acting as the banker. The hand is then "Capped" and brought back in by the house dealer for safekeeping until all the players' hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the Dealer/ Banker. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker hands. The Dealer/ Banker wins all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand wins. The Dealer/ Banker pushes all situations in which one player hand is identical to that of the Dealer/ Banker and the other Dealer/ Banker hand loses.

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

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

The house dealer makes all payoffs, at even money, from the stack of the Dealer/ Banker.

PAI GOW TILES

Rules:

1. All action proceeds in a counterclockwise direction starting with the action button.
2. All tiles must be kept on the table. You may not show your tiles to, or discuss your tiles with any other player at any time when the game is in play.
3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.
4. All bets must be placed before the dice cup is opened.
5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the Dealer/ Banker being number one and proceeds counterclockwise. The Dealer/ Banker position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player immediately to the left of the Dealer/ Banker will receive the first four tiles. If the dice points total 17, the banker receives the first four tiles.
6. The point total of the dice also determines the position of the action button. An exception is when the banker position is indicated. In this case, the banker will receive the first four tiles, but the first player to the right (counter clockwise) of the banker receives the action button.
7. The house dealer deals the four tiles to every spot, regardless of whether a bet has been made at each spot. The house dealer returns the tiles from all of the empty spots to an area in front of the house dealer's tray.
8. You receive four tiles and set them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of the player. You may also allow the house dealer to set the tiles in a "logical" way (see chart).
9. The banker's tiles must be covered by a button until all the player's hands have been set. At that point, the banker sets his/ her hand.

10. After the banker's hand has been set, the house dealer will open the player's hands, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.
11. If a player wins, the house dealer leaves the tiles two by two in the shape of the letter "T" in front of the player's spot.
12. If a player loses, the house dealer brings the losing bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles).
13. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet on the circle.

PAI GOW TILES

Logical Ways:

Pairs

Never split:

any 4s, 5s, 6s, 10s, or 11s.

May split:

12s with any combination of 4 or 5, 6, 7, 8, 9.

2s with any combination of 4 or 5, 6, 7, 8, 9.

9s with any combination of 2, 10, 12.

8s with any combination of 2, 10, 11, 12 (also with 9, 11)

7s with any combination of 2 10 11, 12.

Supreme With 4, 6
 With 5, 6
 With 6, 6

Always balance the front and back hands, with the following exceptions:

- 1) pair that is never split
- 2) wrong, gong or high 9 (teen or day 9)

If there is a choice between playing the wong, gong, and high 9, always play the high 9, if the front hand is high 3, or better (high 3 must contain the string bean 6 or higher tile).

With 2 and 12, always play the 2 in the front hand, except

2, 10, 11, 12 (then play high 2, low 3)

2, 4, 5, 12 (then play high 6, low 7)

When balancing, always play the highest tile possible in the front hand, except

8, 9, 10, 10 (then play high 9, low 8)

9, 10, 10, 11 (then play high 9, low 1)

Do not balance with: 2 or 12, 5, 10, 10, or any 6, 10, 10, 11 (then play 0, 7)

The only time the high 3 rule is not in effect is with 2, or 12, 8, 9, 4 (then play 3, gong)

PAI GOW TILES

Rules:

Exceptions:

Tile A	Tile B	Tile C	Tile D	Play
12	Supreme	5	any 6	7, 9
12	5	high 6	low 6	1, 8
11	Supreme	high 6	low 6	7, high 9
high 6	low 10	high 10	low 10	high 6, with low 10
7	high 8	high 10	low 10	high 7, low 8
7	low 8	any 10	11	8, 8
7	high 8	any 10	11	low 7, high 9
high 7, low 7	high 8	low 8	9	high 5, low 7

SUPER PAN NINE DESCRIPTION

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

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

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

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

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

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hand to, or discuss their hand with any other player any time during play.
3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9 and 17, no matter how many players are seated. Example: If the dice points total 8, the player to the banker's right will receive the first card AND has first action.

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

4. Players may look at only one hand, regardless of the number of hands on which have been wagered.
5. A misdeal will be declared if:
 - a. It has been determined before the deal is complete that cards have gone to the wrong spot.
 - b. The banker has the wrong number of cards.
 - c. A foreign card appears on the table
6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table).
7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
9. Statements regarding the value of a hand are not binding. The cards speak for themselves.
10. Each player who wishes a fourth card must request a card in turn by placing the cards in a horizontal position.
11. When the banker's three card hand totals 7, 8 or 9, the hand automatically stands (Plays as is).
12. When the bankers three card hand totals 4 or less, the house dealer automatically draws a card for the banker.
13. When a player requests assistance on the play of a hand, the house dealer plays the hand according to Hollywood Park Casino guidelines:
 - a. Draw on a 5 or less
 - b. Stand on 6 or more

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

14. Once the banker's hand is open, no one else may act on his or her hand.
15. After the announcement "All hands set" has been made, player may not touch or alter their wager. Penalty: Possible forfeiture of that wager to extent that money will cover.
16. If the bank hand has not been opened and a player incorrectly plays their hand and decides they need a card, we will back up the cards and the hand will be played the logical way with the exception of 5 or 6, which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded EVEN if the bank hand has been opened.
17. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.
18. A misdeal will not be declared after the draw has commenced, except when the banker's hand does not have three cards.
19. If a card has been removed from the shoe at the request of an active player, that card must play.
20. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).
21. All players are responsible for protecting their own hands. If the hand is fouled through carelessness with other cards, the wager will be forfeited to the extent that money covers.
22. A boxed card out of the shoe never plays.
23. If a player has an incorrect number of cards, their hand is fouled. It is the player's responsibility to notify the house dealer before the draw commences.
24. A banker partnership may consist of no more than three active players at the same time.

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

26. If the dealer runs out of cards during the DEAL - it is a misdeal.
27. If the dealer runs out of cards during the DRAW - it is NOT a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn 1 card and will continue the draw. When the hand is complete, the cards will be changed.
28. The seated player will have the first option to bank on his spot, as long as there has been a bet on that spot the previous hand. If there was no wager, no one can bank on that spot. The banker may still lock up the seat by placing a collection there and asking for a "No action" hand.

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

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

NO BUST 21st CENTURY BLACKJACK

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Patent Number 5,503,401, Patent Number re: 36,255, Patent Number 6,170,828 and three additional patents pending.

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck 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.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

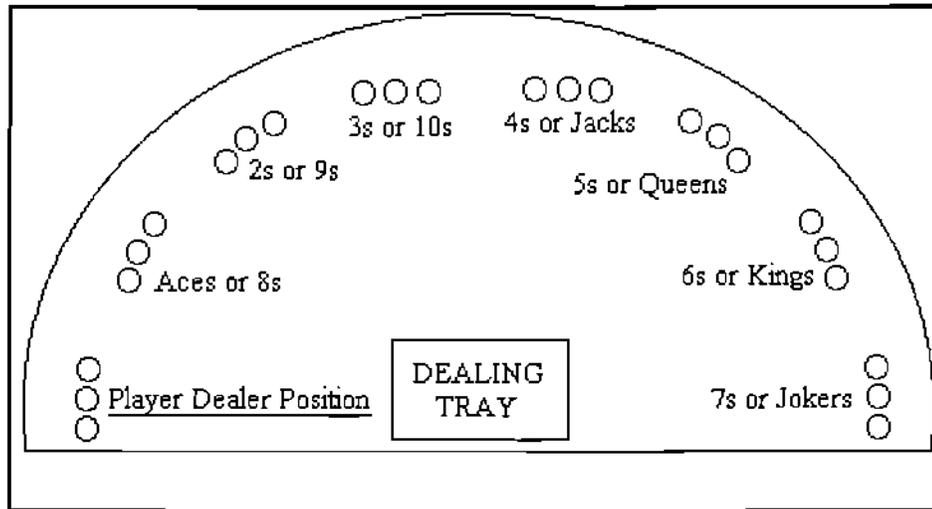
1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee 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 will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

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 Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

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

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 Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its

numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.

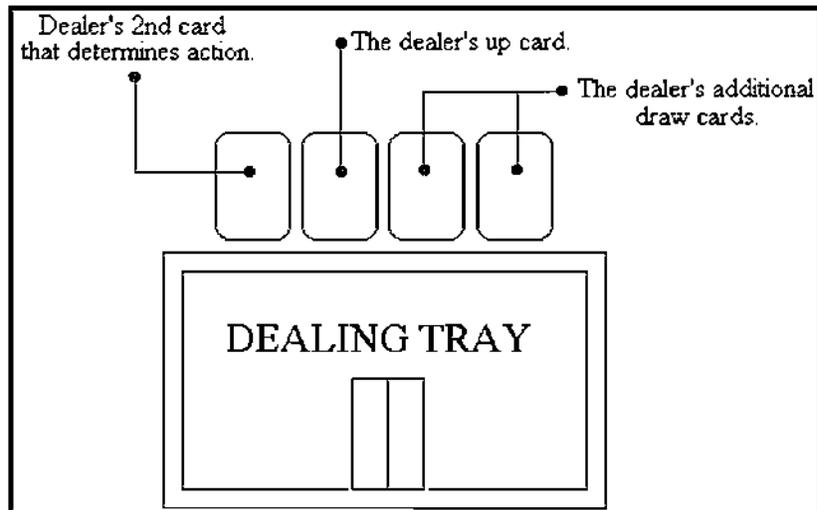


12. Once the hand is played to the end, the payout or collection of the

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wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

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

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. 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

Players can double-down on their first two cards 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. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. 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 can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

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.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

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

LEGAL

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

General Rules for "No Bust" 21st Century Blackjack

Values:

Joker - can play as any card

Aces - 1 or 11

Kings - 10

Queens - 10

Jacks - 10

Deuces through 10's - face value.

21st Century Blackjack has eight numbered seats. To start a game we must first designate who will be the "Player-Dealer". The dealer will first ask the player in seat 1 (One) if they would like to bank. If the player in seat 1 (One) passes then we will ask seat 2 (Two) and so on. If all players choose not to bank, then we have no game. Once a player chooses to bank, the dealer will place a bank button in front of that player's seat number. All players will place their wagers and collections and the hand will begin.

\$2-10 limit - Player collection: .50 Banker : \$1.00

\$10-100 - Player collection : 1.00 Banker : \$2.00

The deal will start in seat one. Exception: If the bank is in seat one, the deal will start in seat 2

Each player receives 2 cards face up. The "Player-Dealer" will receive only one card to be dealt face up.

The draw will start in seat 1. Exception: If the bank is in seat one, the draw will start in seat 2

The object for the player is to have a higher point total than that of the "Player-Dealer" without going over 21.

If both the Player AND "Player-Dealer" have drawn to a point total higher than 21 ie. 24

A. If both the Player and "Player-Dealer" have the same point total that has gone over 21, then the "Player-Dealer" wins. (Example: Both have 24)

B. If the "Player-Dealer" has gone over 21 and has a higher point total than the Player, IT IS A PUSH (Neither hand wins and neither hand loses).

C. If the player has drawn over 21 and has a higher point total than the "Player-Dealer", the Player-Dealer wins.

Simply explained: If the Player goes over 21, they cannot win but they have a chance to "Push" ONLY if the Player-Dealer hits to a higher point total.

NATURALS: JOKER - JOKER

A joker - joker for the **PLAYER** pays 2-1 provided the bank money covers the wager. **** The exception is if both the Player AND Player-Dealer have "Naturals" , then the hands are a "Push".**

****If the Player-Dealer receives a Joker as an up card, they will receive their 2nd card in turn. The game will then be over. Players will NOT have an opportunity to draw. If a player has a tie hand with the Player-Dealer on their first two cards, they will push. All other hands will lose.**

- A joker with ANY other card is a point total of 21 (Twenty one). If a player hits a point total of 16 and receives a joker, they now have a point total of "21"
- A joker and a six is the same value as an ace and a face card.
- If the Banker's second card is a JOKER:
 - All double down/ splits will be returned (player will lose only their original bet).
 - Any player that has a 21-point total will push the hand, no matter how many cards are drawn by the player. ANY TOTAL of 21 WILL PUSH (NOT LOSE).

Players Options:

Players may "Hit", "Stand", "Double-Down", "Split" or "Surrender"

Hitting - Taking one or more cards to improve point total.

Standing - Taking no cards. Player **MUST** hit "Hard" 11 or under if they choose **NOT** Split or Double Down.

Splitting - A player may choose to split a two card hand that contains a pair, or a hand of the same rank, ie. facecards (With the exception of Joker-Joker).
There are **NO** additional collections if player splits...
A player may split twice only. (A maximum of 3 hands).
Any two facecards may be split. When a player chooses to split, the cards are separated. The initial wager is placed behind the card closest to seat 1. The split money is placed behind the card closest to seat 8. If the hand is to be split again the additional wager(s) would be placed behind the third card. Split money must be the **EXACT** amount as the initial wager and also made to look Exactly the same.

**** Note-** When there are multiple players and the player with the most money in action wants to split and the other players do not have enough money to split, they will play the hand in the circle #1 betting spot.

Doubling Down- Players may double down on any TWO card hand totaling 19 or less. Players may also Double Down after a split. Player may Double Down for less than their original bet provided it is the table minimum. (Example: In a \$10-100 game a player wagers 15 dollars and wants to double down for \$5.00. He cannot. If the table minimum is \$10.00 they must double down for \$10.00). Double down money is to be placed directly behind the players initial wager. The dealer will then place the double down card FACE UP and SIDEWAYS.

Surrendering - A player may choose to surrender any hand only on the FIRST TWO cards.

Players will relinquish half of their wager on a surrender.

Note: **.50 chips do not play in the 10-100, therefore if a player wagers \$25 and surrenders their wager, the player will receive \$13.00 back and the "Player-Dealer" will receive \$12.00.

Once a hand has been "Split", neither of the two split hands may be surrendered.

When there are multiple players and the player with the most money in action chooses to surrender, the additional players may STILL play that hand.

Player Dealer: MUST HIT on "Soft" 17 and below
MUST STAND on "HARD" 17 and above

Player: Must HIT a "Hard" 11 and below IF they choose not to "Split"
or "Double-Down"
Must STAND - "Soft" 20 (Twenty)
**"Hard" 20 - Must stand UNLESS they choose to "Split"
OPTION on 12 through 19

WAGERING RULES - Betting and Banking

Betting circles: In all "Banking" games there are usually 3 (Three) betting circles.

A player may wager \$10-100 or \$2-\$10 depending on the game limit. In a \$10-100 game a player may wager a maximum of \$100 in each of the three betting circles. (That is a \$300.00 wager on the same hand) Each increment of a \$100.00 wager would require a collection of \$1.00.

****A player may elect to wager \$600.00 (6 separate \$100.00 wagers on the same hand). THIS MAY ONLY BE DONE IF THE BANKER ("Player-Dealer") COVERS 100% OF ALL WAGERS ON THE TABLE**

In the \$2 - \$10 limit game, a player may wager a maximum of \$60.00 (6 wagers of \$10.00 increments) provided the Player - Dealer covers 100% of all wagers on the table including the \$60.00 wager

Backliners: A seated player may wager In the #1 betting circle. A backliner is seated at the table who may place a wager on the #2 betting circle. If a seated player wagers \$20 on the #1 betting circle, a backliner may wager \$10 on TOP of the seated players wager (Usually to save the collection). The seated player has the right to OBJECT to a backliner placing their wager on TOP of the seated players money AT ANY TIME, although if there is no wager on the #2 or #3 circle the backliner has the right to bet there.

Money in Action:

Player with the MOST money in action has the right to play the hand as they choose. If the seated player has \$20.00 wagered and the backliner has \$40.00 wagered on the #2 betting circle, the backliner will be able to choose how the hand is to be played. If both the \$20 and \$40.00 is placed on the #1 circle, then whomever paid the collection has the right to choose how to play the hand.

House Way

In Pai Gow Poker and Pan 9 players may ask the dealer to set up their hand in a "Logical" way, also known as "House way". The dealer will set up the cards based on a chart. There is NO "House way" In 21st century B.J. We cannot suggest to a player as to how their hand should be played.

Player signals: Players must tap the table with their hand for card and wave their hand for NO card.

No bet no bank: If there was no bet on a spot. Players are not entitled to bank there.

Kum-Kum Two players wager on the same betting circle.

Banker has a “Natural” and players have split or double down:

All double down and splits will be returned to the players. Players will lose ONLY their original bet. All other wagers will be returned.

HOLD'EM

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

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

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

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

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

Opinion

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

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

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

OMAHA HIGH-LOW SPLIT (8-or better) and Omaha

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

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

Opinion

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

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

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

Rules of Omaha

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

SEVEN-CARD STUD

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

Opinion

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

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straight or flushes.

6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In any of the above situations, the player who is now high on the board using all the upcards will start the action. In any of the above situations, the player who is now high on the board using all the upcards will start the action.
18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

RAZZ

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

Opinion

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

Rules of Razz

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

Collection Rates for Razz

Razz	Buy-in	Forced Bet	Individual Collection	Total Collection 7 or 8 Players	6 Players	5 Players
1-2	\$20	1.00	0.50	2.00	2.00	1.00
2-4	\$20	1.00	0.50	2.50	2.50	2.00
3-6	\$30	1.00	0.50	3.00	2.50	2.00
6-12	\$60	2.00	1.00	3.00	3.00	2.00

Top Section Rates

Stud / Stud Hi-Low/Razz	Individual Collection	Total Collection	6 Players	5 Players	3 or 2 Players
10-20	1.00	3.00	2.00	1.00	0.50 per hand
15-30	2.00	3.00	2.00	1.00	0.50 per hand
20-40	3.00	3.00	2.00	1.00	0.50 per hand
25-50	3.00	3.00	2.00	1.00	0.50 per hand

Stud / Stud Hi-Low / Razz	Buy-in	Individual Collection	Forced Bet	Individual collection (per half hour)
25-50	\$250	5.00	5.00	8.00/7.00
30-60	\$300	5.00	10.00	8.00
50-100	\$500	10.00	15.00	9.00
60-120	\$600	10.00	20.00	10.00
75-150	\$750	15.00	25.00	10.00
80-160	\$800	20.00	20.00	11.00
100-200	\$1,000	25.00	25.00	11.00
150-300	\$1,500	25.00	50.00	12.00
200-400	\$2,000	50.00	50.00	13.00
300-600	\$3,000	75.00	100.00	14.00
400-800	\$4,000	100.00	100.00	15.00

*On occasion, these games are played in combinations of limits and game varieties. The collection rate for a mixed game is paid at the highest limit.

Sasgaming8/99R

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

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

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

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

1. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting of pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better) except as otherwise noted.

LOWBALL

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

Rules of Lowball

All rules governing "kill pots" are listed in the kill pots section.

1. **Cards Speak:** Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multihanded pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*
2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.
3. In ace-to-five Lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.
4. The joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:
 - a. To wait for the big blind.
 - b. To kill the pot (double the limit for that hand by posting double the amount of the blind).
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
7. Half a blind or more constitutes a full blind.
8. In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.
9. In limit ace-to-five Lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. The exposed card is used as the burn card. If two cards are exposed on the deal that require replacement, it will result in a misdeal. After the draw, an exposed card cannot be taken. The draw is completed to each player in order, and then the exposed card is replaced.
10. Any player may draw up to five consecutive cards.
11. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.
12. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request (including the burn card).
 - b. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obligated to respond and the dealer cannot respond.
14. In limit play, a bet and six raises is allowed in all multihanded pots.
15. In limit play, check-and-raise is not permitted.
16. The minimum opening bet is the size of the large blind (unless otherwise posted).
17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.
19. In ace-to-five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
20. The collection is taken from the pot.

Deuce-to-seven (Kansas City Lowball)

In deuce-to-seven Lowball, otherwise known as Kansas City Lowball, the worst conventional poker hand wins. (An exception is that 5-4-3-2-A is not considered to be a straight but, rather, an A-5 high. So it beats other A-high hands and pairs.) The game is played with a 52-card deck; no joker is used. Unlike California Lowball, straights and flushes *do* count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

Rules of Deuce-to-seven

The rules for deuce-to-seven Lowball are the same as those for ace-to-five Lowball, except for the following differences:

1. The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against the value of your hand, and aces are considered high only.
2. Before the draw, an exposed card of 7, 5, 4, 3, or, 2 must be taken. Any other exposed card including a 6 must be replaced.
3. Checking and raising is permitted..

No-limit and Pot-limit Lowball

All the rules for no-limit and pot-limit poker (see section 12) apply to no-limit and pot-limit Lowball. All other Lowball rules apply, except as noted.

1. In no-limit ace-to-five Lowball, the player must take an exposed card of A, 2, 3, 4, or 5, before the draw and any other card must be replaced. In deuce-to-seven Lowball, a 2, 3, 4, 5, or 7 must be taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.
2. After the draw, a player may check any hand without penalty.
3. Checking and raising is permitted.

NO LIMIT AND POT-LIMIT POKER

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

No-Limit Hold'em and Pot-Limit Hold'em use a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals, instead). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

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

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

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

Opinion

It is our opinion that No-Limit Hold'em and Pot-Limit Hold'em do not qualify as a lottery because they are not a percentage game and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful

No-limit Rules

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

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. However, Player A can raise — after Player C goes all in — because he was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.
4. A wager is not binding until the chips are actually released into the pot.
5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
6. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

9. The casino does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.
10. For those special rules that apply only to no-limit and pot-limit Lowball, see the section at the end of Section 8 — Lowball.

Pot-limit Rules

The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

11. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
12. In pot-limit Hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of smallest chip used in the game.
13. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
14. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, including the most recent \$50 bet, when it's your turn to act, you can wager \$200 total — \$50 to call the bet, making the pot \$150, and \$150 to raise by the size of the pot following your call.
15. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
16. In pot-limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if even if all other players just call the straddle.

MEXICAN POKER

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

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

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

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

Opinion

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

Rules for Mexican Poker

1. The joker is "wild" in all cases when it is dealt facedown. However, when the joker is dealt faceup, it can only be used as an ace or to complete a straight or flush hand.
2. The player with the highest card clockwise from the dealer button makes a mandatory opening bet. (When the joker is dealt faceup, it will be considered an ace for the purposes of determining the opening bet.) The opening bettor has the option of opening at either the lower or the upper limit.
3. The highest ranking hand starts the action on all betting rounds. Hands are considered to be of equal value even when one hand includes the joker. The hand closest to the dealer button acts first.
4. If any downcard is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in." If the joker is inadvertently exposed, it will play as if it had been dealt facedown -- which is "wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8s, 9s, and 10s from the deck: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, or 7-J-Q-K-A
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared unless two or more players have acted. In this case, action is accepted and there is no misdeal. A hand with an improper number of cards is a dead hand.
7. Because cards on 3rd, 4th or 5th streets are dealt either faceup or facedown, any cards dealt out of sequence on these rounds will be moved faceup to their correct position and the round of dealing finished. Betting is not allowed on this round. The next round is dealt and betting resumes. Any bet made on the round where the error occurred is returned to the player.
8. Except when designating a card to be played faceup, an exposed card plays as the downcard.
9. Following the delivery of the second card, a card will be burned on each subsequent round.

10. Check and raise is permitted.
11. All raises must at least be equal to the size of the last bet.
12. Cards speak -- hold your hand until you are sure of what your opponent's hand.
13. Once any card touches the muck, the hand is dead.
14. No string raises.
15. One short buy-in may be made after each full buy-in.
16. Only the player with the dealer button may ask for an additional shuffle. The deal rotates clockwise.
17. If cards are shown to one player during or after a hand, any player at the table may demand that those cards be shown to all the players at the table once a winner is determined.
18. No rabbit hunting. Once the cards are out of play, no one can look through the discards or ask the dealer which card is coming off the deck.
19. All players must act in turn. If all players check, the player who checked first must show his/her hand first.
20. A player who bets or calls by releasing chips into the pot is bound by that action. However, if the player is unaware that the pot has been raised, the player may withdraw that money and reconsider the action, provided that no one else has acted afterward.
21. All HOLLYWOOD PARK Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

13-Card/Chinese Poker

Chinese Poker is one of many Asian-style card games that were played in China and Vietnam for centuries. It is also called 13-Card poker. The game is played with a regular deck of 52 cards without a Joker. All regular poker rankings apply.

The game is played with a maximum of four players. Each player receives 13 cards that must be arranged to form three segments. The front segment has three cards. The middle and back segments have five cards each. The player must set the strongest hand in the back; second strongest hand in the middle, and remaining cards in front. The hand must maintain the 3-5-5 order. The hand is considered "fouled" if these basic rules are not followed.

The object of the game is for the player to compare each segment of his or her hand against the segments of the other players' hands. Starting with the player who sits to the left of the dealer button and moving clockwise, the hands are compared, segment by segment.

Settlement of wagers is based on points awarded for each hand. In the basic point system, each segment counts as one point. If a player wins two segments and loses one segment, the player wins one point from the opponent.

Several versions of this game exist which use a bonus system for making certain hands. These versions are commonly called, the Western version, the Eastern version and the Mandarin version.

Opinion

It is our opinion that Chinese/13 Card Poker does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules for Chinese Poker

1. The buy-in is twenty times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.
2. Players may surrender their hands before the showdown by paying a point penalty.
3. All hands should be set in the order on the table (3-5-5 combination) before any hands are opened.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. When playing with "Clean Sweeps:"
 - a. The clean sweep hand wins automatically.
 - b. Players must declare all clean sweep hands before the showdown.
 - c. The clean sweep hands may not be viewed until the showdown.
 - d. Players having clean sweep hands that are equal in rank value will not collect from each other, be will be paid by the other players in the game.

6. If a player fails to set his or her hand in the proper rank order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each of the opponents.
7. If a player declares a Clean Sweep hand, but cannot produce it, that player must pay each opponent according to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender; the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is the first clockwise to the dealer button will be recognized as the first to make the declaration.
8. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
9. Before the showdown, a misdeal will be declared if:
 - a. Five or more cards are exposed by the dealer.
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck.
 - d. A foreign card appears.
10. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.
11. On the showdown, if a player's hand contains two of the same cards, then the player has a fouled hand. If two of the same cards belong to different players, that hand will be declared a misdeal.
12. Less than five exposed cards or boxed cards will play as dealt.
13. A, 2,3,4,5 is the smallest straight.

KILL POTS

In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.]

Rules of Kill Pots

1. In Lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game.
 - c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed *only* if the pot is at least five times the size of the upper limit of the game.
6. In Lowball, players may look at their first two cards and then decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.

7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot with the kill button faceup, you must complete the bet or forfeit any money you have put in the pot.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.
10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

DRAW POKER (JACKS-OR-BETTER)

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

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the openers first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has

been a raise, two or more players call the opening bet, or all action is completed before the draw.

5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.

6. An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.

7. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.

8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.

9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).

10. After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.

11. The joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.

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

14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player

to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five card hand.

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

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

- a. No cards have been dealt off the deck in response to your request.
- b. No player has acted in any way on his or her hand based on the number of cards you have requested.

17. Cards that are exposed face up by the dealer before the draw must be kept.

18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.

19. Checking and raising is permitted.

20. A maximum of a bet and six raises is permitted in multi-handed pots.

21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

23. Even if you are all-in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all-in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy-in again, you must wait until the pot has been legally opened and someone else has won it

before you can resume playing.

24. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips.

Introduction

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

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

- (1) A three card front segment (straights and flushes do not count in the three card segment),
- (2) A five card middle segment, and
- (3) A five card back segment.

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

Objective

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

Rules of Play

1. Collections are taken in advance.
2. All cash must be changed to chips.
3. All cards must stay on the plane of the table.
4. The dealer wins all hands which are identical in value (copy).
5. The action button is determined by a random selection device, a cup with 2 dice, which is used to start the deal clockwise from the dealer. Illustrated below.

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

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

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

Dealer's Hand

Player #2 Hand

Front: King, King, Four

Queen, Queen, Four

Middle: Jack high straight

Two Pair, Seven, Seven, Six, Six, Ace

Back: Full house, Five, Five, Five, Two, Two Four of a Kind, Three, Three, Three, Three, Ten

- On the Front segment the Dealer wins
 - On the Middle segment the Dealer wins
 - On the Back segment the Player wins
- Therefore, each segment is paid separately.

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

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

b) A minimum of X dollars each segment

c) Automatic Win:

Straight Flush
3 Straight
3 Flush
6 Pairs

Note: No ranking on any special

If player and designated dealer both have automatic hands (designated) dealer wins.

*See Posoy© layout for more detail.

8. A single bet is placed, and the player/dealer must win two of the three segments in order to win the bet.

9. All actions including movements on the hand and settlements of wager moves clockwise.

10. Each player in the clockwise turn has the option to be designated player or dealer.

11. Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of what wager to the extent that money covers. Players

- found guilty of such actions will be barred and may be subject to prosecution.
12. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor supervisors without exception.
 13. Most Paigow Poker rules apply.
 14. The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
 15. Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the same and secure operation of the casino facility.
 16. The table size is that of a regular blackjack table or smaller.

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

TRIPS
A
FIVE CARD STUD GAME
WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

Version Two

OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120V. electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- The initial message for players to post their antes and bets,
- Each player's hand content,
- Other players' hand contents,
- Each new card that is being dealt,
- The total amount of the accumulated pot,
- The amount of the pot high hand award,
- Message display of the qualifying hand,
- Message display of the highest hand in case that a qualifying hand is not obtained,
- Other message displays for bets and non-winners,
- Audible sound of bell when a qualifying hand is formed.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- a) All cards have their face values.
- b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
 - Pairs,
 - Trips,
 - Four-of-a-kinds,
 - Five-of-a-kinds,
 - Straights,
 - Flushes, or
 - Straight flushes

- c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- d) Picture cards have no numerical values, instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS

CARDS	RANKING VALUE
Ace	1 st or 14 th
2	2 nd
3	3 rd
4	4 th
5	5 th
6	6 th
7	7 th
8	8 th
9	9 th
10	10 th
Jack	11 th
Queen	12 th
King	13 th
Joker	Wild (as any card)

VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE

ORDER OF VALUE	HAND CONTENT
1 st	Five-of-a-Kind
2 nd	Royal Flush
3 rd	Straight Flush
4 th	Four-of-a-Kind
5 th	Full House
6 th	Flush
7 th	Straight
8 th	Three of a kind
9 th	Two pair
10 th 11 th	One Pair No pair

GAME LIMITS

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

SCHEDULE OF TABLE LIMITS, ANTES AND BETTING LIMITS

TABLE LIMIT	COLLECTION RATE	1 ST BET	2 ND BET	3 RD BET	4 TH BET
\$2	50 cents	\$2	\$2	\$2	\$2
\$3	\$1	\$3	\$3	\$3	\$3
\$5	\$2	\$5	\$5	\$5	\$5
\$10	\$3	\$10	\$10	\$10	\$10
\$25	\$5	\$25	\$25	\$25	\$25

TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must pay a collection in order to receive a hand.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections. The schedule of collections for various Table limits are as following:

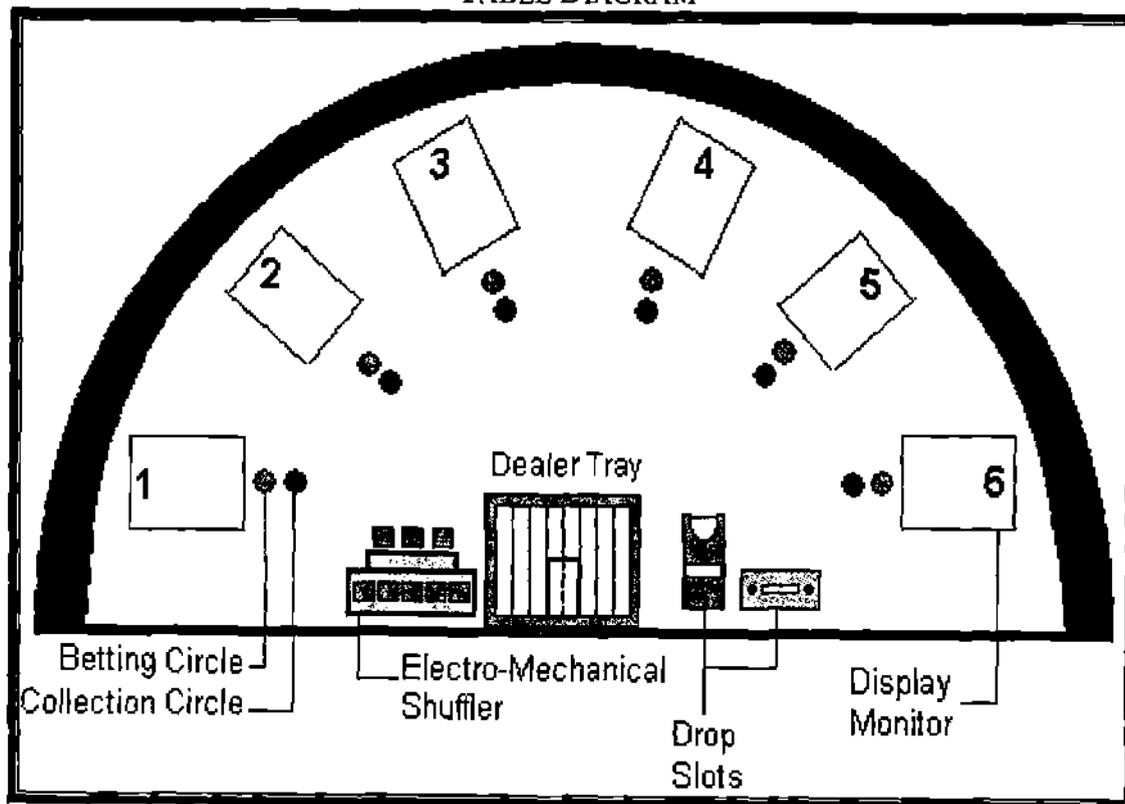
- a) \$2 games = \$1
- b) \$5 games = \$2
- c) \$10 games = \$3

ROUND OF PLAY

A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.
- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM



- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.

- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.
- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.
- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.
- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.

- xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.

- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is not concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

BLACKJACK COLOR RULES

DECK AND HAND VALUES

1. 8 Decks, no Joker
2. Aces are 1 or 11
3. Face cards are 10. All others have face value

NATURAL

4. A natural is Ace-Ten or Ace Picture. A natural beats any other hand, and pays even money.
5. If a dealer has a natural, no additional action plays. Splits and doubles do not play, and only the original bets play.
6. Surrender is allowed, even if dealer has a natural (Early Surrender)

PLAYER OPTIONS

7. Players may hit any hand, except a natural.
8. Players may split up to three times to make a total of four hands. After splitting aces, a player gets only one card on each ace, but players may resplit aces.
9. Players may double after split
10. Players may surrender after split
11. Players may double on any two cards
12. Players may take insurance when the dealer has an ace showing.

DEALER DECISIONS

13. Dealer must hit hard 16 and stand on hard 17.
14. Dealer must hit soft 17 and stand on soft 18.

DECIDING WHO WINS

15. If both goes over 21:
 - a. If the player is lower than the dealer, it is a push.
 - b. Otherwise dealer wins
16. If either party goes over 21 and the other one doesn't, the party under 21 wins.
17. If both are under 21, the higher hand wins.

THE COLOR BET

18. The color bet is an optional side bet equal to the original bet.
19. If the player's final hand is suited and the player wins, the player also wins the color bet.
20. If the dealer's final hand is suited and the dealer wins, the dealer wins the color bet.
21. In all other cases, the hand is a push.
22. If the player surrenders, he must surrender half of the color bet.
23. If a player splits, only the first hand is used to determine the color bet.
24. If a player doubles, he only wins or loses one bet on the color bet.
25. If a player has a suited natural, his color bet pays 3-2. A natural hand constitutes Ace/ King suited, or Ace/ Queen suited, or Ace/ Jack suited, or Ace/ Ten suited.

Edge on main bet: 1.17%.

All calculations based on at least 100 Millions hands.

COLOR



How to Play

1. All cards have face value. A single or multiple deck of standard cards is used.
2. Aces have the value of 1 or 11.
3. All face cards have the value of 10.
4. Each player will receive two cards on the initial deal.
5. Players have the option of drawing additional cards.
6. The dealer will receive one card up and one card down.
7. All players hands are compared with the dealers hand.
8. The dealer will be allowed to check the hole card for a Natural when showing an Ace on the table.

GAME RULES

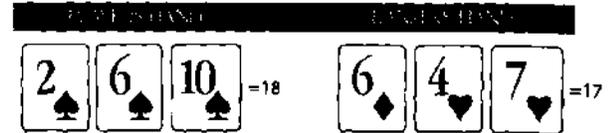
1. Players may stand on any point total but cannot go any further once they reach 21 points.
2. The dealer WINS if they have a Natural, unless one of the other players holds a Natural. Natural is a push.
3. Dealer draws last and must hit on a soft 16 and below and stand on a hard 17 and above.
4. If the player's total is more than 21 and the dealer's total is less than 21 the dealer WINS.
5. If the player's total is 21 or less and the dealer's total is more than 21 the player WINS.
6. The dealer wins on all ties over 21.
7. The object of the game is to get as close to 21 as possible. Players do not automatically lose if they go over 21. For example, if the dealer has 23 and you have 22 YOU WIN.

Double-Down, Split, Surrender & Insurance

1. A player may double-down on any two cards and receive one card.
2. Players may split any pair.
3. Players may surrender their hand and forfeit one half of the wager prior to receiving a draw card.
4. If a dealer has a Ace showing the player may insurance.

A player OR BANKER MUST WIN A BLACKJACK HAND FIRST IN ORDER TO WIN A COLOR JACK HAND.

EXAMPLES



RESULT: The player wins the Blackjack and also wins the Color Jack because his/her cards are all the same suit.



RESULT: The player wins the Blackjack. Since all of the player's cards are not the same suit, the color wager is a push.



RESULT: The banker wins the Blackjack even though the player's cards are the same suit. The player does not win the Color Jack because he/she did not win the Blackjack. The color wager is a push.



Color bet is optional.

PAI GOW EXPRESS
BASIC CONCEPT & RULES

- 1) Pai Gow Express is played with a conventional fifty-two-card poker deck with one added Joker.
- 2) The Joker is wild and is be used as the best possible card for the hand.
- 3) Pai Gow Express is played on a blackjack style with eight playing positions. Each playing position has three betting circles. Backline betting is allowed.
- 4) The dealer deals eight five-card hands. The player-dealer will select the first hand to be dealt out then shake the dice cup to decide the action button position. All hands will be distributed in clockwise rotation starting from the action button position.
- 5) All participants are required to post the table fee collection and their wager according to the table limits before the dealer opens the dice cup. The player-dealer also needs to post the jackpot collection.
- 6) The object of the game is to set two segments; a two-card front segment, and a three-card hand as the back segment, that rank higher than the two respective segments set by the opponent(s).
- 7) The player must arrange the hand so that the front segment does not rank higher than the back segment.
- 8) In the front hand, only Pair and No Pair have rank value.
- 9) In the backhand, a three of a kind is the best possible hand. The following are the general categories of hands in descending order of values:
 - a.) Three of a Kind
 - b.) Straight Flush
 - c.) Straight (A-2-3 is the smallest Straight)
 - d.) Flush
 - e.) One Pair
 - f.) No Pair (Nothing)
- 10) Players must exercise one of the following options:

- a.) Set the hand into two segments and play, or
 - b.) Request the hand to be played according to "House Way".
 - c.) Upon request of the player, the house dealer/floorperson will play the hand according to the House Way, which must be applied according to the following order:
 1. Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
 2. Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
 3. Form a complete three-card hand in the back, with the highest possible front hand.
 4. Form a pair in the three-card hand.
 5. Form the second and third highest card in the front hand.
- 11) The player-dealer's hand will not be viewed until all other players' hands have been properly set. The house dealer will open the player-dealer's hand and let the player-dealer set the hand.
- 12) Once the player-dealer's hand is set, the house dealer will start from the action button position, moving clockwise, opening each player's hand and compare it with the player-dealer's hand.
- 13) A player wins when both segments of his/her hand rank higher than the player-dealer's hands two respective segments.
- 14) A player loses when both segments of his/her hand rank lower than the player-dealer's hands two respective segments.
- 15) When one of the segments of a player's hand ranks higher than the player-dealer's respective segment and the other lower, the hand is a tie ("push"); neither player wins the wager.
- 16) When the player and the player-dealer have the exact same segment value, the player-dealer wins that segment.
- 17) Wagers are collected and paid only to the extent that the player-dealer's wager covers.
- 18) A table fee collection is taken from each player for every bet prior to start of each game.
- 19) Third Party Providers of Proposition Player Services ("TPPPS"), as defined by Section 19980 of the California Business and Professions Code, their agents and employees, may play. Back line betting is allowed in accordance with local ordinance.

- 20) "Round of Play": Players choose their spots around a Pai Gow Poker style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.
- 21) No Free Play: Hollywood Park Casino will not reduce, waive, refund or provide a free collection ("Courtesy Button") token to any patron in either the base game or the jackpot element of any game included in this proposal.

Optional Rules for _____ :

1) No-Dice system:

The delivery of hands starts from the first player position clockwise from the dealer button. The action button position is positioned based on the first card turn opened from the player-dealer's hand. (Please refer to Action Button Position)

2) Surrender:

The player-dealer will Surrender if the hand contains "No card higher than "9" and can not form a pair, nor a three card complete hand." When the player-dealer surrenders, the player-dealer will lose to all seats half of each player's wager (only to the extent that the player-dealer's wager covers).

3) Joker:

A joker maybe used as an Ace, or to complete a flush or a straight.

4) Ten Player Option:

Pai Gow Express, at the option of Hollywood Park Casino, may be played with ten (10) players.

Collection rates:

Pai Gow Express Limits

\$5.00 - \$50.00

\$10.00 - \$100.00

\$25.00 - \$100.00

\$50.00 - \$300.00

Pai Gow Express Collection Rate

\$0.50 Player
\$2.00 Player/ Dealer

\$1.00 Player
\$3.00 Player/ Dealer

\$1.00 Player
\$3.00 Player/ Dealer

\$2.00 Player
\$5.00 Player/ Dealer

Action Button Position:

Dice System (option):

The sum of three dice in a dice cup, after a shake of the cup by the player-dealer, dictates the position of the action button according to the following chart.

Sum of the dices	Corresponding position
1, 9, 17	Player-dealer
2, 10, 18	1 st seat clockwise from the player-dealer
3, 11	2 nd seat clockwise from the player-dealer
4, 12	3 rd seat clockwise from the player-dealer
5, 13	4 th seat clockwise from the player-dealer
6, 14	5 th seat clockwise from the player-dealer
7, 15	6 th seat clockwise from the player-dealer
8, 16	7 th seat clockwise from the player-dealer

No Dice System (option):

The first card turned open from the player-dealer's hand dictates the position of the action button according to the following chart.

Player-Dealer's first Card	Corresponding position
Ace or 8	1 st seat clockwise from the player-dealer
2 or 9	2 nd seat clockwise from the player-dealer
3 or 10	3 rd seat clockwise from the player-dealer
4 or Jacks	4 th seat clockwise from the player-dealer
5 or Queens	5 th seat clockwise from the player-dealer
6, or Kings	6 th seat clockwise from the player-dealer
7, or Jokers	7 th seat clockwise from the player-dealer

Playing Rules for Pai Gow Express

1. House Way: The following is Hollywood Park Casino's House Way:
 - a.) Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
 - b.) Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
 - c.) Form a complete three-card hand in the back, with the highest possible front hand.
 - d.) Form a pair in the three-card hand.
 - e.) Form the second and third highest card in the front hand.
2. The Joker may be used as the best possible card for the hand
3. The player-dealer's hand will not be viewed until all hands have been set. In the case that the player-dealer's hand is inadvertently opened before all hands are set, the unset hand will be set according to the "House Way".
4. A player may see only one hand regardless of the number of hands on which he has wagered. The player wagering on more than one seat may ask the casino dealer to set the other hand(s) according to the House Way, provided that the player is recognized as the "active player" of the hand(s).
5. A misdeal will be declared if: (1) a Joker or Ace is boxed or exposed, or (2) two or more cards are boxed or exposed on the deal, (3) two cards of the same rank and suit are turned up, (4) a different color card appears during the play.
6. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining (13) cards.
7. If a player sets their hands in such a way that the two-card hand ranks higher than the three-card hand, the hand is fouled and the wager is forfeited to the extent that money covers.
8. If a player puts one card in one hand and four in the other, the hand is foul and the wager is forfeited to the extent that money covers.
9. The casino dealer cannot set a hand foul. If the casino dealer/Boxperson applies the House Way incorrectly, it will be reset according to the House Way by the floorperson and play will continue.

10. The player-dealer's hand is not set until the player-dealer has signified his/her final decision in an obvious manner to the casino dealer/Boxperson. If the player-dealer does not give the casino dealer an opportunity to show all options and says, "go", the decision is final and the casino dealer/Boxperson is not responsible.
11. Players are responsible for the final setting of their hands. An unset hand will be ruled "foul" after the player-dealer's hand has been exposed, except when the hand was requested to be played according to the House Way.
12. Once the hand of the player with the action button is exposed, the player-dealer may not reset his or her hand, however, at the discretion of the Floorperson, the hand may be reset by the Floorperson according to the House Way.
13. The player-dealer has the preference of which deck to be used, a player may request a change of deck only when the player-dealer agrees.
14. A-2-3 is the smallest straight.

California 3 Card™

Card Room Procedures

Basics and Procedures

- The object of California 3 Card is to beat the player/dealer in a three-card poker game. The ranking of hands is below:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card
- California 3 Card is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- California 3 Card also utilizes an "action" button, which is determined by the face value of the player/dealer's last card to be turned face up.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make an Ante wager.
- Players receive three cards face down.
- The player/dealer receives three cards—two face down and one face up.
- Once players inspect their hand, they have two options:
 - Fold the hand and forfeit the Ante; or
 - Stay in the game by making a Play bet; this bet must equal the Ante.
- The player/dealer must qualify to play with minimum Queen-high.
 - If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players. The dealer will then pay each Ante—the ones not surrendered by folding—even money.
 - If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - If the player's hand beats the player/dealer's, the player wins even money.
 - If the player/dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his wagered, or when all player wagers receive full action.

Caribbean Stud Poker California Version

The game is played on a blackjack -like table with up to eight spots. A standard 52-card is used. In front of each player's position, there are two betting spots: ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; the player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer collects the ANTE from players who folded and then reveals his four face down cards for those players who have stayed in the game.

The player/dealer's hand must qualify to play. If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify".

- *If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.*
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.

- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBEAN STUD POKER

BASIC RULES & PROCEDURES

1. The object of CARIBBEAN STUD POKER is to make the highest possible poker hand.
2. The game is played with a standard deck of 52 cards with no joker.
3. The game plays on a blackjack style 8 hands table.
4. Third Party Proposition Players only prescribed by law are permitted to play and hold player/dealers position.
5. Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
6. "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
7. Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealer's' top card face up.
8. Players must place Ante prior to receiving their hand.

9. At this time players act in turn by exercising one of the following options:
 - a. Surrender by forfeiting their wager (Ante); or
 - b. Call with a back Call Bet twice the Ante.
10. The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer's hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand.
11. If the player/dealer's hand is not qualified with an Ace/ King, the back Call Bet wager will be push and will receive no action.
12. Each player position has areas on the lay-out marked Ante and Call Bet.
13. Each player five-card hand is then compared with the player/dealer's' five-card hand. The higher hand wins.
14. There is no draw or discard for all hands.
15. In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
16. If the player/dealer's hand qualifies all identical hands is push (tie).
17. The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
18. The odds pay-offs will only be modified to increase the game's return to the players.

19. Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

- a. Front bet (Ante)
- b. Back bet (Call Bet)

20. The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Any Pair	1 to 1
• Any 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

PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does

not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player.

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

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

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Limits	Player/dealer	Player
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$1
\$50-\$300	\$3	\$2

Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive their five cards face down cards, the house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one. The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY

Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Js
6	5s or Qs
7	6s or King
8	7s

- Ante: The mandatory wager that players make to get their five cards.
- Fold or Surrender: Forfeiting the original Ante, after players see their five cards.
- Bet: An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.

Caribbean Stud Poker

Exhibit # A

The game is played on a blackjack -like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) The player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or
 - b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 17) If the player/dealer hand qualifies all identical hands is push (tie).
- 18) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
- 19) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

- Front bet (Ante)
- Back bet (Call Bet)

20) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

PLAYER/DEALER & DEAL

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

There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player.

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

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

Collection Rates

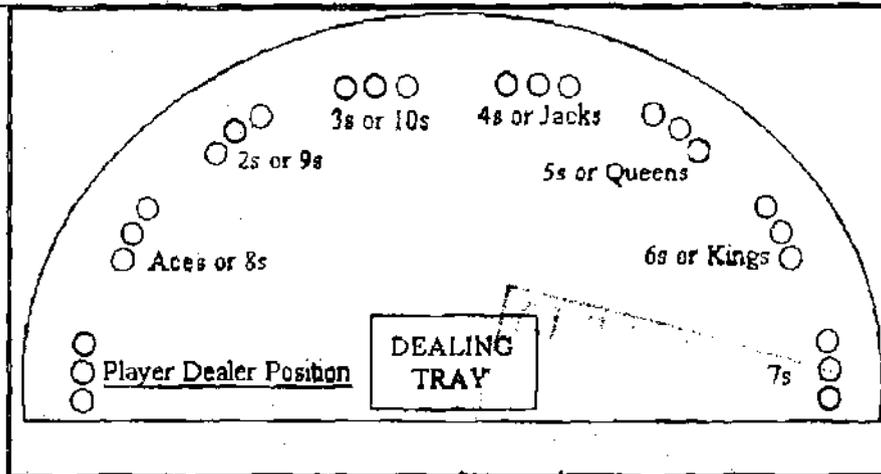
The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

<u>Table Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$ 2-\$ 10	50 c	25 c
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

Player/ Dealer & Action Button

The player/dealer will receive five cards face down. After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one. The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRESENTED BY
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



PAN

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

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

Rank of Cards

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

The Draw

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

The Shuffle

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

The Deals

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

Going On Top

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

The Play

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

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

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

Melds

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

Sequence

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

Set

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

Conditions

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

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

The Conditions are:

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

Increasing

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

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

Borrowing

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

Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he 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.

Going Out

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

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

Irregularities

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

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

Incorrect Meld

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

1. Name of the controlled game.

Texas Hold'em Poker

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

Please see attached PokerPro™ brochure.

3. A detailed description of rules of the controlled game must be attached and must include the following information:

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

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

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

a. Standards of Play

- 1) The Dealer button will rotate in a clockwise manner as well as the small and big blinds.*
- 2) All participants must abide by the published rules.*
- 3) No players may discuss their cards between each other.*
- 4) Any disputes will be immediately resolved via an instant replay of the hand, on the table.*
- 5) All tie hands will split the pot.*

- 6) *There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em game.*
- 7) *All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.*

b. "Standard" 52-card deck or other type of card deck

- 1) *This version of Texas Hold'em poker will utilize an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.*
- 2) *The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a Hollywood Park employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.*

c. Describe dealing procedures.

- 1) *The electronic cards are shuffled and there is a single deal, to all players of high card to determine the dealer button position.*
- 2) *An electronic, 52 card deck is shuffled. Blinds are posted; two cards are dealt to each player "hole cards".*
- 3) *Round of betting.*
 - 4) *The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center monitor of the table.*
 - 5) *Round of betting.*
 - 6) *The table will "burn" the next card, then deal a fourth card or "turn" card to be displayed on the center monitor of the table as a community card.*
 - 7) *Round of betting.*
 - 8) *The table will "burn" the next card, and then deal a fifth card or "River" card to be displayed on the center of the table as a community card.*
 - 9) *Final round of betting.*

d. Number of players in the game.

- 1) *A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'EM.*

e. Description of how and when are house fees collected.

- 1) *The collection schedule will be as currently approved by the Division and in place at the Card Club will be utilized in this game.*
- 2) *The progressive jackpot currently approved by the Division and in place at the Card Club will be utilized in this game.*

f. Betting Limits.

- 1) *PokerPro™ will accommodate betting limits currently approved by the Division.*

g. Betting Scheme

- 1) *Post blinds, "Small Blind" and "Big Blind" (e.g. \$2 for the Small Blind and \$4 for the Big blind in a \$2/4 NO-Limit game)*
- 2) *Hole cards dealt*
- 3) *Round of betting, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of "Check" (if all other players "called"), "Call" (if someone else raised) "Raise", or "Fold"*
- 4) *"Flop" dealt as Community cards*
- 5) *Round of Betting, starting with the first player remaining to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"*
- 6) *"Turn" dealt as Community card*
- 7) *Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"*
- 8) *"River" dealt as Community Card.*
- 9) *Final Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button" With the options of "Check", "Raise", or "Fold"*

h. How winners determined and paid.

- 1) *At the end of the final betting round the player remaining with the highest hand is the winner.*
- 2) *If all other players fold before the final round of betting. The remaining player is declared the winner.*
- 3) *All ties result in a split pot.*
- 4) *The pot winnings are automatically transferred to the player's table stakes.*

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

- a. *A minimum of two and a maximum of ten players can participate in the game.*
- b. *The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).*
- c. *The electronic cards are shuffled and there as a single deal, to all players of high card to determine the dealer button position.*
- d. *The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.*
- e. *The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.*
- f. *The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center of the table, the player in the big blind position will check or bet. This process will follow in a clockwise manner around the table until all players have checked, wagered or folded.*
- g. *The table will "burn" the next card, then deal a fourth card to be displayed on the center of the table and the same wagering will take place. The same goes for the fifth, or "river" card.*
- h. *After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the "dealer" button is rotated one spot to the left of the previous spot.*
- i. *Any dispute will be settled by a Card Club employee trained in the use of the electronic table and the Directors tablet.*

5. DESCRIBE THE TYPE OF GAMING TABLE UTILIZED FOR THE GAME.

The standards poker table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be utilized as in the currently approved game. All cards and chips will be an electronic facsimile or representation.

All rules and standards that apply to the current Texas Hold'em poker game will remain the same including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

There is a jackpot element attached to this game which will function in the same manner as that of the current poker jackpot the Division of Gambling Control (Division) has approved. The jackpot collection, administrative fees, payout of winners, and accounting procedures will not change.

Third Party Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) do not participate in this game within their official capacity.

6. List other equipment used.

- a. *Electro-Mechanical Shuffler – Calculated algorithm that shuffles an Electronic deck of 52 cards.*
- b. *Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.*

OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a "Bonus" card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

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

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- One "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "W", "X", "Y" and "Z"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

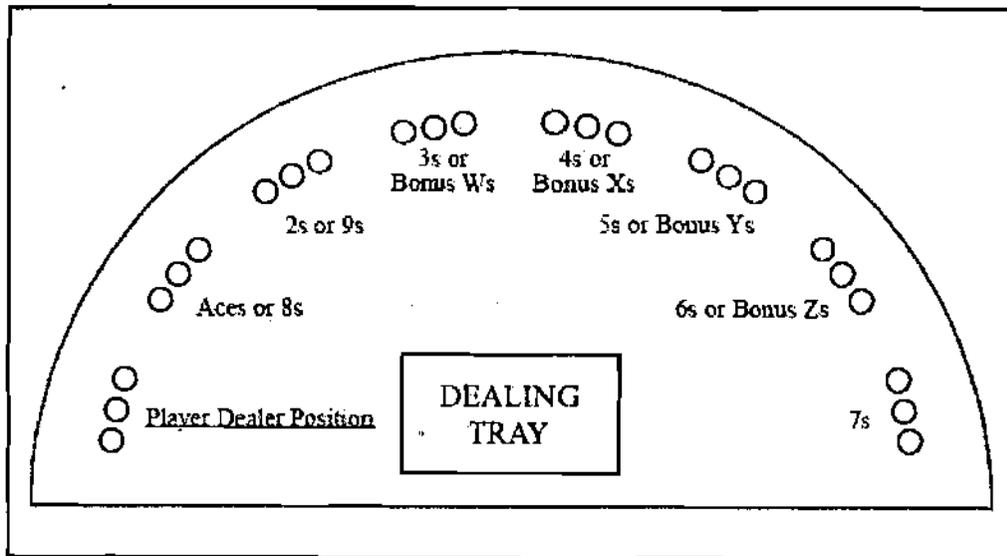
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt addition cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

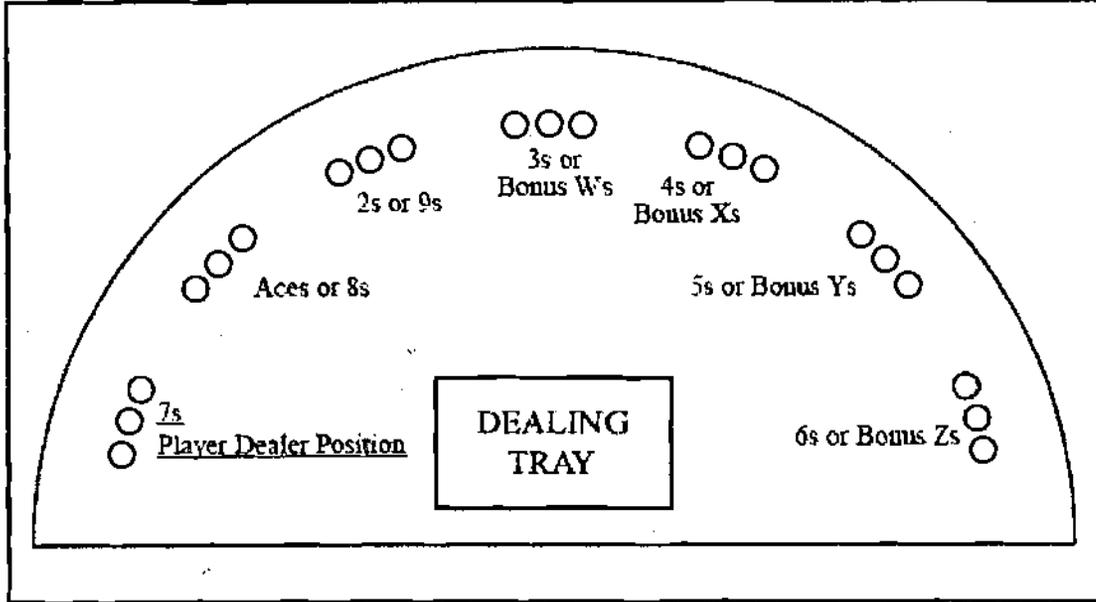
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

DIAGRAM #1

EIGHT-HANDED TABLE



SEVEN-HANDED TABLE

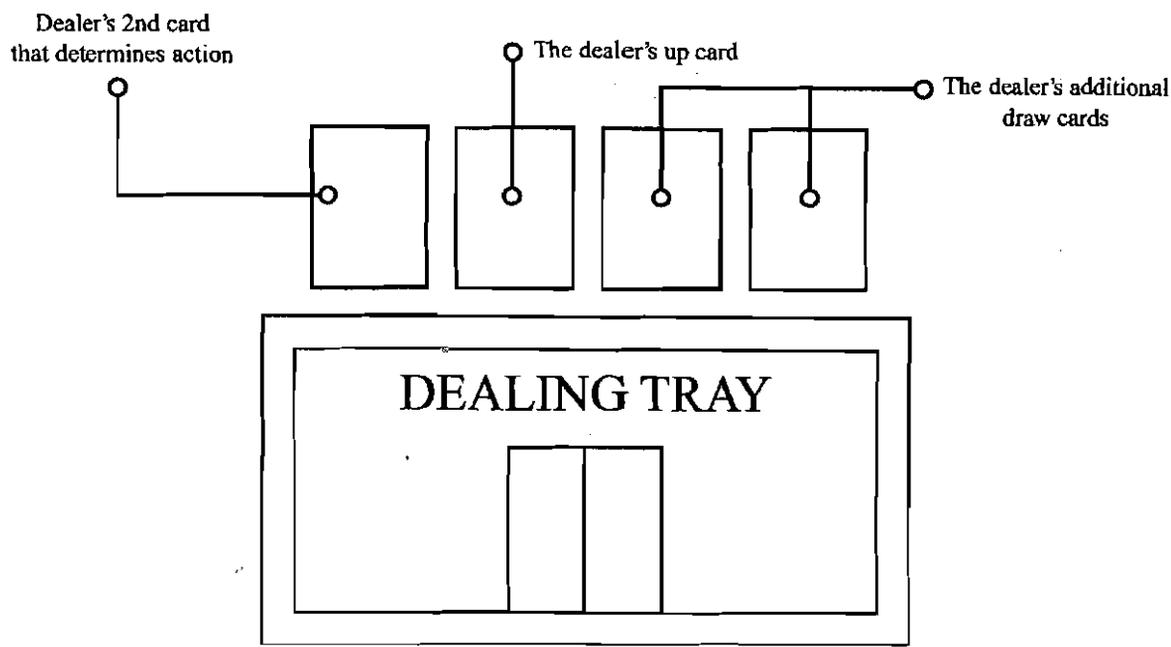


12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

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

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more
(may split two Bonus Cards)

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

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

GAME RULES

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

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - A) If the Player's and the Player/Dealer's cards match exactly, the hand is a push or tie. Examples of this are: If the Player's hand is 9, 8, 6 (23 total) and the Player/Dealer's hand contains a 9, 8, and 6 or if the Player's hand is Bonus Card, 6, 9 and the Player/Dealer's hand contains a Bonus Card, 6 and 9.
 - B) If the Player's cards and the Player/Dealer's cards do not match exactly, the Player/Dealer wins.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a

second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

- Over 21.5 Options (when both the Player and Player/Dealers total is more than a PURE 21.5 BLACKJACK)

Over 21.5 Variation #1:

- a) Player and Player/Dealer both have the same (over) total- **Player/Dealer wins**
- b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- **Push**
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- **Player/Dealer wins**

Over 21.5 Variation #2

- a) Player and Player/Dealer both have the same (over) total- **Push**
- b) Player's (over) total is closer to 21.5 than the Player/ Dealer's

- (over) total – **Player/Dealer wins**
c) Player/Dealer's (over) total is closer to 21.5 than the Player's
(over) total – **Player/Dealer wins**

- Bonus card Options

10's Version – The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5. A Bonus Card and a 10 can be split.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

CASINO WAR

In Casino War each deck consists of 52 cards and each shoe consists of up to six decks.

Starting a New Game

Place the shoe to the left of the House Dealer tray. Place the Player/Dealer buttons in position #1.

Place the Action button on the corner of the House Dealer's tray.

New Shoe Shuffle Procedure

Remove cards from the card caddie and place them into two equal piles at arms length. Place one pile between seat #3 and #4, the other pile between seat #5 and #6.

Take approximately 30 cards from the top of both stacks and spread them in the center of the table face up to confirm the cards to be correct cards for Casino War. Shuffle the cards and place them in the center of the table. Continue to take approximately a deck from each stack on the left and on the right and shuffle together adding the cards on top of the center stack.

When the game is in progress once the cut card comes out of the shoe the House Dealer is to announce "Last hand of the shoe and place the cut card under the lip of the shoe until the hand is over, then go through the New Shoe Shuffle Procedure.

Determine the Player/Dealer

Starting in seat #1, ask the Player if he/she would like to bank, until a Player/Dealer is found.

Announce "Place your bets and Collections, Please".

Offer the Player/Dealer the cut card to cut the cards.

Complete the cut, and place the cut card approximately 40 cards from the back of the deck.

Place the cards in the shoe.

Burn Card Procedure

Deal one card out of the shoe and display it face up in front of the House/Dealer's tray.

Ace- burn one card
2-10- burn the number
Jack- burn 1 card
Queen-burn 2 cards
King- burn 3 card

The Deal

Announce "No more bets" and scan the table, be sure all bets are within the table limits and any "Tie" wagers are in the proper spot before dealing the first card.

All the players that make the tie wager and have tied the dealer each get paid on the tie bet. Then working from right to left the dealer offers each player if they would like to go to War. For all the players that would like to go to War the dealer burns three cards and then gives each player a card face up. The dealer burns 3 cards for each player before giving them their card then the dealer burns three cards and gives themselves a card. The winners win and the losers lose. If you tie again, the second tie goes to the player.

The House Dealer, an employee of the Casino, who does not have any financial interest in the game, deals all cards.

All cards are dealt face up.

The deal should be quick, smooth and in one motion. Slide the card out of the shoe with the left hand, with the right hand pick up the card, turn it over and place the card on the table in front of the Player's second betting circle.

Cards are dealt to the Players from left to right, face up starting with seat #1. If the Player/Dealer is in seat #1, then the deal starts in seat #2.

Once all Players who have wagered and paid a collection have been dealt a card, deal the Player/Dealer their card face up in front of the House Dealer's tray.

Number of Players in the Game

The minimum number of Players is two, with one Player acting as the Player/Dealer. The maximum number depends on the size of the table and the layout on the table, but typically will be seven or eight.

Round of Play

1. A round of play begins when a Player/Dealer is designated. After one Player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next Player to the left. If that Player declines the option is offered consecutively to the next Players on the left until a Player accepts the option. If no new Player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino Chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he/she is the Player/Dealer and further designates whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of their betting circle.
3. The cards are shuffled. The burn card is turned up and the appropriate amounts of cards are burned.
4. Each Player at the table then places his/her original wager in the designated betting circle. A Player may place a wager at his/her seat. A Player may wager on more than one seat. Each Player must pay the posted collection for each wager placed.
5. Once the Payer/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their original wagers, the House Dealer will collect all the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "The Deal" above.
7. The Player/Dealer's card determines the Action position. The House Dealer starts from the Action position and compares the Players hand against the Player/Dealer's hand and continues around the table clockwise.
 - a. If the Player's card is higher than the Player/Banker's card, the Player wins even money on his/her primary bet. The Tie wager, if made, would lose.
 - b. If the Player/Banker's card is higher than the Player's, the Player loses his/her primary bet. The Tie wager, if made, would lose.

- c. If the Player/Banker's card ties the Player. The Tie wager, if made, would win 5 to 1. Regarding the primary wager, the Player has a choice:
 - i. Surrender half his/her primary wager.
 - ii. Go to War. If the Player decides to go to War, the Player and the Player/Banker must match the primary wager, leaving three units in Action. Example: If a Player had bet \$5, he/she and the Player/Banker would each post another \$5, for a total of \$15.
 - 1. The House Dealer then burns three cards and gives the Player the next card face up. The House Dealer burns three more cards and gives the Player/Banker the next card, face up.
 - a. If the Player's card beats the Player/Banker's card, he/she wins the three units available.
 - b. If the Player ties the Player/Banker, he/she not only wins the three units available, but also wins an additional unit.
 - c. If the Player/Banker's card beats the Player's card, the Player/Banker wins the three units available.
 - iii. As the House Dealer settles the wagers on the table, he/she should pick up the card on the layout and place it in the discard rack before moving on to settle the next Player's wager.
- 8. This concludes the round of play, the cards are all collected, and the collections are dropped.
- 9. At this point if this current Player/Dealer has only played one hand, he/she is offered the option for the second hand. Otherwise the role of the Player/Dealer rotates as described above, The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
- 10. The next round of play begins.

Bonus Tie Bet:

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

1. Bonus Tie Bets must be placed prior to the initial deal.
2. Bonus Tie Bets must equal the primary bet to qualify for a Bonus Tie Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Primary Bet, Bonus Tie Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. As an additional option, a Third Party Banker may cover the rest of the wagers.
6. **No Purchase Necessary (NPN)**

Free instructional tables with no collection fees are available to patrons who want to utilize the tie bet option and who choose not to play at a War gaming table with collection fees. For those patrons, free instructional tables are available 24 hours a day, seven days a week. Playing at this NPN table will not require a buy-in, purchase of chips or paying collections. Instructional table chips do not have a cash value..

Hollywood Park Casino will fund all NPN winning wagers. The minimum wager for an NPN table is \$5.00

All Hollywood Park Casino California game Managers and dealers will be instructed on the NPN option.

Bonus Bets and Payout Amount

Hand	Payoff
Four of a kind	200 to 1
Double Tie	40 to 1
Suited Tie	20 to 1
Basic Tie	5 to 1

A (basic) tie would be paid 5 to 1 (example 6 Spades against 6 Hearts)

A suited tie will be paid 20 to 1 (example: 3 Clubs against 3 Clubs)

A Double tie would be paid 40 to 1 (example: 2 Hearts against 2 Spades, and when the Player and the Player/Dealer WAR and there is another tie of Q Hearts and Q Diamonds)

Four of a Kind pays 200 to 1 (Example: 2 Hearts against 2 Diamonds and ties again with a 2 Hearts and a 2 Spades)

Gaming Table

The game may be played on a standard raised gaming table, similar to that used for Blackjack. Depending on the size and the configuration of the table, table seats seven or more Players who face the House Dealer seated around an arc. The House Dealer sits or stands opposite the Players, with a chip tray in front of him/her.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each Player position has markings on the table indicating where the wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limit, and collection.

Other Equipment

In addition to the table, cards, chips, Action button and cut card will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked side, which will show if this is the first or second hand this party has acted as Player/Dealer.

Glossary of Terms

House Dealer-A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

Player

A Player is any participant in the game who is not acting as a Player/Dealer.

Player/Dealer

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

Ante

The original wager for the Player.

Hollywood Park Casino

THREE CARD POKER

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

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

Rules for Three Card Poker:

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

Hollywood Park Casino

THREE CARD POKER

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

Bonus Bet:

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

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

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

Hollywood Park Casino

THREE CARD POKER

Glossary of terms used in the controlled game:

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

Trips

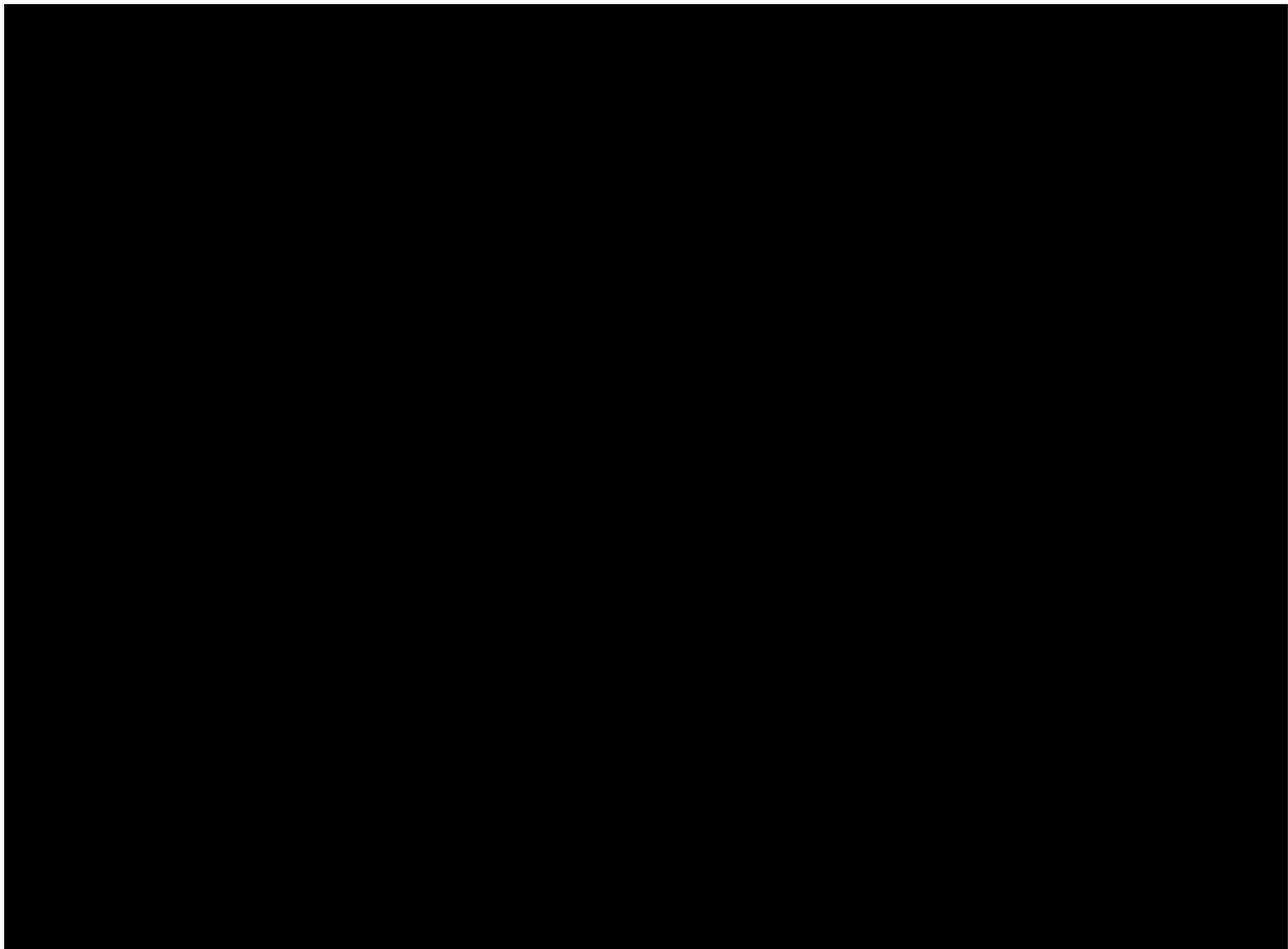
Table Limit	Player Collection Fee (per hand)	Player/Dealer Collection Fee (per hand)
\$2.00	\$0.50 (1 st Round)	N/A
\$3.00	\$1.00 (1 st Round)	N/A
\$5.00	\$1.00 (1 st Round)	N/A
\$10.00	\$2.00 (1 st Round)	N/A
\$25.00	\$3.00 (1 st Round)	N/A
\$50.00	\$4.00 (1 st Round)	N/A
\$75.00	\$5.00 (1 st Round)	N/A
<u>\$100.00</u>	<u>\$6.00 (1st Round)</u>	<u>N/A</u>

Tonk

Table Limit	Player Collection Fee (per hand)	Player/Dealer Collection Fee (per hand)
\$2.00 - \$4.00 (Option A)	\$0.50	N/A
\$2.00 - \$4.00 (Option B)	\$1.00	N/A
\$3.00 - \$6.00 (Option A)	\$0.50	N/A
\$3.00 - \$6.00 (Option B)	\$1.00	N/A
\$5.00 - \$10.00 (Option A)	\$0.75	N/A
\$5.00 - \$10.00 (Option B)	\$1.00	N/A
\$10.00 - \$20.00 (Option A)	\$1.00	N/A
\$10.00 - \$20.00 (Option B)	\$2.00	N/A

War

Table Limit	Player Collection Fee (per hand)	Player/Dealer Collection Fee (per hand)
\$5.00 - \$100.00	\$1.00	\$2.00
\$100.00 - \$200.00	\$2.00	\$3.00



21st
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BACCARAT

5.0 Version

July 2008

21st CENTURY BACCARAT 5.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

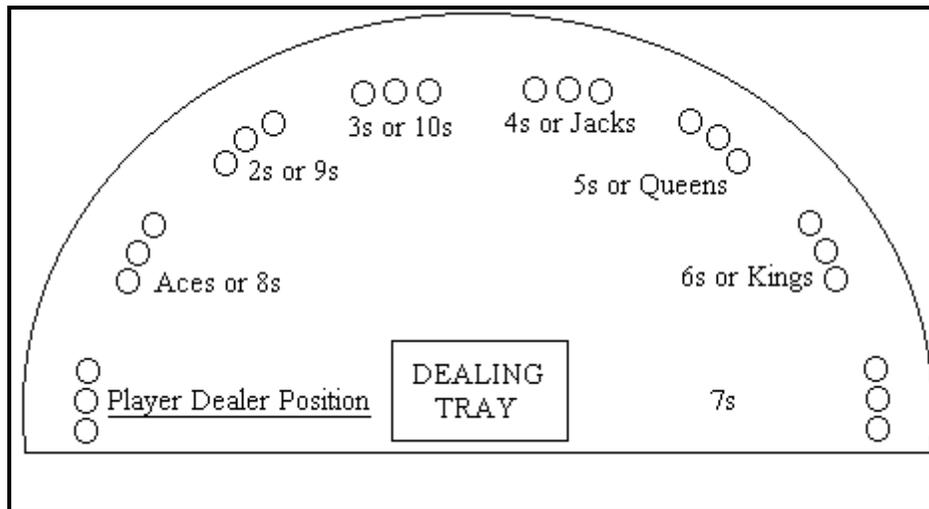
BASIC CONCEPT & RULES

- 1) The object of the game is to form a hand that equals nine (9) or as close to it as possible
- 2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.
- 4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.
- 5) Cards between 1 and 9 have face value.
- 6) Picture cards and 10's are counted as 0.
- 7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
- 8) Prior to the deal, all players must place a wager in accordance with table limits.
- 9) Players have the following options when placing their bet:
 - a) Player line which pays 1 to 1
 - b) Dealer line which pays 9 ½ to 10
 - c) Early tie bet which pays 8 to 1
 - d) Late tie bet which pays 7 to 1
- 10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.
- 11) The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.
- 12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
- 13) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

21st CENTURY BACCARAT 5.0

- 14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
- a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

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



- 17) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 18) The player hand must stand when the cards dealt are valued between 6 and 9.
- 19) The player hand must hit when the cards dealt are valued between 0 and 4.
- 20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
- a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 21) The dealer hand must hit when the hand is valued at five (5) or below.

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- 22) The dealer hand must stand when the hand is valued at six (6) or more.
- 23) Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.
- 24) Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9), the other hand will not be allowed to draw.
- 25) The dealer hand wins all ties on zero (0) and one (1) on the base game.
- 26) The player/dealer will lose all ties to any player that made a tie wager.
- 27) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
- 28) House Way: Player hand hits on five (5) or below and stands on six (6) or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.
- 29) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
- 30) All bets for the base game and tie bet must be between the minimum and maximum table limit.

EARLY TIE BET

- 1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The tie wager must be within table limits and may not exceed the base game wager.
- 3) Players must place a wager for the base game to be able to wager on the tie bet.
- 4) There is no collection for the tie bet.
- 5) All winning early tie bets will be paid 8 to 1
- 6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

LATE TIE BET

- 1) Players may place a wager on the tie hand position after the player's cards have been dealt and before the dealer has checked his/her hold card.
- 2) The house dealer will determine if a tie bet may be wagered or not by following rules below.
 - a. There will be no tie bets allowed if the value of the player hand (total of two cards value 5,6,7,8, or 9) equals the value of the dealer's up card (single card value of 5,6,7,8, or 9).
- 3) There is no collection for the tie bet.
- 4) All winning late tie bets will be paid 7 to 1.
- 5) There will be no tie bets if the player hand has a two card 9.
- 6) All tie bets will be returned if the dealer has a two card 9.
- 7) Only those players with an early tie bet may place a late tie bet.

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

- 1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The bonus pair wager may be any amount between the minimum of \$10 and the maximum of \$300.
- 3) Players must place a wager for the base game to be able to wager on the bonus pair.
- 4) There is no collection for the bonus pair bet.

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- 5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
- 6) Bonus Pair Bets pay as follows:

1 st Two Card Dealt	Payoff
No Pair	Lose
Pair	6:1
Pair of Same Color	12:1
Pair of Same Suit	25:1

PLAYER- DEALER & DEAL

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

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

VALUE OF CARDS

- All cards have their face value.
- Picture cards have value of 0.

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

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DEALER

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

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

PLAYERS

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

Rules for Players		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	4 OR LESS	5

** Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.

21st CENTURY

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BACCARAT

8.4 Version

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21st CENTURY BACCARAT Version 8.4

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

21st CENTURY BACCARAT Version 8.4

4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20

Dealing Procedures

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

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

How Winners are Determined and Paid

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

Player Hand:

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

21st CENTURY BACCARAT Version 8.4

Player/Dealer Hand:

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

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

House Way

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

Action Button

The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

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

21st CENTURY BACCARAT Version 8.4

Value of Cards

All cards have their face value. Picture cards have value of 0.
Cards are ranked as follows:

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

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

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Glossary of Terms

Dealer Button	A white plastic disc with the word “dealer” affixed on it
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

No BUST BLACKJACK

6.0

with



Side Bet

US Patent 6,845,981

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

Patent Number*

6,855,051

6,776,416

6,855,051

7,022,015

*Additional pending patent

Patent Date

February 15, 2005

August 17, 2004

January 9, 2001

April 4, 2006

Patent Name

No Bust 21 Blackjack

No Bust Blackjack Type Game

No Bust 21 Blackjack

No Bust 21 Blackjack

Trademark

21st Century Blackjack Trademark Registration

No Bust Blackjack Trademark Registration

Trademark Number

2,485,604

2,404,922

6.0

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 “Natural” or “22” A “Natural” beats all other hands.

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

VALUE OF CARDS

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

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

RANKING CHART

Card	Value
Ace Has a Wild value	a) 12. On first two cards when paired with another card with the value of 10. 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 marked "No Bust" aces with 3 values . The aces are Bonus cards with the value of:
 - a. 12 on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. 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.
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.
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 “Natural”	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.

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.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - b. Winning "Natural" hands are paid odds of 6 to 5.
2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.

- b. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Dealer has one of the following hand occurs and then they will "PUSH".
 - i. Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single color.
- 6. The Player/Dealer wins all ties over a "Natural."
- 7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
- 8. A two card "Natural" beats all other hands.
- 9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands 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.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- 10. Splits:
 - a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
 - c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.
- 11. Insurance:
 - a. Players may make an optional insurance wager.
 - b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
- 12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player-Dealer's wager. 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 Bet

Rules of Play

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

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

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

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

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

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand		Table A
3 or 4		2
5		4
6		18
7		50
8 or more		200
House Edge in %	6 Deck	4.69
	8 Deck	4.64

All numbers were derived under the assumption that the dealer would hit soft 17.

A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (a) the dealer hits a soft 17, (b) at least three decks are used, and (c) the cards the dealer draws are exactly in the following order: A-A-A-A-A-A-A-5-A-A-A-A-6.

The frequency distribution of the various dealer busting hands is given below for a 6 and 8 deck game, respectively:

Frequency Distribution

# Cards	6 Deck	8 Deck
3	1/5.8	1/5.8
4	1/11	1/11
5	1/49	1/49
6	1/379	1/376
7	1/4663	1/4558
8 or more	1/83715	1/79863

Number of Decks	Dealer Bust Frequency
6	28.58%
8	28.57%

The Benefits of Buster Blackjack

- ❑ **Camaraderie**
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **High hit frequency**
The hit frequency is over 28%. The player will win once every 3.5 hands.
- ❑ **Easy to deal**
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

HOW IT'S PLAYED

1. The game follows all the standard rules of the game of craps. The game needs a Player / Dealer position and one player or a plurality of players to place a wager against the Player / Dealer. The table layout resembles that of a standard craps layout with the exception of adding seat numbers to represent each individual position at the table. The Player may not Place a wager on the Come or Don't Come area on the "Come out Deal." The player may only bet on the Come and Don't Come after the point is established. The Player may bet on any additional seats that are not occupied.
2. Determining the Number needed in the Game.

Two cards will be dealt from a single shoe or shuffling machine. The amount of decks will vary depending on the amount of cards the devise is capable of holding.

3. Player / Dealer Position

- A. The Player Dealer tile, which designates the person who is occupying the Player Dealer position at the table, is double sided with a 1 on one side and a 2 on the other side.
- B. The Player / Dealer position is determined at the start of the game, before any bets are made, the dealer will ask the player in first position if they would like to occupy the Player Dealer position. If no player is in position one then the dealer will continue to a position that is occupied to determine the Player / Dealer position for the game.
- C. Once a player accepts, the Player / Dealer position a Tile is placed in front of the player. That player then pushes out the amount of money he/she chooses to use as their bank forward onto their position number. A player may only occupy the player/dealer position for two 'flips' of the cards. Once that has occurred, the player/dealer position will be offered to all seated players. Any established bets will remain when the player/dealer position is rotated.
- D. The player/dealer will pay all wagers and will collect all losing wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- E. The person in the Player / Dealer position may add or subtract money from the player dealer position between Hand One and Hand Two.
- F. If a player that chose to occupy the player dealer position has established wagers from a prior deal, then the wagers will receive no action and will not count against their player dealer wager.
 - i. Their wagers may remain if the total of the two cards does not have an affect on the wager.
 - ii. Their wager may be returned if the total of the two cards do have an affect on the wager.

4. Bets that are either “On or Off” on the Come Out.
 - A. Place & Buy Bets are “Off” unless turned “On.”
 - B. Lay Bets are “On” unless asked to be taken down.
 - C. Come Bets with Odds – Come Bet are always “On” however the Odds are “Off” unless turned “On.”
 - D. Don’t Come Bets with Odds – Don’t Come Bet are “On” along with their Odds unless asked to be taken down.
 - E. The Hard Way Bets are always “On” unless asked to be taken down.

5. Betting Areas
 - A. Pass Line Bet (Pays 1:1) - the bet wins when the number total of the two cards drawn is either a 7 or 11 on the Come out, or when a point is repeated before a 7. The bet loses when the total of the two cards drawn is 2, 3, or 12 on the come out, or when the 7 is drawn before the point is repeated. *OPTION the player may surrender their established Pass Line bet by forfeiting half their wager.
 - B. Don’t Pass Line Bet (Pays 1:1) – the bet wins when the cards dealt total either a 2 or 3 on the come out and ties on a 12, or when the cards dealt total a 7 before the point is repeated. The bet loses if the come out is either a 7 or 11, or when the point is repeated before a 7.
 - C. Come Bet (Pays 1:1) – it has the same rules as the Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined. *OPTION the player may surrender their established Come bet by forfeiting half their wager.
 - D. Don’t Come Bet (Pays 1:1) – it has the same rules as the Don’t Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.
 - E. Odds Bet – (Pays 4 or 10 2:1, 5 or 9 Pays 3:2, 6 or 8 Pays 6:5) These are additional bets made on an established Pass, Don’t Pass, Come or Don’t Come bets and may be taken down before the next draw.
 - F. Place to Win Bet Area – this is the bet that a 4, 5, 6, 8, 9, or 10 will be dealt before a 7 is dealt. A place win bet is placed in the narrow, unlabeled bar located just under the box with the corresponding number on the craps table; “4, 5, six, 8, nine, or 10.” This area may include Buy Bets. Winning place bets are paid according to the following ratios: 7:6 on numbers 6 & 8, 7:5 on numbers 5 & 9, and 9:5 on numbers 4 & 10.
 - G. Buy Bet – a bet that either 4, 5, 6, 8, 9, or 10 will be dealt before a 7. A buy bet button is placed on top of the bet (labeled “Buy”) and placed in the corresponding spot on the craps table: “4, 5, six, 8, nine, or 10.” A Fee for making these bets will

be deducted from the payout. Buy bet winnings are paid true odds: 6:5 on numbers 6 & 8, 2:3 on numbers 5 & 9, and 2:1 on numbers 4 & 10.

- H. Lay Bet - A lay bet is essentially the reverse of a buy bet. A lay bet is a bet that 7 will be dealt before 4, 5, 6, 8, 9, or 10. The lay button is placed on the top of the bet (labeled "LAY") and placed in the corresponding spot next to the number on the craps table: "4, 5, six, 8, nine, or 10". A Fee for making these bets will be deducted from the payout. Lay bet winnings are paid true odds: 5 to 6 on numbers 6 and 8, 2 to 3 on numbers 5 and 9, and 1 to 2 on numbers 4 and 10.
- I. Buy & Lay bet fees – are deducted from payout. The break down is as follows \$1 will be deducted when the winning amount is between \$1 to \$20; \$2 will be deducted when the winning amount is between \$21 to \$40; \$3 will be deducted when the winning amount is between \$41 to \$60; \$4 will be deducted when the winning amount is between \$61 to \$80; \$5 will be deducted when the winning amount is between \$81 to \$100.
- J. Field Bets – these bets are for one deal only. If a 2, 3, 4, 9, 10, 11, 12 is dealt the player wins. If a 5, 6, 7, or 8 is dealt the player loses. Field Bets have the following payoffs: 2 pays (2:1); 12 pays (3:1); and 3, 4, 9, 10, or 11 pays (1:1).
- K. Big 6 Bet: a bet that a 6 will be dealt before a 7. Payoff 1:1.
- L. Big 8 Bet: a bet that an 8 will be dealt before a 7. Payoff 1:1.
- M. The following bets can be made at any time and are one-hand bets, except for Hard ways, which may be taken down at any time. The player must have an active wager on either of the following areas: Big 6 & 8, Field, Place, Lay, Buy, Pass Line, Don't Pass, Come, or Don't Come to place a wager on the betting section listed below
- a. Hard ways bet: the bet wins when a specific hard way 4, 6, 8, or 10 comes before a 7 or the corresponding easy way. Deuce-deuce pays (7:1); three-three pays (9:1); four-four pays (9:1); five-five pays (7:1).
 - b. Any Seven: wins if a 7 is dealt. Payoff 4:1.
 - c. Any Craps: wins if a 2, 3, or 12 is dealt. Payoff 7:1.
 - d. Craps Two: this is a bet that number will be a 2 on the next deal. Payoff 30:1.
 - e. Craps Twelve: this is a bet that number will be a 12 on the next deal. Payoff 30:1.

- f. Craps Three: this is a bet that number will be a 3 on the next deal. Payoff 15:1.
- g. Eleven: this is a bet that number will be a 11 on the next deal. Payoff 15:1.
- h. Horn Bet: bet the outcome of the next deal will either be a 2, 3, 11, or 12. The wager will be distributed equally amongst the four numbers in the horn: 2, 3, 11, and 12; however, the payoff is determined according to the number dealt. The other three bets are lost. This is a one-deal bet.
- i. Hop Bet: a bet that the next deal will result in one particular combination. The Hard Hop bets are 2-2; 3-3; 4-4; 5-5; and pays 30:1. The Easy way Hops are 1-3; 1-4; 2-3; 4-2; 1-5; 1-6; 2-5; 3-4; 5-3; 6-2; 5-4; 6-3; 6-4; and pay 15:1.

6. Action tile (designates starting point for payouts)

- A. The Action tile is used to determine in which seat number the payoffs will start.
- B. The placement of the Action tile is determined by totaling the number on the Cards and counting clockwise from the Player Dealer position. The Player Dealer position is not counted in determining the placement of the Action tile. If the seat is unoccupied then the dealer will move the Action tile to the next occupied space to the right and play resumes.
- C. Action tile will change with each new draw.

7. Deck Used

A standard deck of playing cards is augmented by removing the 7's, 8's, 9's, 10's, Jacks, Queens and Kings. A deck will consist of 4 – Aces, 4 – Deuces, 4 – Threes, 4 – Fours, 4 – Fives, and 4 – Sixes for a total of 24 cards.

8. Number of Players in the Game

The game will be played with 9 players.

9. Betting scheme

The objective of PARTY CRAPS is to establish a “point” and then remake it before making a 7. A Pass Line bet wins on 7 and 11, and loses on 2, 3, and 12. The point is established with a 4, 5, 6, 8, 9, or 10. Additionally, PARTY CRAPS provides a variety of alluring bets to choose from.

10. How winners determined and paid

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

Payout Method: The order of comparing the different betting areas against the Player Dealer position.

Order of comparison between the different betting areas and the Player Dealer position on the “Come Out” draw and the two cards are:

Seven: Ace, 6

1. Hop Ace, 6
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. C bets
14. E bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 2, 5

1. Hop 2, 5
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. C bets
14. E bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 3, 4

1. Hop 3, 4
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. C bets
14. E bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Eleven: 6, 5

1. E bet
2. Horn (6, 5)
3. Pass Line
4. Field
5. Don't Pass
6. C bets
7. Any Craps
8. Hop
9. Horn (A, A; 6, 6; A, 2)
10. Any Seven

Two: Ace, Ace

1. Horn (A, A)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (6, 6; 6, 5; A, 2)
10. Any Seven

Three: Ace, 2

1. Horn (Ace, 2)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; 6, 6)
10. Any Seven.

Twelve: 6, 6

1. Horn (6, 6)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; A, 2)
10. Any Seven.

Four: Ace, 3

1. Hop Ace, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Hard 4
14. Any Seven

Four: 2, 2

1. Hop 2, 2
2. Hard 4
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. C bets
10. E bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Five: Ace, 4

1. Hop A, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Five: 2, 3

1. Hop 2, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Six: Ace, 5

1. Hop A, 5
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 2, 4

1. Hop 2, 4
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 3, 3

1. Hop 3, 3
2. Hard 6
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Eight: 2, 6

1. Hop 2, 6
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Eight: 3, 5

1. Hop 3, 5
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Eight: 4, 4

1. Hop 4, 4
2. Hard 8
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Nine: 5, 4

1. Hop 5, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Nine: 3, 6

1. Hop 3, 6
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Ten: 6, 4

1. Hop 6, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. C bets
9. E bets
10. Any Craps
11. Hop
12. Horn
13. Hard 10
14. Any Seven

Ten: 5, 5

1. Hop 5, 5
2. Hard 10
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. C bets
10. E bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Order of comparison between the different betting areas and the Player Dealer position after the “Point” is established and the two cards are:

Seven: Ace, 6

1. Hop Ace, 6
2. Any Seven
3. Established Don't Pass & any odds
4. Established Don't Come & any odds
5. Lay bets
6. Come
7. Established Pass Line bets & any odds
8. Established Come bets & any odds
9. Place bets
10. Buy bets
11. Don't Come
12. Big 6
13. Big 8
14. Field
15. C bets
16. E bets
17. Any Craps
18. Hop bets
19. Horn Bets
20. Hard ways
21. Established Big 6
22. Established Big 8

Seven: 2, 5

1. Hop 2, 5
2. Any Seven
3. Established Don't Pass & any odds
4. Established Don't Come & any odds
5. Lay bets
6. Come
7. Established Pass Line bets & any odds
8. Established Come bets & any odds
9. Place bets
10. Buy bets
11. Don't Come
12. Big 6
13. Big 8
14. Field
15. C bets
16. E bets
17. Any Craps
18. Hop bets
19. Horn Bets
20. Hard ways
21. Established Big 6
22. Established Big 8

Seven: 3, 4

1. Hop 3, 4
2. Any Seven
3. Established Don't Pass & any odds
4. Established Don't Come & any odds
5. Lay bets
6. Come
7. Established Pass Line bets & any odds
8. Established Come bets & any odds
9. Place bets
10. Buy bets
11. Don't Come
12. Big 6
13. Big 8
14. Field
15. C bets
16. E bets
17. Any Craps
18. Hop bets
19. Horn Bets
20. Hard ways
21. Established Big 6
22. Established Big 8

Eleven: 6, 5

1. E bet
2. Horn (6, 5)
3. Come bet
4. Field
5. Don't Come
6. C bets
7. Any Craps
8. Hop
9. Horn (A, A; 6, 6; A, 2)
10. Any Seven

Two: Ace, Ace

1. Horn (A, A)
2. Any Craps
3. C bet
4. Field
5. Don't Come
6. Come
7. E bet
8. Hop
9. Horn (6, 6; 6, 5; A, 2)
10. Any Seven

Three: Ace, 2

1. Horn (Ace, 2)
2. Any Craps
3. C bet
4. Field
5. Don't Come
6. Come
7. E bet
8. Hop
9. Horn (A, A; 6, 5; 6, 6)
10. Any Seven

Twelve: 6, 6

1. Horn (6, 6)
2. Any Craps
3. C bet
4. Field
5. Don't Come
6. Come
7. E bet
8. Hop
9. Horn (A, A; 6, 5; A, 2)
10. Any Seven

Four: Ace, 3

1. Hop Ace, 3
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Established Don't Pass bets & any odds
9. Lay bets
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 4
16. Any Seven

Four: 2, 2

1. Hop 2, 2
2. Hard 4
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Field
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. C bets
12. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Five: Ace, 4

1. Hop Ace, 4
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Established Don't Come bets & any odds
7. Established Don't Pass bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Five: 3, 2

1. Hop 3, 2
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Established Don't Come bets & any odds
7. Established Don't Pass bets & any odds
8. Lay bets
9. Field
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Six: Ace, 5

1. Hop Ace, 5
2. Established Big 6
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Big 6
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. Field
12. C bets
13. E bets
14. Any Craps
15. Hop
16. Horn
17. Hard 6
18. Any Seven

Six: 2, 4

1. Hop 2, 4
2. Established Big 6
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Big 6
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. Field
12. C bets
13. E bets
14. Any Craps
15. Hop
16. Horn
17. Hard 6
18. Any Seven

Six: 3, 3

1. Hop 3, 3
2. Hard 6
3. Established Big 6
4. Established Come bet & any odds
5. Established Pass Line bets & any odds
6. Place bets
7. Buy bets
8. Big 6
9. Established Don't Come bets & any odds
10. Established Don't Pass bets & any odds
11. Lay bets
12. Field
13. C bets
14. E bets
15. Any Craps
16. Hop
17. Horn
18. Any Seven

Eight: 2, 6

1. Hop 2, 6
2. Established Big 8
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Big 8
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. Field
12. C bets
13. E bets
14. Any Craps
15. Hop
16. Horn
17. Hard 8
18. Any Seven

Eight: 3, 5

1. Hop 3, 5
2. Established Big 8
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Big 8
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. Field
12. C bets
13. E bets
14. Any Craps
15. Hop
16. Horn
17. Hard 8
18. Any Seven

Eight: 4, 4

1. Hop 4, 4
2. Hard 8
3. Established Big 8
4. Established Come bet & any odds
5. Established Pass Line bets & any odds
6. Place bets
7. Buy bets
8. Big 8
9. Established Don't Come bets & any odds
10. Established Don't Pass bets & any odds
11. Lay bets
12. Field
13. C bets
14. E bets
15. Any Craps
16. Hop
17. Horn
18. Any Seven

Nine: 5, 4

1. Hop 5, 4
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Established Don't Pass bets & any odds
9. Lay bets
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Nine: 3, 6

1. Hop 3, 6
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Established Don't Pass bets & any odds
9. Lay bets
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Ten: 6, 4

1. Hop 6, 4
2. Established Come bet & any odds
3. Established Pass Line bets & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Established Don't Pass bets & any odds
9. Lay bets
10. C bets
11. E bets
12. Any Craps
13. Hop
14. Horn
15. Hard 10
16. Any Seven

Ten: 5, 5

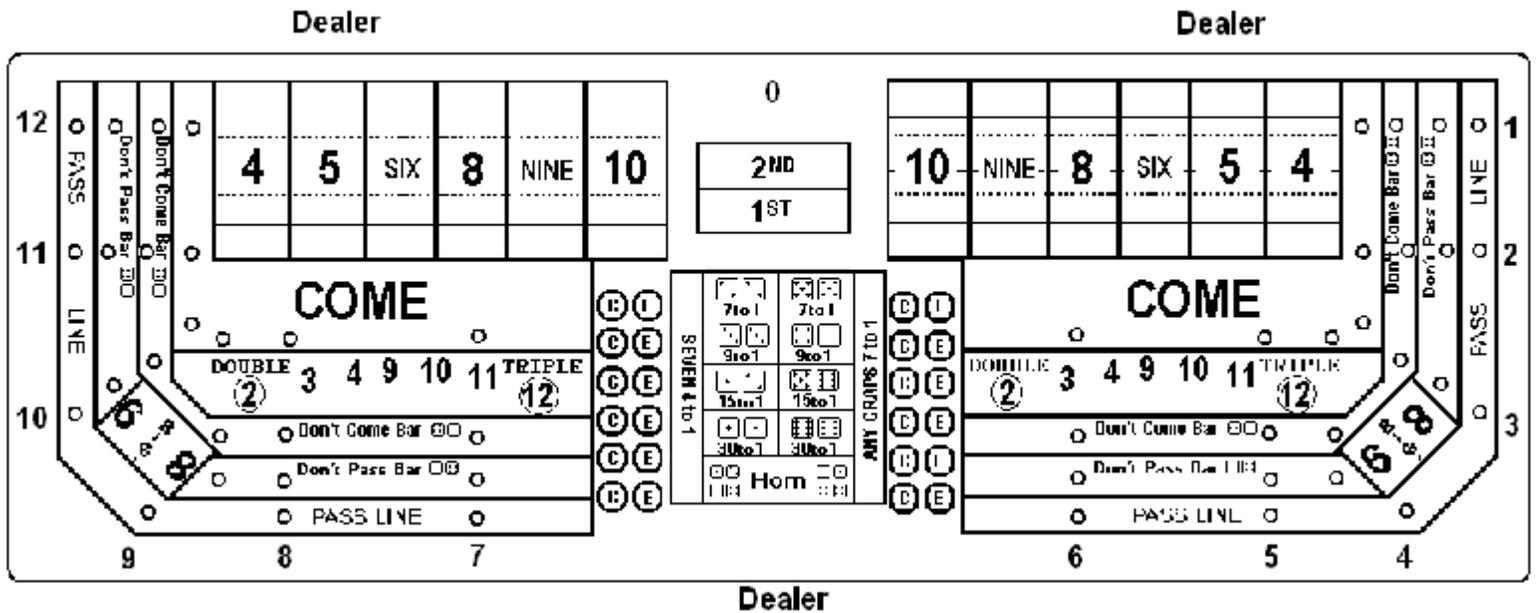
1. Hop 5, 5
2. Hard 10
3. Established Come bet & any odds
4. Established Pass Line bets & any odds
5. Place bets
6. Buy bets
7. Field
8. Established Don't Come bets & any odds
9. Established Don't Pass bets & any odds
10. Lay bets
11. C bets
12. E bets
13. Any Craps
14. Hop
15. Horn
16. Any Seven

Round of Play

1. A standard round of play begins when a Player Dealer is designated. The Player Dealer will place an amount of money that will be used to pay the winners and will also set the amount that they can collect from the losing bets. The Dealer will place the Player Dealer Tile, that designates which Player is occupying the Player Dealer position.
2. Players at a table then place their wagers in designated betting areas.
3. Once all Bets are down the Dealer will gather all of the collection fees. This will always be accomplished prior to the start of the game.
4. The Dealer will deal two cards. The total of the two cards will determine the Point Number needed for the Play of the game.
5. The Action tile is placed and if no Player is occupying the seat then the Dealer will then move the Action tile to the next occupied space and play resumes.
6. The payout or collection of the wagers will begin at the seat where the Action Tile is placed. The settling of the wagers will proceed in a clock-wise until all wagers have been acted upon.
7. After a player banks twice the player dealer position will be offered.

Gaming Table Utilized for this Game

Below is a description of what the gaming table layout would look like from a birds eye view. Each player will stand behind their seat number and place their wagers in front of their seat numbers. PARTY CRAPS will be played on a standard, regulation size craps table. The rectangular shape table should be large enough for players to fit comfortably and for three Casino dealers if necessary, as pictured below. The table resembles that of a tub, because walls surround it. Atop the walls are empty chip racks built into the table for the player to place their chips in-between bets. Chairs may be provided for the players to sit on.



Other Equipment Used

The following equipment is needed in order to play PARTY CRAPS. Below is a visual description of the equipment used. The size of the equipment will vary in size. The description of the table and layout are seen in Section III number 5 of the Game Information Specifics section.

1. A rectangular table – used to play on and accommodate 13 players and three casino employees.
2. A Layout – a felt placed on top the table and used to describe the games playing surface.
3. A Deck of cards – augmented by only using the Aces, Deuces, Threes, Fours, Fives, and Sixes.
4. A Shoe – used to hold the cards that the dealer will deal.
5. Player / Dealer Tile.
6. Shuffling machine.
7. Action tile.
8. ON/OFF Tile: Determines whether the point is established and if the bet is working or not.
9. A Buy/Lay tile – used to describe a player wager who places one of these bets.

10. A Game Open/Game Closed tile – used to announce to players when the game is open.
11. A Cut Card – used to determine when to shuffle the shoe when dealt.



Glossary of Terms:

- Aces betting** that the next deal will be the total sum of 2.
- Ace Deuce:** that the next deal will be a 3.
- Action tile** – used to determine which player wins or loses first.
- Any craps** a bet that the next deal will be 2, 3, or 12.
- Any 7** a bet that the next deal will be 7.
- Big 6** a bet that a 6 will be dealt before a 7 comes up.
- Big 8** a bet that an 8 will be dealt before a 7 comes up.
- Boxcars** betting on the 12.
- Boxed Card:** a card that is face up or exposed in a shoe.
- Buy bet** giving the house a 5% commission in order to be paid correct odds for a place bet it is collect the commission only on winning bets.
- Buy/Lay tile** – used to describe a player wager who places one of these bets.
- Burn Card** – a card removed from the top of the deck to protect against marked cards.
- C and E Bet** a proposition bet on the 11 (E) or any craps (C)
- Collection:** set fee charged by the house for each wager placed.
- Come bet** a bet made after the point is established, it's exactly like a pass line bet.
- Come out,** the first deal of the cards in a betting round is called the "come out".

Crap the numbers 2, 3 and 12.

Craps the game.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Snake Eyes betting on the number 2

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

House Collection Fees:

Table Limits	Player Collection	Player Dealer Collection
\$5 - \$300	N/A, \$1	N/A, \$1, \$3, \$5, \$8
\$25 - \$300	N/A, \$1	N/A, \$1, \$3, \$5, \$8

Player Collection Rate

- The collection is only taken when the bet is initially placed, after there is no collection taken.
- If the game closes and a collection was taken for a wager that neither won or loss, the player will receive a collection refund.
- If a collection was taken for a wager that neither won or loss and the player dealer position moved to another player, then the wager may remain with out being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

	Bet Amount	Collection
Total Place Bets	\$5 - \$100	\$1
Total Buy Bets	\$5 - \$100	\$1
Total Lay Bets	\$5 - \$100	\$1

Player Dealer Collection Rate

- The collection is only taken when the bet is initially placed, after there is no collection taken.
- In the event the player dealer position rotates to the next player and no new wagers are placed their will be no collection taken.
- If the game closes and a collection was taken for a wager that neither won or loss, the player will receive a collection refund.
- If a collection was taken for a wager that neither won or loss and the player dealer position moved to another player, then the wager may remain with out being charged an additional collection; however, if the player removes the wager they will not receive a free collection.
 - Collection Rate chart for all bets placed in the following sections: Big 6/Big 8; Field Bet; Hard Ways; Any 7; Any Craps; Eleven; Ace, Deuce; Ace, Ace; Six, Six; Horn Bet; Hop Bets, C & E.

Total Player Action	Player Dealer Collection Fees
\$1 - \$100	\$1
\$101 - \$300	\$3
\$301 & Up	\$5

- Collection Rate Chart for all bets placed in the following sections: Pass Line, Don't Pass, Come and Don't Come betting areas. No collection is taken for odds placed behind on established Pass Line, Don't Pass, Come and Don't Come bets.

Total Player Action	Player Dealer Collection Fees
\$1 - \$200	\$1
\$201 - \$500	\$3
\$501 & Up	\$8

Pai Gow Poker

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker, the joker is wild and can be used as any card.

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

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

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

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

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clock-wise. The banker's position is always 1, 8 and 15.
4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.

Pai Gow Poker

5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. The joker is wild and may be used as any card.
9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
10. Statements regarding the value of hands are not binding. The cards speak for them-selves.
11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
16. Golden Horse and Main Floor:
 - a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
 - b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.

Pai Gow Poker

18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floor person must immediately be called - Floor person will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).
19. Main Floor: Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to HPC procedure only.

Golden Horse: Banker may ask for and receive an additional shuffle.
20. If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
21. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.
22. A player may not shake the dice for more that 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.

Pai Gow Poker House Way (HPC Logical Way)		
Hand	How To Play	Example
No Pair	Put 2 nd & 3 rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair: A's, K's, Q's.	Put small pair in front.	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair: 10's, 9's.	Put both pairs in back if you can put an Ace in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣ 8♣8♦ 9♠9♣Q♥7♠3♣

Pai Gow Poker

<p style="text-align: center;">Big pair: 8's, 7's, 6's.</p>	<p style="text-align: center;">Put both pairs in back if you can put a King or higher in front, otherwise split.</p>	<p style="text-align: center;">K9?? 77443?? 44?? 77Q93??</p>
<p style="text-align: center;">Big pair: 5's, 4's, 3's.</p>	<p style="text-align: center;">Put both pairs in back if you can put a Queen or higher in front, otherwise split.</p>	<p style="text-align: center;">Q10?? 552228?? 22?? 55J108??</p>
<p style="text-align: center;">Three Pair</p>	<p style="text-align: center;">Put high pair in front.</p>	<p style="text-align: center;">1010?? 99553??</p>
<p style="text-align: center;">Three of a Kind: Aces</p>	<p style="text-align: center;">Put an Ace and next highest card in front.</p>	<p style="text-align: center;">AQ?? AA982??</p>
<p style="text-align: center;">Kings and Below</p>	<p style="text-align: center;">Put three of a kind in back, two other highest cards in front.</p>	<p style="text-align: center;">Q9?? KKK72??</p>
<p style="text-align: center;">Two Sets</p>	<p style="text-align: center;">Put pair from higher set in front.</p>	<p style="text-align: center;">KK?? 666KK9??</p>

Pai Gow Poker

<p style="text-align: center;">Straight or Flush: With no pair</p>	<p style="text-align: center;">Put two highest cards in front that will leave completed hand in back.</p>	<p style="text-align: center;">87 65432</p>
<p style="text-align: center;">With one pair</p>	<p style="text-align: center;">Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.</p>	<p style="text-align: center;">KQ QJ1098 33 AKQJ10</p>
<p style="text-align: center;">With two pair</p>	<p style="text-align: center;">Play according to two pair strategy.</p>	<p style="text-align: center;">33 66542</p>
<p style="text-align: center;">With three of a kind</p>	<p style="text-align: center;">Put completed hand in back, pair in front.</p>	<p style="text-align: center;">99 98765</p>
<p style="text-align: center;">Full House</p>	<p style="text-align: center;">Put highest possible pair in front.</p>	<p style="text-align: center;">99 55594 AA 444A6</p>
<p style="text-align: center;">Four of a Kind A's, K's, Q's.</p>	<p style="text-align: center;">Play four of a kind in back if you can put at least a pair in front, otherwise split.</p>	<p style="text-align: center;">QQQ QQAK4</p>

Pai Gow Poker

J's, 10's, 9's.	Play four of a kind in back if you can put at least a King up front, otherwise split.	K J 10 10 10 10 7 10 10 10 10 8 3 2
8's, 7's, 6's.	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	Q 10 7 7 7 7 2 7 7 7 7 10 9 2
5's and below	Never split.	K Q 4 4 4 4 7

Pai Gow Poker House Way (HPC Logical Way with Wild Joker)		
Hand	How to Play	Example
No pair, No flush	Put the highest and the third highest cards in the front. Use the Joker with the Second Highest card as a pair in the back.	A♣ Q♥ JOK, K♠, 7♦, 4♣, 3♥
No Pair with Straight	Use the Joker to complete the straight, put the two highest cards in front	K♦, 3♦ Q♦, JOK, 10♥, 9♠, 8♣
No Pair with Flush	Use the joker to complete the flush, put the highest 2 cards in front	K♦, 3♦ JOK, Q♠, 10♠, 8♠, 4♠
Straight or Flush with one Pair	Use the joker to complete the highest non-paired card to make a pair and play hand pair/pair	JOK, 10♣ K♣, K♦, 8♥, 5♠, 3♣
One Pair and a Joker	Use the joker with the highest non-paired card to make a pair and play hand pair/pair.	JOK, 9♦ Q♦, Q♣, 7♠, 5♥, 2♠

Pai Gow Poker

Two pairs and a Joker	If the highest non-paired card is 3 ranks higher than your biggest pair, use the joker with it in front and play two pair behind. Otherwise put your biggest pair in front and use the joker with the smaller pair behind to make a 3 of a kind.	JOK, 9♥ 6♠6♥4♠4♣2♠ 6♥, 6♠ JOK, 4♠, 4♦, 7♣, 2♦
Three pairs and a joker	Play highest pair in front and other two pairs with joker in back.	J♠, J♥ JOK, 10♣, 10♠, 4♥, 4♠
Three of a kind and a joker	Put joker with highest single card in front. Keep the trips in the back.	JOK, 7♦ Q♥, Q♦, Q♠, 5♠, 2♥
Straight or flush with 2 pairs	Play according to two pair	J♥, J♠ JOK, 9♣, 9♦, 10♠, 7♥
Four of a kind and a joker	Put joker with the highest single card in front. Keep the four of a kind in back.	JOK, Q♥ 9♣, 8♠, 8♣, 8♦, 8♥

Dragon Hand Option

The Dragon Hand Option offers Players the opportunity to place a wager on the designated Dragon Hand seat. The following procedures shall be followed for the Dragon Hand Option.

1. The Dragon Hand Option hand shall be dealt to the designated Dragon Hand seat and the Dragon Hand plaque shall be placed on top of the Dragon Hand. The Dragon Hand shall remain unopened (face down) until all initial Player hands with wagers are settled.
2. After all Player hands are checked/set and directly prior to the opening of the Player/Banker hand players with an initial wager in action will be given the option, in turn, clockwise (higher seat number) from the Dragon Hand to wager on the Dragon Hand. Each player will have the option of placing a wager equal to their highest wager in action for that particular hand on the Dragon Hand seat.
3. Each individual wager on the Dragon Hand will require a corresponding Collection. The total amount of Dragon Hand wagers allowed shall be limited to the allowable number of wagers for the game and shall not exceed the table limit for the game.
4. Wagers and Collections made on the Dragon Hand shall be placed on the designated Dragon Hand seat by the Dealer/Floor in the corresponding betting circles from left (1st player to wager) to right (last player to wager) for identification purposes.

Pai Gow Poker

5. Dragon Hand shall be opened after all initial wagers are settled against the Player/Bank hand.
Dragon Hand shall be set HPC “Logical Way” with all winning or losing wagers from the Dragon Hand playing against TPPP with the Player/Banker hand set “Logical Way”.
6. The hand will always be set according to HPC ‘logical way’ for Joker wild PGP. If the hand does not contain the Joker it plays according to HPC ‘logical way’ without the joker.
7. The dragon hand will always be in the same position – seat #2.

NO BUST

21st
CENTURY

BLACKJACK

4.0a

With
Perfect Pair
&
Buster Blackjack

No Bust 21st Century Blackjack 4.0a

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 “No-Bust” or “20 ½.” A “No Bust” beats all other hands. Winning “No Bust” hands are paid odds of 6 to 5

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “No Bust” Aces with any 10 or face card is a “No Bust” and beats all other hands.
- An Ace has a value of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two Aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. 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 4.0a 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.

No Bust 21st Century Blackjack 4.0a

2. The game utilizes a 52-card deck with special marked “No Bust” Aces. The aces are wild cards with the following values:
 - a. 10 ½ on first two cards with all cards with the value of 10’s.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. 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.
4. A standard round of play begins when a player/dealer is designated. The layer/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.
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 casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer 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 “No Busts”	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

No Bust 21st Century Blackjack 4.0a

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.
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.

GAME RULES

1. A "No Bust" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the Player and the player/dealer's hands are both a "No Bust," the hand is a push or tie, and no action is taken on the wager.
Winning "No Bust" hands will be paid 6 to 5
2. If the value of a Player's hand is less than a "No Bust" and the value of the player/dealer's hand is more than a "No Bust" the Player wins the hand.
3. If the value of a Player's hand is less than a "No Bust" and the value of the Player/Dealer's hand is less than a "No Bust," the hand closest to a "No Bust" wins.
4. If a player and the player/dealer hands have the same value and it is less than a "No Bust," 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 hands both have a value of more than a "No Bust", the following rules apply:
 - a. If the value of the player/dealer's hand is closer to a "No Bust," the player/dealer wins the hand.

No Bust 21st Century Blackjack 4.0a

14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
16. Backline betting is allowed.
17. 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.
18. 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.

Perfect Pair

The Perfect Pair Bet is a side bet that allows a player to bet that he/she will be dealt a pair. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Perfect Pair Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand. In the event that the first two (2) cards dealt to a player that placed a Perfect Pair wager, are a pair, the bonus bet wager will win. Any other combination of the first two (2) cards dealt will lose. All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Perfect Pair wager shall not exceed the base game wager.
- There is no additional collection fee taken for placing a Bonus Bet wager.
- **The player/dealer will pay all winning Bonus Bet wagers and will collect all losing Perfect Pairs Bonus Bet wagers.** Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Perfect Pairs Bonus Bet wagers will be paid according to the table, as shown below:

Perfect Pairs Bonus Bet Payout Table Hand Dealt	Payout
Mixed Pair (Any Pair)	6 to 1
Colored Pair (Same Color, Not Same Suite)	12 to 1
Perfect Pair (Same Color, Same Suite)	25 to 1

No Bust 21st Century Blackjack 4.0a

Buster Blackjack

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21st Century Blackjack (hereafter **NB21**). It features a 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

- The Buster Bet 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.
- Buster Bets must be placed prior to the initial deal.
- Backline bettors are eligible for the Buster Bet.
- The Buster Bet shall not exceed the base game wager.
- 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 Bet remains in action whether or not the player busts or is dealt a Natural.
- 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.
 - If the Player-Dealer hand busts, all Buster Bets will be paid according to the posted Buster Blackjack pay table.
 - If the Player-Dealer does not bust, all Buster Bets will be collected in rotation to the extent of the money in action.
- The Player-Dealer will pay all winning Buster Bets and will collect all losing Buster Bets.
- 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 Bet.

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

Buster Blackjack Pay Table (All payouts are "to 1")

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

No Bust 21st Century Blackjack 4.0a

PLAYER-DEALER & DEAL

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

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



Fortune Pai Gow Poker

Standards of play:

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

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$50 on the Fortune Bonus Bet qualifies for and Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard fifty-two (52) card deck. A joker will be added for the Joker's Wild version, for a total of fifty-three (53) cards. The Joker is wild and can be used as any card in the deck.

The hand rankings for Pai Gow Poker are as follows:

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five (5) cards of the same rank. Five (5) Aces is the highest ranked five of a kind and five (5) 2's is the lowest ranked four of a kind.
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five (5) cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.
Flush	A hand that consists of five (5) cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five (5) cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked



Fortune Pai Gow Poker

	straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.
High Card	A hand that consists of five (5) cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

The hand rankings for the Fortune Pai Gow Poker Bonus Bet are as follows:

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



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	Q-Q-Q)
12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table. The first card will be placed to the dealer's left and then additional cards will be dealt to the right until seven cards lay in front of the dealer. The dealer will then deal another seven cards, starting with the card farthest to the dealer's right. Cards shall be dealt in this back and forth manner until each pile has seven cards. The Player/Dealer selects which pile will be distributed to the first Player who is randomly selected. The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile.
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- ❖ Each pile of seven cards is distributed to each seat at the table, starting with the pile of cards that received the action button to the player that received the action position. The remaining piles, starting with the pile to the right of the action pile from the dealer position, shall be distributed to the remainder of the seats in a clockwise manner. The Dealer collects cards distributed to seats without a wager.

Number of players in the game:

The game will be played on a standard pai gow poker table which accommodates a maximum of seven players including the player/dealer position.



Fortune Pai Gow Poker

How and when are house fees collected:

The collection fees will be taken per hand from the player-dealer and per player for each Pai Gow Poker base game wager placed based on the player's wager, prior to cards being dealt or any round of play being conducted. A collection fee not be assessed to players when placing a wager on the Fortune Pai Gow Poker Bonus Bet.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow wager have the option to make a Fortune Bonus wager as well. If a player wagers at least \$50 on the Fortune bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus wager.

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

How winners determined and paid:

- ❖ Once the player/dealer's hands are set, according the 'House Way' chart below, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands, as described below, starting with the action button and moving clockwise from player to player:
- ❖ The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
 - The player-dealer will pay all winning Fortune Pai Gow Poker Bonus Bet wagers when the player's hand qualifies according to the chart below.
 - The player-dealer will collect all losing Fortune Pai Gow Poker Bonus Bet wagers when the player's hand does not qualify according to the chart below.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ A player must place a wager for the game of Pai Gow in order to place a Fortune Bonus bet.



Fortune Pai Gow Poker

- ❖ The Fortune Bonus bet may be less than, equal to, or greater than the Pai Gow Poker bet. However, the Fortune Bonus bet may not exceed the table limit.
- ❖ Only the player who placed wager on the first betting circle of the seat is eligible to place a Fortune Bonus bet.
- ❖ There is no collection fee taken when a player places a Fortune Bonus bet.
- ❖ The Fortune Bonus bet may win or lose independent of the outcome of the Pai Gow Poker bet.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Royal Flush higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least a Royal Flush, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ Once the Fortune Pai Gow Poker Bonus wagers are settled (win, lose, tie/push), the standard Pai Gow Poker wagers will be settled, as follows:
- ❖ The base game wager wins if the two (2) card hand and the five (5) card hand held by the player ranks higher than the player-dealer's two (2) card



Fortune Pai Gow Poker

hand and the five (5) card hand. The player-dealer will pay all winning base game wagers.

- ❖ The base game wager loses if the two (2) card hand and the five (5) card hand held by the player ranks lower than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will collect all losing base game wagers.
- ❖ The base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the player's other hand ranks lower than the player-dealer's hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a 'push' and is returned to the player.
- ❖ If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- ❖ The Fortune Pai Gow Poker Bonus bets will be settled first. The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ Once the Fortune Bonus and/or the Envy Bonus bets are settled, the standard Pai Gow Poker wagers are settled (win, lose, tie/push).
- ❖ In all winning bets, the players are paid 1 to 1 of their total wager to the extent the Player/Dealer's wagers covers the action.



Fortune Pai Gow Poker

- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

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

Fortune Pai Gow Poker PAYTABLE

Joker Fully Wild	Pays	Envy
7 Card Straight Flush with no Joker	500 to 1	\$250
7 Card Straight Flush with Joker	500 to 1	\$250
Five Aces	250 to 1	\$50
Five of a Kind	200 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	50 to 1	\$5
Four of a Kind	25 to 1	\$5
Full House	5 to 1	\$0
Flush	3 to 1	\$0
Straight	2 to 1	\$0

Collection Fees for this game:

The collection fees will be taken per hand from the player-dealer and per player for each Pai Gow Poker base game wager placed based on the player's wager, prior to cards being dealt or any round of play being conducted. A collection fee not be assessed to players when placing a wager on the Fortune Pai Gow Poker Bonus Bet.

House Way Chart:

Pai Gow Poker "House Way"	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.



Fortune Pai Gow Poker

One Pair	Put the pair in the back and the highest two other cards in the front.
Joker Handicap	Put 1 st and 3 rd highest cards in the front unless the play has a queen, 8, 7, or less.
One Pair and a Joker	Pair-pair unless ace king with three of a kind 2's, 3's, or 4's.
Two Pairs	Please refer to the chart below.
Two Pairs and a Joker	Pair-trips, go three pair if the largest card is three points higher than the big pair.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back unless the front hand is a king and queen.
Three of a Kind – Kings	If three kings, put one king and the highest card in front and the pair of kings in the back unless the front hand is a queen and jack.
Three of a Kind – Queens or lower	If three queens or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put lower three of a kind in the back.
Three of a Kind with a Joker	Put the three of a kind in back and the pair in front.
Straight, Flush, or Straight-Flush with No Pair or and No Joker	Always play the complete hand (straight or flush) in the back and the remaining single cards in front.
Straight, Flush, or Straight-Flush with Joker and No Pair or with	If the front hand has a queen or better, play the complete hand behind (straight or flush)



Fortune Pai Gow Poker

One Pair and No Joker	in the back. If the front hand is not queen or better, play ace and a pair of jacks or better behind or else play as No Joker rule above.
Straight, Flush, or Straight-Flush with Two Pairs and No Joker	Play according to Two Pairs strategy if there is a qualifier of 6's or lower. Otherwise, split if you can't play two pair behind.
Straight, Flush, or Straight-Flush with Two Pairs with a Joker	Play a pair in the front and a complete hand in the back. Otherwise, play according to the No Joker rules above.
Natural Full House and No Joker	Play the pair in front and the three of a kind in the back unless the pair is 2's and the front hand can be ace, king.
Full House or Four of a Kind and a Pair	Play the highest pair in the front and the full house or the four of a kind in the back.
Full House and a Joker	Play the highest pair in front that will leave a full house in the back.
Four of a Kind – Aces and Kings	Always split and put the pair of kings in front and the pair of aces in the back.
Four of a Kind – Queens	Always split and put a pair of queens in front and a pair of queens in the back, unless you can play an ace and a king or an ace and a jack in the front, then keep the four of a kind in back.
Four of a Kind – Jacks and 10's	Always split and put a pair in front and a pair in the back, unless you can play an ace in the front, then keep the four of a kind in back.
Four of a Kind – 9's and 8's	Always split and put a pair in front and a pair in the back, unless you can play a king or higher in the front, then keep the four of a kind in back.



Fortune Pai Gow Poker

Four of a Kind – 7's	Always split and put a pair in front and a pair in the back, unless you can play a queen or higher in the front, then keep the four of a kind in back.
Four of a Kind – 6's or lower	Play the four of a kind in the back and the two highest remaining cards in the front.
Five of a Kind Aces with or without a Pair	Always put the pair of aces in the front unless Kings.

Two Pair Chart:

	22	33	44	55	66	77	88	99	XX	JJ	QQ	KK
AA	S	S	S	S	S	S	S	S	S	S	S	S
KK	AJ	AJ	AQ	AQ	S	S	S	S	S	S	S	S
QQ	A8	A9	AX	AJ	AK	AK	AK	S	S	S	4K	
JJ	A4	A4	A6	A8	AX	AQ	AQ	AQ	AK	4K		
XX	KQ	KQ	KQ	A3	A3	A6	AJ	AJ	4K			
99	KX	KJ	KQ	KQ	KQ	KQ	KQ	4K				
88	K4	K5	KJ	KJ	KQ	KQ	4K					
77	K4	K4	K6	KJ	KJ	4K						
66	QJ	K4	K5	K7	4K							
55	QX	QX	QJ	4K								
44	Q5	Q6	4K									
33	JX	4K										

*The "S" stands for split. "4K" means refer to Four of a Kind rule in the House Way chart. The shaded cells represent automatically split the pairs regardless of what they can play in the front hand.

*The chart shows the minimum two cards that must be played in the front, otherwise, the two pairs should be split and the lower pair played in the front hand.



Fortune Pai Gow Poker

*The letters in the chart corresponds to the following cards: A (ace), K (king), Q (queen) J (jack), X (10). All of the numbers in the chart correspond to the exact card with that number.

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a players hand is ranked equally to the player/dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the payable.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is also referred to as the Player/dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the player/dealer wins the other.



Fortune Pai Gow Poker

Collection Rates:

Table Limit	Player Collection Fee (per betting circle)	Player-dealer Collection Fee (per hand)
\$10 - \$100	\$1.00	\$2.00
\$25 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$4.00
\$100 - \$300	\$2.00	\$4.00
\$100 - \$500	\$3.00	\$5.00
\$200 - \$700	\$4.00	\$7.00
\$300 - \$1,000	\$5.00	\$10.00
\$300 - \$2,000	\$8.00	\$10.00
\$500 - \$5,000	\$10.00	\$15.00

Table Limit	Player Collection Fee (per betting circle)	Player-dealer Collection Fee (per hand)
\$10 - \$100	\$2.00	\$3.00
\$25 - \$100	\$2.00	\$3.00
\$50 - \$300	\$3.00	\$5.00
\$100 - \$300	\$3.00	\$5.00
\$100 - \$500	\$3.00	\$5.00
\$200 - \$700	\$5.00	\$8.00
\$300 - \$1,000	\$6.00	\$11.00
\$300 - \$2,000	\$8.00	\$10.00
\$500 - \$5,000	\$10.00	\$15.00

21st
CENTURY

LUCKY 7
BACCARAT

V 9.2

With

Lucky 7 Bonus Bet
Super Tie Bet
Player Bonus Pair Bet
Dealer Bonus Pair Bet

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

1. All wagers in 21st Century Lucky 7 Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1
5. Each player at a 21st Century Lucky 7 Baccarat 9.2 table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the various "bonus wager" outlines.
6. All bets for the base game and "bonus wager" bets must be between the minimum and maximum table limits, as described in each "bonus wager" outline.

Dealing Procedures

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

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

How Winners are Determined and Paid

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both dealer and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the dealer hand wins, all players that wagered on the dealer hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the dealer and tie hands will lose.
- If the dealer and player hands have the same value, regardless of the number of cards in each hand, both the dealer and play hand wagers will push. However, if both hands have a total of 7, then the dealer hand automatically loses and the player hand still pushes.

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

- For the Player's Line, when the initial two (2) cards dealt to the player hand equal five (5) or less, the player hand will be dealt one (1) additional card, which shall be on behalf of each player with a wager on the player line. The hand must stand on 6-9 and will not be dealt an additional card. No option. The hit and stand chart are fixed. The player/dealer line has no stand or hit options.
- If the player stands, the dealer hand will be dealt one (1) additional card, which shall be on behalf of all players with a wager on the Dealer Line on a total of 5 or less and must stand on 6-9.
- If the Player's hand was required to draw an additional card, the dealer's hand will be dealt an additional card according to the table below. The top row represents the point value of the player's draw card. The left column represents the point value of the dealer hand's initial two card hand.
 - If the dealer's hand total is 2 or less, then the dealer hand is dealt a third card regardless of what the player's third card was.
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

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

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

Once all cards have been dealt, the hand with the highest total point count is declared the winner. Wagers will then be settled.

House Way

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

Round of Play

- The player/dealer makes their wager.

- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order from player to player: each player line and dealer line wager placed, then all bonus bet wagers, then all tie bet wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Player-dealer's Second Card	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized to shuffle all of the decks used. In the event that the shuffle machine does not work, the house dealer will shuffle the cards manually.

Once all cards are shuffled, either with the shuffler or manually by the house dealer, they will be placed in a card shoe which will be used to deal the cards.

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

Super Tie Bet

A player has the option of making a Super Tie Bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number, regardless of the number of cards in each hand. This wager wins or loses independent of the base game bet. The tie bet may a minimum of \$1 to a maximum of \$300, as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay according to the pay table. Backline betting is allowed. So long as the hands tie at seven (7), a player can win both the Super Tie Bet and the Lucky 7 Bonus Bet in the same hand.

Winning Super Tie Bet Hands	Payout
Tie with a total of six thru nine (6 – 9) with all six cards the same color	100 to 1

Tie with a total of 6 thru 9 (6 – 9) with the six cards being different colors	25 to 1
All other ties	7 to 1

Bonus Pair Bet

The optional bonus bet is called the Bonus Pair Bet. Each player wagering in the base game has the option of placing a wager of \$1 to \$300, staying within table limits, on one of the two designated Bonus Pair spots located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are two Bonus Pair Bet spots in front of each player – one labeled “Player Bonus Pair” and the other labeled “Dealer Bonus Pair.”
4. Players must place a base game wager to be eligible to place a Bonus Pair Bet.
5. Bonus Pair Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Bonus Pair Bet.
9. The player/dealer will pay all Bonus Pair Bet wagers and will collect all losing Bonus Pair Bet wagers. Wagers are collected or paid, to the extent that the player/dealer’s wager covers. Once the player/dealer’s wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
10. A player can place either a Player Bonus Pair Bet or a Dealer Bonus Pair Bet, or may both, as long as they have a base game wager.
11. The player can wager on a Bonus Pair Bet as long as they have a bet on the base game. They can place a wager on a Bonus Pair Bet with no restriction. The Bonus Pair Bet does not have to correspond to the base game wager.

Bonus Pair Bet Paytable

Hand	Pays
Same Suit Pairs	25 to 1
Same Color Pairs	12 to 1
Pair	6 to 1
No Pair	Lose

Lucky 7 Bonus Bet

The optional bonus bet is called the Lucky 7 Bonus Bet. Each player wagering in the base game has the option of placing a wager of \$1 to \$300, staying within table limits, on the designated Lucky 7 Bonus Bet spot located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. If a player has placed a Lucky 7 Bonus Bet and that player and the dealer tie with each having a total of “7”, the player wins.
2. The Lucky 7 Bonus Bet pays 45 to 1.
3. The Lucky 7 Bonus Bet applies to all completed hands, regardless of the number of cards dealt for each hand.
4. Players must place a base game wager to be eligible to place a Lucky 7 Bonus Bet.
5. Lucky 7 Bonus Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Lucky 7 Bonus Bet.
9. The player/dealer will pay all Lucky 7 Bonus Bet wagers and will collect all losing Lucky 7 Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer’s wager covers. Once the player/dealer’s wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Banked Game

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

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

Glossary of Terms

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

Hollywood Park Casino
CALIFORNIA GAMES COLLECTION RATES
May 2011

GAME	<u>TABLE LIMITS</u>	<u>PLAYER COLLECTION FEES per hand</u>	<u>PLAYER/ DEALER COLLECTION FEES per hand</u>
Blackjack Second Chances	\$2.00 - \$20.00	\$0.50	\$1.00*
	\$10.00 - \$100.00	\$1.00	\$2.00*
	\$25.00 - \$100.00	\$1.00	\$2.00*
	\$50.00 - \$300.00	\$2.00	\$4.00*
	\$100.00 - \$300.00	\$2.00	\$4.00*
	\$100.00 - \$500.00	\$3.00	\$5.00*
	\$300.00 - \$1,000.00	\$5.00	\$10.00*
21st Century Blackjack 4.0a	\$10.00 - \$100.00	\$1.00	\$3.00
	\$25.00 - \$100.00	\$1.00	\$3.00
	\$50.00 - \$300.00	\$2.00	\$4.00
	\$100.00 - \$300.00	\$2.00	\$5.00
	\$100.00 - \$500.00	\$3.00	\$6.00
	\$300.00 - \$1,000	\$5.00	\$11.00
21st Century Blackjack	\$2.00 - \$10.00	\$0.50	\$1.00 *
	\$2.00 - \$10.00	\$1.00	\$2.00 *
	\$10.00 - \$100.00	\$1.00	\$2.00 *
	\$10.00 - \$100.00	\$2.00	\$3.00 *
	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$2.00	\$3.00 *
	\$50.00 - \$300.00	\$2.00	\$4.00 *
	\$50.00 - \$300.00	\$3.00	\$5.00 *
	\$100.00 - \$300.00	\$2.00	\$4.00 *
	\$100.00 - \$300.00	\$3.00	\$5.00 *
	\$100.00 - \$500.00	\$3.00	\$5.00 *
	\$100.00 - \$500.00	\$4.00	\$6.00 *
	\$300.00 - \$1,000.00	\$5.00	\$10.00 *
	\$300.00 - \$1,000.00	\$6.00	\$11.00 *
21st Century Blackjack 6.1	\$2.00 - \$10.00	\$0.25	\$0.50 *
	\$5.00 - \$50.00	\$0.50	\$1.00 *
	\$10.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$200.00	\$2.00	\$3.00 *
	\$50.00 - \$100.00	\$1.00	\$3.00*
	\$100.00	\$1.00	\$3.00* a.
a. (MAXIMUM 20 CIRCLES PER SEAT)			
	\$50.00 - \$300.00	\$2.00	\$4.00 *

Hollywood Park Casino
CALIFORNIA GAMES COLLECTION RATES
May 2011

GAME	<u>TABLE LIMITS</u>	<u>PLAYER COLLECTION FEES per hand</u>	<u>PLAYER/ DEALER COLLECTION FEES per hand</u>
EZ Baccarat (per circle)	\$10.00 - \$100.00	\$1.00	\$2.00 *
Asian Baccarat,	\$10.00 - \$100.00	\$2.00	\$3.00 *
21st Century Baccarat 5.0	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$2.00	\$3.00 *
\$50.00 - \$100.00	\$1.00	\$3.00*	
	\$100.00	\$1.00	\$3.00* a.
a. (MAXIMUM 20 CIRCLES PER SEAT)			
	\$50.00 - \$300.00	\$2.00	\$4.00 *
	\$50.00 - \$300.00	\$3.00	\$5.00 *
	\$100.00 - \$500.00	\$3.00	\$5.00 *
	\$100.00 - \$500.00	\$4.00	\$6.00 *
21st Century Baccarat 8.4	\$5.00 - \$50.00	\$1.00	\$0.50 *
	\$10.00 - \$100.00	\$2.00	\$1.00 *
	\$50.00 - \$100.00	\$1.00	\$3.00*
	\$100.00	\$1.00	\$3.00* a.
a. (MAXIMUM 20 CIRCLES PER SEAT)			
	\$50.00 - \$300.00	\$3.00	\$2.00 *
	\$100.00 - \$500.00	\$5.00	\$3.00 *
21st Century Lucky 7 Baccarat			
	\$5.00 - \$50.00	\$1.00	\$0.50
	\$10.00 - \$100.00	\$2.00	\$1.00
	\$50.00 - \$300.00	\$3.00	\$2.00
	\$100.00 - \$500.00	\$5.00	\$3.00
Super 9, Super PAN Nine	\$10.00 - \$100.00	\$1.00	\$2.00 *
	\$10.00 - \$100.00	\$2.00	\$3.00 *
	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$2.00	\$3.00 *
	\$50.00 - \$300.00	\$2.00	\$3.00 *
	\$50.00 - \$300.00	\$3.00	\$4.00 *
	\$100.00 - \$300.00	\$2.00	\$3.00 *
	\$100.00 - \$300.00	\$3.00	\$4.00 *
	\$100.00 - \$500.00	\$3.00	\$4.00 *
	\$100.00 - \$500.00	\$4.00	\$5.00 *
	200.00 - \$1,000.00	\$4.00	\$5.00 *
	200.00 - \$1,000.00	\$5.00	\$6.00 *
Pai Gow Poker, Pai Gow Poker "Jokers Wild," Pai Gow Express, Fortune Pai Gow Poker			
	\$10.00 - \$100.00	\$1.00	\$2.00 *
	\$10.00 - \$100.00	\$2.00	\$3.00 *
	\$25.00 - \$100.00	\$1.00	\$2.00 *
	\$25.00 - \$100.00	\$2.00	\$3.00 *

	\$50.00 – \$300.00	\$2.00	\$4.00 *
	\$50.00 – \$300.00	\$3.00	\$5.00 *
	\$100.00 – \$300.00	\$2.00	\$4.00 *
	\$100.00 – \$300.00	\$3.00	\$5.00 *
	\$100.00 – \$500.00	\$3.00	\$5.00 *
	\$200.00 – \$700.00	\$5.00	\$8.00 *
	\$300.00 – \$1,000.00	\$5.00	\$10.00 *
	\$300.00 – \$1,000.00	\$6.00	\$11.00 *
	\$300.00 – \$2,000.00	\$8.00	\$10.00 *
	\$300.00 – \$2,000.00	\$9.00	\$11.00 *
	\$500.00 – \$5,000.00	\$10.00	\$15.00 *
	\$500.00 – \$5,000.00	\$11.00	\$16.00 *
Pai Gow Tiles	\$10.00 – \$100.00	\$1.00	\$2.00 *
	\$10.00 – \$100.00	\$2.00	\$3.00 *
	\$25.00 – \$100.00	\$1.00	\$2.00 *
	\$25.00 – \$100.00	\$2.00	\$3.00 *
	\$50.00 – \$300.00	\$2.00	\$4.00 *
	\$50.00 – \$300.00	\$3.00	\$5.00 *
	\$100.00 – \$300.00	\$2.00	\$4.00 *
	\$100.00 – \$300.00	\$3.00	\$5.00 *
	\$100.00 – \$500.00	\$3.00	\$5.00 *
	\$100.00 – \$500.00	\$4.00	\$6.00 *
	\$200.00 – \$700.00	\$4.00	\$7.00 *
	\$200.00 – \$700.00	\$5.00	\$8.00 *
	\$300.00 – \$1,000.00	\$5.00	\$10.00 *
	\$300.00 – \$1,000.00	\$6.00	\$11.00 *
Caribbean Stud Poker	\$5.00 - \$50.00	\$0.50	\$1.00 *
	\$5.00 - \$50.00	\$1.00	\$2.00 *
	\$50.00 - \$100.00	\$2.00	\$3.00 *
	\$50.00 - \$100.00	\$3.00	\$4.00 *
Three Card Poker	\$5.00 - \$100.00	\$1.00	\$1.00 *
	\$5.00 - \$100.00	\$2.00	\$3.00 *
	\$50.00 - \$100.00	\$2.00	\$3.00 *
	\$50.00 - \$100.00	\$3.00	\$4.00 *
Posoy	\$10.00 - \$100.00	\$1.00	\$2.00
	\$10.00 - \$100.00	\$2.00	\$3.00

Party Craps

There are two types of collection fees in this game, which are pre-determined and based on the table limit. A) A collection fee is taken per wager initially placed by each player, prior to each flip of the cards. B) The player-dealer pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below. The collection is based on the total of all initial wagers placed. Once a wager is placed, there are no additional collections.

Player Collection

- The Collection fee is only taken when a wager is initially placed, regardless of which section a wager is placed.

- If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will receive a collection fee refund.
- If a collection was taken for a wager that neither won nor lost and the player-dealer position moves to another player, then the wager may remain without being charged an additional collection.

Schedule Options	Table Limit	Player Wager (per spot)	Player Collection	Jackpot Collection
1	\$5 - \$300	\$ 5 - \$100	\$1	N/A
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	
2	\$25 - \$300	\$25 - \$100	\$1	N/A
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	

Player- Dealer Collection

Initial Collection Fee

- The initial collection fee is only taken on bets that are initially placed.
- In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.
- The initial collection fee is taken for the following betting sections: Pass Line, Don't Pass Line, Come Bet, and Don't Come Bets only.
- There is no fee for placing odds behind an established Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Jackpot Collection
1	\$5 - \$300	\$ 5 - \$200	\$1	N/A
		\$201 - \$500	\$3	
		\$501+	\$8	
2	\$25 - \$300	\$25 - \$200	\$1	N/A
		\$201 - \$500	\$3	
		\$501+	\$8	

Additional Collection Fee

- The additional collection fee is only taken on bets that are initially placed.
- In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.
- The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, Horn Bets, and Hop Bets.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Jackpot Collection
1	\$5 - \$300	\$ 5 - \$100	\$1	N/A
		\$101 - \$300	\$3	
		\$301+	\$8	
2	\$25 - \$300	\$25 - \$100	\$1	N/A
		\$101 - \$300	\$3	
		\$301+	\$8	



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Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player-dealer and an optional bonus bet.

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

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer for a total of eight seated positions, including a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player-Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips"; and
4. For play wagers on the word "Play."

Number of players in the game:

BGC ID: GEGA-003315 (Aug 2011)



A maximum of seven players plus the player-dealer position for a total of eight seated positions.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
 - e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both



hands are the same value, the next card and so on.

- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus" wager.

An ante wager and a blind wager are required to play the round.

Back-line betting is permitted for the all wagers.

4. The player-dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player-dealer's wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the house dealer shall:
 - a. Call "No more bets"; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:



- a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by
 - b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by;
 - c. 5 community cards in the center of the table.
4. The automatic shuffler shall deal cards as follows:
- a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by
 - b. 2 cards to the player-dealer, who receives their cards last; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and



- c. Place the cards in the discard rack.
7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player-dealer does not qualify:

9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. Starting with the player on the player-dealer's left, the house dealer shall:
 - a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
 - b. Resolve the play, blind, and trips bonus bets normally (see below "When player-dealer qualifies"); and
 - c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player-dealer qualifies:

10. If the player-dealer's hand has a poker value of a pair or higher, the house dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player-dealer and moving clockwise around the table, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player-dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player-dealer's hand;
 - b. Lose if it has a lower poker value than that of the player-dealer's hand;



- c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.
 - d. If a player wins with less than a straight, the blind bet pushes.
 12. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the play, ante and blind wagers;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player-dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
 13. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager if the hand is a straight or better;
 - c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and
 - d. Collect, count and place the payer's cards in the discard holder.
 14. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
 15. Winning ante wagers and play wagers shall be paid 1 to 1.
 16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
 17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
 18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
19. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer.



The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

20. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Trips Bonus

1. This is an optional wager for Ultimate Texas Hold'em.
2. Backline betting is permitted.
3. This bet will be paid according to the payable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the payable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties.
4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.
5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.
6. If the player's hand qualifies for payouts, the player-dealer pays him according to the posted payable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.
7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

Ultimate Texas Hold'em Paytables

Hand	UTH-03	
	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a Kind	3 to 1	



Collection Schedules and Fees

A collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing the Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected from the player's and the Player-dealer and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager.

Schedule Option	Table Limit	Player Fee	Player-dealer Fee	Jackpot Fee
1	\$2 - \$20	\$0.50	\$1.00	N/A
2	\$5 - \$50	\$1.00	\$2.00	
3	\$10 - \$100	\$1.00	\$3.00	
4	\$50 - \$300	\$3.00	\$3.00	

Glossary of terms used in the controlled game:

- Ante Wager** The initial wager placed by a player in the ante circle.
- Blind Wager** The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
- Check** To pass on placing a play wager.
- Community Cards** Cards dealt face upward which can be used by all players to complete their best possible hand.
- Fold** In relation to a hand of cards, means to no longer continue with the hand.
- Play Wager** An additional wager made by a player on his/her hand.



- Player-Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.
- Poker Value** In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
- Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
- Trips Bonus Wager** An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

EZ BACCARAT™



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EZ BACCARAT

Type of Game

The game of EZ Baccarat utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and

EZ BACCARAT

the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

EZ BACCARAT

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

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

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

How Each Wager Wins, Loses, or Pushes

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.

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- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

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- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. There are no fees when a player places a Tie Bet, Panda 8, or Dragon 7 wager. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

Table Limit	Player Collection Fee Per betting circle	Player-dealer Collection Fee Per Hand
\$10 - \$100	\$1	\$2
\$25 - \$100	\$1	\$2
\$50 - \$100	\$1	\$2
\$100	\$1	\$3
\$50 - \$300	\$2	\$4
\$100 - \$500	\$3	\$5

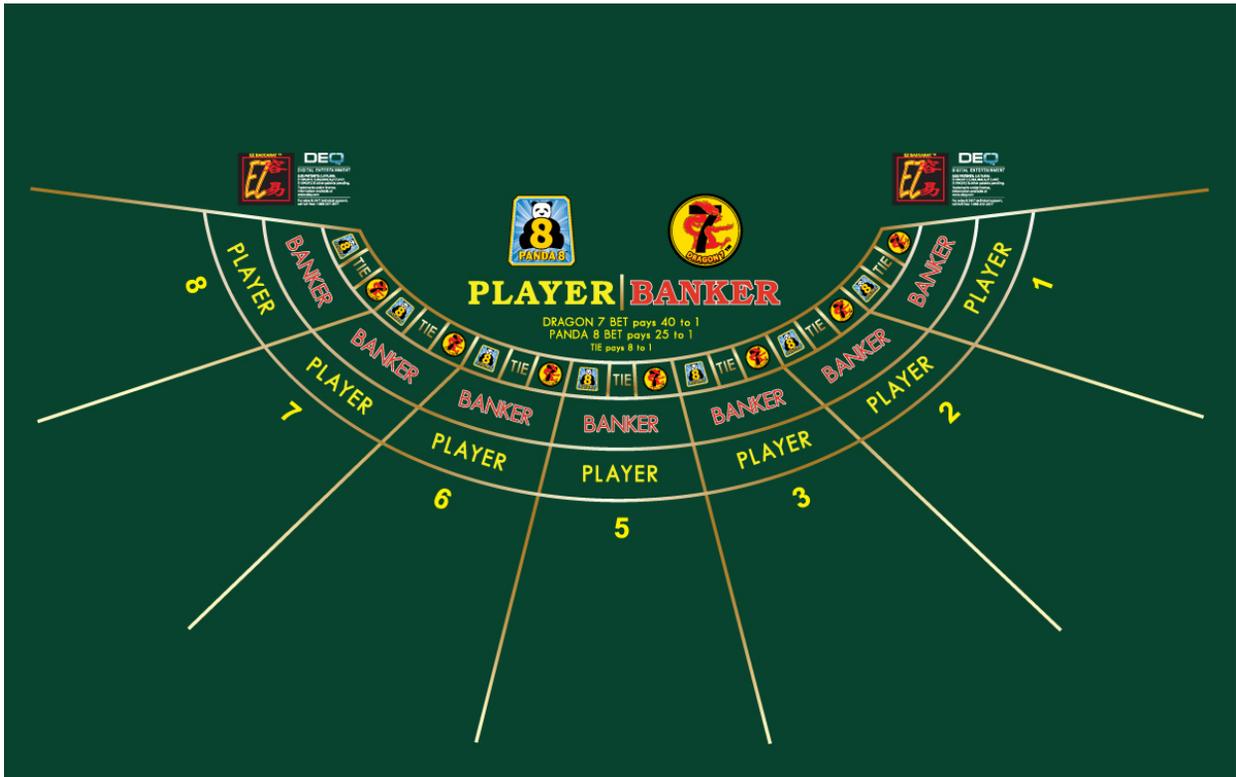
PLAYER-DEALER & DEAL

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

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

EZ BACCARAT

Table Layout



Equipment Used



EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

EZ BACCARAT

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

OCEAN POKER

Creator: Ron Wartars

Ocean Poker Gaming, LLC.

US Patent # 26534344 3/ 11/2011

INVENTION TITLE: Ocean Poker is a new Poker game invented for both Casinos and Online Poker sites.

DESCRIPTION:

The present invention relates to a new Poker game invented for both Casinos and Online Poker sites. The device is comprised of the following Ocean poker is played with a standard deck of 52 playing cards and no joker. Any brand of automatic shuffle machine that can shuffle a deck of 52 cards will work. The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

When first opening a game, at the start of a new Ocean Poker game all seated players will draw a card from the deck of 52 cards that are spread face down on the poker table. The player with the highest ranked card (Ace of spades is the highest ranked card) will be declared to winner of the dealer button, which will receive the last card as the two down hole cards are dealt to the seated player prior to the start of the first hand of Ocean Poker. The dealer button will be passed one player to the left of the starting dealer button after each complete hand of Ocean Poker.

There are a total of 4 betting rounds in Ocean Poker.

I will be using a 4 & 8 limit game for this example. Ocean Poker can be played at the following betting levels: \$ 2 & \$4- \$3 & \$6 - \$4 & \$8 - \$6 & \$12 or can be played as a No-Limit level.

\$4 & \$8 game level the first player to the left of the dealer button must post a \$4 small blind.

The player to the left of the small blind must post a \$8 Big Blind.

Step 1: Each player gets two down hole cards. The house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. Prior to dealing the house dealer will have the player to the left of the deal post a small blind & the player to the left on the small blind will post a big blind prior. Round one of betting is then completed after all players in that hand have had chance to either bet or raise the bet. Players can fold their hands when the action is on that player as they act in turn from the left of the dealer button. A player can also raise the game limit at that point when it becomes their turn in the game. There is a 4-

raise maximum for each betting round, except if a game is one on one or a rounds starts with only 2-players, then at that point it becomes unlimited amount of raising rounds.

Step 2: In Ocean Poker the house dealer removes the top card from the deck (called burning card) and turns over the first two cards face up on the poker table called the Pond.(there is now two community cards of the board for the players to use to make the best 5 card poker hand.)

Step 3: The player to the left of the dealer button starts the Second Round of betting and continues until all players in this round of betting have acted on their hand.

Step 4: The house dealer then burns the top card from the deck (called burn card) The house dealer then removes two cards from the top of the deck and turns both cards face up on the poker table called the Lake. (there is now 4 community cards on the board for the players to use to make their best 5 card poker hand). The player to the left of the dealer button starts the Third Round of betting, this continues until all players have acted on their hands. (there are 4- community cards for the player to make their best 5 card poker hand).

Step 5 : The house dealer then burns the top card from the deck(called burn card),the house dealer then removes the top two cards from the top of the deck and turns both cards face up on the poker table called the Ocean. The player to the left of the dealer button starts the Fourth Round of betting, this continues until all players have acted on their hands. (there are 6- community cards for the player to make their best 5 card poker hand). After, all players have had chance to complete the Fourth Round betting the player turn over their best 5 card hand and the winner is awarded the pot. If there is a tie for the winning hand then the house dealer splits the pot evenly between those players. If there is odd chip left over it goes to the player closest to the left of the dealer button.

Step 6: All 8 cards are now ready for the players to make the best 5 card poker hand. Based on the POKER HAND RANKING CHART. The player to the left of the dealer button then shows their hand first and the rest of the players clockwise around the table show their hands. All players that continues play in each hand can at the end of that individual hand (after all 6 community cards are displayed face-up in the middle of the poker table by the house dealer use the following combinations of their two hole cards and the 6 community cards to make the best 5 card winning hand .) Examples: Player can use the following – Each player can use BOTH HOLE cards and Three Community cards to make the best 5 card winning hands. Each Player can use 1- Hole card and 4- community cards to make the best 5 card winning hand. Each player can also play all 5 community cards to make the beat 5 card winning hand.

POKER HAND RANK CHART:

ROYAL FLUSH (AKQJ10 OF ANY SUIT)

STRAIGHT FLUSH (ANY 5 CARDS IN ORDER OF THE SAME SUIT)

FOUR OF A KIND (2222) (4444)

FLUSH (ANY 5 CARDS SAME SUIT)

STRAIGHT (ANY 5 CARDS IN ORDER)Example:(45678)

THREE OF A KIND (888) (999)

TWO PAIR (9933) (AAQQ)

ONE PAIR

ACE HIGH WITH 4 OTHER CARDS.

All suits are considered equal in rank. The only time that a suit has any rank is at the start of the game when players draw a high card to determine who wins the dealer button. For that purpose ONLY the rank is SPADES, HEARTS, DIAMONDS & CLUBS.

All of the steps are involved for all hands that are played. Optional to play Ocean Poker at any set table betting level. Example: \$3 & \$6 \$4 & \$8 so on or No-Limit stakes.

All steps are done for all hands that are played in every casino either online or in a casino.

What is claimed is:

Ocean Poker is a very new poker game as it is played with more community cards (8) then the Texas hold that only uses (7) community cards. A new Poker game invented for both Casinos and Online Poker sites.

ABSTRACT:

Ocean Poker is a New Poker game that will increase the amount of players that play in casinos and online sites. Ocean Poker solves a problem in the casino industry over the last 30 years that there has not been any new increase in casino poker players due to the same old games being offered.

Please call Ocean Poker Gaming @ 310-855-2041 to schedule a live demo in your casino.

Ocean Poker Gaming will provide players, Ocean Poker promotional gifts, balloons for this demo.

Thanks for your interest in learning more about Ocean Poker.

Ron Warters

Creator / CEO

Ocean Poker

Limit Games/ Limit with Kill Pot

Table Limit	Buy-In	Blinds	Designated Table Fee	Regular Table Fees			
				7, 8 or 9 players	6 players	5 players	4 or less players
\$2 - \$4	\$20	\$1 / \$2	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
\$3 - \$6*	\$30	\$1 / \$3	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
\$4 - \$8*	\$40	\$2 / \$4	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$6 - \$12**	\$60	\$2 / \$6	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$8 - \$16**	\$80	\$4 / \$8	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$9 - \$18	\$90	\$3 / \$9	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$10 - \$20	\$100	\$5 / \$10	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$15 - \$30	\$150	\$10 / \$15	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$20 - \$40	\$200	\$10 / \$20	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$25 - \$50	\$250	\$15 / \$25	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$30 - \$60	\$300	\$15 / \$30	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$40 - \$80	\$400	\$20 / \$40	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$50 - \$100	\$500	\$25 / \$50	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$75 - \$150	\$750	\$50 / \$75	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$100 - \$200**	\$1000	\$50 / \$100	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00

*Full Kill Pot

If the same player wins 2- consecutive pots, that player is forced to post a **Full Kill** the next hand for the amount of double the Big blind for that level game. Example: If it's a \$3 & \$6 level game, then that winning player of the last 2-hands must post a **Full KILL** amount of \$12 (double the Big Blind which is \$6.00 to \$12.00. So for that hand the betting structure will be as followed for that hand:

- **First round of betting** after the 2- hole cards are dealt for limit level games with a Small & Big blind Round 1 betting will be start at \$ 12.00 to call for that hand that is Killed. If a player wants to raise that betting round that player will have to post \$24.00. With each raise needing to be multiples of \$12.00 during the first betting round .
- **Second Round of betting** -After the 2- community cards on the Pond are turned over, the first player to the left of the dealer button is first to do one of the following :
 - Player can CHECK their hand..
 - Open the betting with a \$12.00 bet, this continues until all players in that hand have a chance to act.
 - If a player checks the first time, that player can raise the pot BUT ONLY if another player has opened the betting with a \$12.00 Bet, (this amount will change if there has been any raises in this round of betting) **Check Raising is Allowed** on any hand or in any player position.
- **Third Round of betting** will start with an opening bet of \$24.00 with raises of \$48.00.
- **Fourth Round of betting** will start with an opening bet of \$24.00 with raises of \$48.00.

- The game level for a **Full Kill** at the \$3 & \$6 level will be played as a \$ 12.00 & \$24.00 for all Full Killed hands.
- Example: If it is a \$3 & \$6 level game the player will post double the amount of the posted Big Blind. The Player that is the Killer of this hand must post a \$12.00 kill blind.

****Partial Kill Pot**

If the same player wins 2- consecutive pots, that player is forced to post a Half Kill the next hand for the amount of \$6.00 blind for that level game. Example: If it's a \$4 & \$8 level game, then that winning player of the last 2-hands must post a Half KILL amount of \$6.00. So for that hand the betting structure will be as followed for that hand:

- **Round 1 of betting** after the 2- hole cards are dealt for limit level games with a Small & Big blind - Round 1 betting will be start at \$ 6.00 to call with the player to the left of the dealer button starting the betting round as a Half Killed. If a player wants to raise that betting round that player will have to post \$12.00. With each raise needing to be multiples of \$6.00 during the first betting round.
- The game level for a Half Kill at the \$4 & \$8 level will be played as a \$ 6.00 & \$12.00 for all Half Killed hands.
- **Round 2** -After the 2- community cards on the Pond are turned over, the first player to the left of the dealer button is first to do one of the following :
 - Player can CHECK their hand.
 - Open the betting with a \$12.00 bet, this continues until all players in that hand have a chance to act. If a player wants to raise in Round 2 they will must post a \$12.00 bet.
 - If a player checks the first time, that player can raise the pot BUT ONLY if another player has opened the betting with a \$12.00 Bet, (this amount will change if there has been any raises in this round of betting) **Check Raising is Allowed** on any hand or in player position.
- **Round 3 of betting** will start with an opening bet of \$12.00 with raises of \$24.00.
- **Round 4 betting** will start with an opening bet of \$12.00 with raises of \$24.00.
- Example: If it is a \$4 & \$8 level game the player will post \$12.00 in addition to the Small Blind & Big Blind. The Player that is the Killer of this hand must post a \$6.00 kill blind.

May be played as one of a group of games called "Mix"

The regular table fee is taken from the pot prior to dealing the second burn card.

The designated table fee is taken from the pot in all hands which do not reach the second betting round, which means there is no flop.

No-Limit Games

Buy-In	Blinds	Designated Table Fee	Regular Table Fee			
			7, 8 or 9 players	6 players	5 players	4 or less players
\$40	\$1 / \$2	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$100	\$2 / \$3	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$100 - \$300	\$2 / \$3	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$150	\$2 / \$5	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$200	\$3 / \$5	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$300 - \$500	\$5 / \$5	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$500	\$5 / \$210	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$1,000	\$10 / \$25	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00

May be played as one of a group of games called "Mix"

The regular table fee is taken from the pot prior to dealing the second burn card.

The designated table fee is taken from the pot in all hands which do not reach the second betting round, which means there is no flop.

Hollywood Park Casino MASTER Poker Collection RATES

**Texas Hold'em (GEGA-001576), Limit and No Limit Poker (GEGA-001565),
Texas Hold'em Hi/Lo (GEGA-003440), and Ocean Poker (GEGA-003364)
Limit Games with Kill Pot**

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
1	\$2 - \$4	\$1 - \$2	7 or more	\$4	\$1
2	\$2 - \$4	\$1 - \$2	6	\$3	\$1
3	\$2 - \$4	\$1 - \$2	5	\$2	\$1
4	\$2 - \$4	\$1 - \$2	4 or less	\$1	\$1
5	\$3 - \$6	\$1 - \$3	7 or more	\$4	\$1
6	\$3 - \$6	\$1 - \$3	6	\$3	\$1
7	\$3 - \$6	\$1 - \$3	5	\$2	\$1
8	\$3 - \$6	\$1 - \$3	4 or less	\$1	\$1
9	\$4 - \$8	\$2 - \$4	7 or more	\$5	\$1
10	\$4 - \$8	\$2 - \$4	6	\$3	\$1
11	\$4 - \$8	\$2 - \$4	5	\$2	\$1
12	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$1
13	\$6 - \$12	\$2 - \$6	7 or more	\$5	\$1
14	\$6 - \$12	\$2 - \$6	6	\$3	\$1
15	\$6 - \$12	\$2 - \$6	5	\$2	\$1
16	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$1
17	\$8 - \$16	\$4 - \$8	7 or more	\$5	\$1
18	\$8 - \$16	\$4 - \$8	6	\$3	\$1
19	\$8 - \$16	\$4 - \$8	5	\$2	\$1
20	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$1
21	\$9 - \$18	\$3 - \$9	7 or more	\$5	\$1
22	\$9 - \$18	\$3 - \$9	6	\$3	\$1
23	\$9 - \$18	\$3 - \$9	5	\$2	\$1
24	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$1
25	\$10 - \$20	\$5 - \$10	7 or more	\$5	\$1
26	\$10 - \$20	\$5 - \$10	6	\$3	\$1
27	\$10 - \$20	\$5 - \$10	5	\$2	\$1
28	\$10 - \$20	\$5 - \$10	4 or less	\$1	\$1
29	\$15 - \$30	\$10 - \$15	7 or more	\$5	\$1
30	\$15 - \$30	\$10 - \$15	6	\$3	\$1
31	\$15 - \$30	\$10 - \$15	5	\$2	\$1
32	\$15 - \$30	\$10 - \$15	4 or less	\$1	\$1
33	\$20 - \$40	\$10 - \$20	7 or more	\$5	\$1
34	\$20 - \$40	\$10 - \$20	6	\$3	\$1
35	\$20 - \$40	\$10 - \$20	5	\$2	\$1
36	\$20 - \$40	\$10 - \$20	4 or less	\$1	\$1
37	\$25 - \$50	\$15 - \$25	7 or more	\$5	\$1
38	\$25 - \$50	\$15 - \$25	6	\$3	\$1
39	\$25 - \$50	\$15 - \$25	5	\$2	\$1

Hollywood Park Casino MASTER Poker Collection RATES

40	\$25 - \$50	\$15 - \$25	4 or less	\$1	\$1
41	\$30 - \$60	\$15 - \$30	7 or more	\$5	\$1
42	\$30 - \$60	\$15 - \$30	6	\$3	\$1
43	\$30 - \$60	\$15 - \$30	5	\$2	\$1
44	\$30 - \$60	\$15 - \$30	4 or less	\$1	\$1
45	\$40 - \$80	\$20 - \$40	7 or more	\$5	\$1
46	\$40 - \$80	\$20 - \$40	6	\$3	\$1
47	\$40 - \$80	\$20 - \$40	5	\$2	\$1
48	\$40 - \$80	\$20 - \$40	4 or less	\$1	\$1
49	\$50 - \$100	\$25 - \$50	7 or more	\$5	\$1
50	\$50 - \$100	\$25 - \$50	6	\$3	\$1
51	\$50 - \$100	\$25 - \$50	5	\$2	\$1
52	\$50 - \$100	\$25 - \$50	4 or less	\$1	\$1
53	\$75 - \$150	\$50 - \$75	7 or more	\$5	\$1
54	\$75 - \$150	\$50 - \$75	6	\$3	\$1
55	\$75 - \$150	\$50 - \$75	5	\$2	\$1
56	\$75 - \$150	\$50 - \$75	4 or less	\$1	\$1
57	\$100 - \$200	\$50 - \$100	7 or more	\$5	\$1
58	\$100 - \$200	\$50 - \$100	6	\$3	\$1
59	\$100 - \$200	\$50 - \$100	5	\$2	\$1
60	\$100 - \$200	\$50 - \$100	4 or less	\$1	\$1

Texas Hold'em (GEGA-001576), No Limit and Limit Poker (GEGA-001565), Omaha (GEGA-001564), Omaha Hi/Lo Split 8 or Better (GEGA-001562), and Ocean Poker (GEGA-003364)
No Limit/Pot Limit Games

Schedule Option	Buy-In	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
61	\$40	\$1 - \$2	7 or more	\$5	\$1
62	\$40	\$1 - \$2	6	\$3	\$1
63	\$40	\$1 - \$2	5	\$2	\$1
64	\$40	\$1 - \$2	4 or less	\$1	\$1
65	\$100	\$2 - \$3	7 or more	\$5	\$1
66	\$100	\$2 - \$3	6	\$3	\$1
67	\$100	\$2 - \$3	5	\$2	\$1
68	\$100	\$2 - \$3	4 or less	\$1	\$1
69	\$100 - \$300	\$2 - \$3	7 or more	\$5	\$1
70	\$100 - \$300	\$2 - \$3	6	\$3	\$1
71	\$100 - \$300	\$2 - \$3	5	\$2	\$1
72	\$100 - \$300	\$2 - \$3	4 or less	\$1	\$1
73	\$150	\$2 - \$5	7 or more	\$5	\$1
74	\$150	\$2 - \$5	6	\$3	\$1
75	\$150	\$2 - \$5	5	\$2	\$1
76	\$150	\$2 - \$5	4 or less	\$1	\$1

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77	\$200	\$3 - \$5	7 or more	\$5	\$1
78	\$200	\$3 - \$5	6	\$3	\$1
79	\$200	\$3 - \$5	5	\$2	\$1
80	\$200	\$3 - \$5	4 or less	\$1	\$1
81	\$300 - \$500	\$5 - \$5	7 or more	\$5	\$1
82	\$300 - \$500	\$5 - \$5	6	\$3	\$1
83	\$300 - \$500	\$5 - \$5	5	\$2	\$1
84	\$300 - \$500	\$5 - \$5	4 or less	\$1	\$1
85	\$500	\$5 - \$10	7 or more	\$5	\$1
86	\$500	\$5 - \$10	6	\$3	\$1
87	\$500	\$5 - \$10	5	\$2	\$1
88	\$500	\$5 - \$10	4 or less	\$1	\$1
89	\$1,000	\$10 - \$25	7 or more	\$5	\$1
90	\$1,000	\$10 - \$25	6	\$3	\$1
91	\$1,000	\$10 - \$25	5	\$2	\$1
92	\$1,000	\$10 - \$25	4 or less	\$1	\$1

Omaha (GEGA-001564), Omaha Hi/Lo Split 8 or Better (GEGA-001562)

Schedule Option	Table Limit	Blinds (Small/Big)	Pot Qualifier	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$1	\$20	7 or more	\$4	\$1
2	\$1 - \$2	\$1	\$20	6	\$3	\$1
3	\$1 - \$2	\$1	\$20	5	\$2	\$1
4	\$1 - \$2	\$1	\$20	4 or less	\$1	\$1
5	\$2 - \$4	\$2	\$40	7 or more	\$4	\$1
6	\$2 - \$4	\$2	\$40	6	\$3	\$1
7	\$2 - \$4	\$2	\$40	5	\$2	\$1
8	\$2 - \$4	\$2	\$40	4 or less	\$1	\$1
9	\$3 - \$6	\$3	\$60	7 or more	\$4	\$1
10	\$3 - \$6	\$3	\$60	6	\$3	\$1
11	\$3 - \$6	\$3	\$60	5	\$2	\$1
12	\$3 - \$6	\$3	\$60	4 or less	\$1	\$1
13	\$4 - \$8	\$4	\$80	7 or more	\$5	\$1
14	\$4 - \$8	\$4	\$80	6	\$3	\$1
15	\$4 - \$8	\$4	\$80	5	\$2	\$1
16	\$4 - \$8	\$4	\$80	4 or less	\$1	\$1
17	\$6 - \$12	\$6	\$100	7 or more	\$5	\$1
18	\$6 - \$12	\$6	\$100	6	\$3	\$1
19	\$6 - \$12	\$6	\$100	5	\$2	\$1
20	\$6 - \$12	\$6	\$100	4 or less	\$1	\$1
21	\$8 - \$16	\$8	\$120	7 or more	\$5	\$1
22	\$8 - \$16	\$8	\$120	6	\$3	\$1
23	\$8 - \$16	\$8	\$120	5	\$2	\$1
24	\$8 - \$16	\$8	\$120	4 or less	\$1	\$1

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25	\$9 - \$18	\$9	\$120	7 or more	\$5	\$1
26	\$9 - \$18	\$9	\$150	6	\$3	\$1
27	\$9 - \$18	\$9	\$150	5	\$2	\$1
28	\$9 - \$18	\$9	\$150	4 or less	\$1	\$1
29	\$15 - \$30	\$10 - \$15	\$150	7 or more	\$5	\$1
30	\$15 - \$30	\$10 - \$15	N/A	6	\$3	\$1
31	\$15 - \$30	\$10 - \$15	N/A	5	\$2	\$1
32	\$15 - \$30	\$10 - \$15	N/A	4 or less	\$1	\$1
33	\$20 - \$40	\$10 - \$20	N/A	7 or more	\$5	\$1
34	\$20 - \$40	\$10 - \$20	N/A	6	\$3	\$1
35	\$20 - \$40	\$10 - \$20	N/A	5	\$2	\$1
36	\$20 - \$40	\$10 - \$20	N/A	4 or less	\$1	\$1
37	\$25 - \$50	\$15 - \$25	N/A	7 or more	\$5	\$1
38	\$25 - \$50	\$15 - \$25	N/A	6	\$3	\$1
39	\$25 - \$50	\$15 - \$25	N/A	5	\$2	\$1
40	\$25 - \$50	\$15 - \$25	N/A	4 or less	\$1	\$1
41	\$30 - \$60	\$15 - \$30	N/A	7 or more	\$5	\$1
42	\$30 - \$60	\$15 - \$30	N/A	6	\$3	\$1
43	\$30 - \$60	\$15 - \$30	N/A	5	\$2	\$1
44	\$30 - \$60	\$15 - \$30	N/A	4 or less	\$1	\$1
45	\$40 - \$80	\$20 - \$40	N/A	7 or more	\$5	\$1
46	\$40 - \$80	\$20 - \$40	N/A	6	\$3	\$1
47	\$40 - \$80	\$20 - \$40	N/A	5	\$2	\$1
48	\$40 - \$80	\$20 - \$40	N/A	4 or less	\$1	\$1
49	\$100 - \$200	\$50 - \$100	N/A	7 or more	\$5	\$1
50	\$100 - \$200	\$50 - \$100	N/A	6	\$3	\$1
51	\$100 - \$200	\$50 - \$100	N/A	5	\$2	\$1
52	\$100 - \$200	\$50 - \$100	N/A	4 or less	\$1	\$1

**Seven Card Stud (GEGA-001567), Seven Card Stud Hi-Lo (GEGA-001568),
Razz (GEGA-001566)**

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$0.50	7 or more	\$3	\$1
2	\$1 - \$2	\$0.50	6	\$3	\$1
3	\$1 - \$2	\$0.50	5	\$2	\$1
4	\$1 - \$2	\$0.50	4 or less	\$1	\$1
5	\$2 - \$4	\$0.50	7 or more	\$3	\$1
6	\$2 - \$4	\$0.50	6	\$3	\$1
7	\$2 - \$4	\$0.50	5	\$2	\$1
8	\$2 - \$4	\$0.50	4 or less	\$1	\$1
9	\$2 - \$10	\$0.50	7 or more	\$3	\$1
10	\$2 - \$10	\$0.50	6	\$3	\$1
11	\$2 - \$10	\$0.50	5	\$2	\$1

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12	\$2 - \$10	\$0.50	4 or less	\$1	\$1
13	\$3 - \$6	\$0.50	7 or more	\$3	\$1
14	\$3 - \$6	\$0.50	6	\$3	\$1
15	\$3 - \$6	\$0.50	5	\$2	\$1
16	\$3 - \$6	\$0.50	4 or less	\$1	\$1
17	\$4 - \$8	\$0.50	7 or more	\$3	\$1
18	\$4 - \$8	\$0.50	6	\$3	\$1
19	\$4 - \$8	\$0.50	5	\$2	\$1
20	\$4 - \$8	\$0.50	4 or less	\$1	\$1
21	\$6 - \$12	\$1	7 or more	\$4	\$1
22	\$6 - \$12	\$1	6	\$3	\$1
23	\$6 - \$12	\$1	5	\$2	\$1
24	\$6 - \$12	\$1	4 or less	\$1	\$1
25	\$9 - \$18	\$2	7 or more	\$4	\$1
26	\$9 - \$18	\$2	6	\$3	\$1
27	\$9 - \$18	\$2	5	\$2	\$1
28	\$9 - \$18	\$2	4 or less	\$1	\$1
29	\$10 - \$20	\$2	7 or more	\$5	\$1
30	\$10 - \$20	\$2	6	\$3	\$1
31	\$10 - \$20	\$2	5	\$2	\$1
32	\$10 - \$20	\$2	4 or less	\$1	\$1
33	\$15 - \$30	\$2	7 or more	\$5	\$1
34	\$15 - \$30	\$2	6	\$3	\$1
35	\$15 - \$30	\$2	5	\$2	\$1
36	\$15 - \$30	\$2	4 or less	\$1	\$1
37	\$20 - \$40	\$3	7 or more	\$5	\$1
38	\$20 - \$40	\$3	6	\$3	\$1
39	\$20 - \$40	\$3	5	\$2	\$1
40	\$20 - \$40	\$3	4 or less	\$1	\$1
41	\$25 - \$50	\$5	7 or more	\$5	\$1
42	\$25 - \$50	\$5	6	\$3	\$1
43	\$25 - \$50	\$5	5	\$2	\$1
44	\$25 - \$50	\$5	4 or less	\$1	\$1
45	\$30 - \$60	\$5	7 or more	\$5	\$1
46	\$30 - \$60	\$5	6	\$3	\$1
47	\$30 - \$60	\$5	5	\$2	\$1
48	\$30 - \$60	\$5	4 or less	\$1	\$1
49	\$40 - \$80	\$10	7 or more	\$5	\$1
50	\$40 - \$80	\$10	6	\$3	\$1
51	\$40 - \$80	\$10	5	\$2	\$1
52	\$40 - \$80	\$10	4 or less	\$1	\$1
53	\$50 - \$100	\$10	7 or more	\$5	\$1
54	\$50 - \$100	\$10	6	\$3	\$1
55	\$50 - \$100	\$10	5	\$2	\$1
56	\$50 - \$100	\$10	4 or less	\$1	\$1

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57	\$60 - \$120	\$10	7 or more	\$5	\$1
58	\$60 - \$120	\$10	6	\$3	\$1
59	\$60 - \$120	\$10	5	\$2	\$1
60	\$60 - \$120	\$10	4 or less	\$1	\$1
61	\$75 - \$150	\$15	7 or more	\$5	\$1
62	\$75 - \$150	\$15	6	\$3	\$1
63	\$75 - \$150	\$15	5	\$2	\$1
64	\$75 - \$150	\$15	4 or less	\$1	\$1
65	\$100 - \$200	\$25	7 or more	\$5	\$1
66	\$100 - \$200	\$25	6	\$3	\$1
67	\$100 - \$200	\$25	5	\$2	\$1
68	\$100 - \$200	\$25	4 or less	\$1	\$1

Draw Poker (Jacks or Better) (GEGA-001582)

Schedule Option	Table Limit	Blinds	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
1	\$2 - \$4	\$1, \$2, \$4	6 or more	\$3	\$0.50	\$0.50
2	\$2 - \$4	\$1, \$2, \$4	5	\$2	\$0.50	\$0.50
3	\$2 - \$4	\$1, \$2, \$4	4 or less	\$1	\$0.50	\$0.50
4	\$3 - \$6	\$1, \$2, \$3	6 or more	\$3	\$1	\$1
5	\$3 - \$6	\$1, \$2, \$3	5	\$2	\$1	\$1
6	\$3 - \$6	\$1, \$2, \$3	4 or less	\$1	\$1	\$1
7	\$5 - \$10	\$1, \$2, \$5	6 or more	\$4	\$1	\$1
8	\$5 - \$10	\$1, \$2, \$5	5	\$2	\$1	\$1
9	\$5 - \$10	\$1, \$2, \$5	4 or less	\$1	\$1	\$1
10	\$10 - \$20	\$5, \$5, \$10	6 or more	\$5	\$1	\$1
11	\$10 - \$20	\$5, \$5, \$10	5	\$2	\$1	\$1
12	\$10 - \$20	\$5, \$5, \$10	4 or less	\$1	\$1	\$1
13	\$15 - \$30	\$5, \$10, \$15	6 or more	\$5	\$1	\$1
14	\$15 - \$30	\$5, \$10, \$15	5	\$2	\$1	\$1
15	\$15 - \$30	\$5, \$10, \$15	4 or less	\$1	\$1	\$1
16	\$30 - \$60	\$10, \$20, \$30	6 or more	\$5	\$1	\$1
17	\$30 - \$60	\$10, \$20, \$30	5	\$2	\$1	\$1
18	\$30 - \$60	\$10, \$20, \$30	4 or less	\$1	\$1	\$1
19	\$40 - \$80	\$10, \$20, \$40	6 or more	\$5	\$1	\$1
20	\$40 - \$80	\$10, \$20, \$40	5	\$2	\$1	\$1
21	\$40 - \$80	\$10, \$20, \$40	4 or less	\$1	\$1	\$1
22	\$60 - \$100	\$20, \$40, \$60	6 or more	\$5	\$1	\$1
23	\$60 - \$100	\$20, \$40, \$60	5	\$2	\$1	\$1
24	\$60 - \$100	\$20, \$40, \$60	4 or less	\$1	\$1	\$1

Hollywood Park Casino MASTER Poker Collection RATES

California Lowball (GEGA-001864) and Kansas City Lowball (GEGA-001570)

Schedule Option	Table Limit	Blinds	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
1	\$2 - \$4	\$2	6 or more	\$3	\$0.50	\$0.50
2	\$2 - \$4	\$2	5	\$2	\$0.50	\$0.50
3	\$2 - \$4	\$2	4 or less	\$1	\$0.50	\$0.50
4	\$3 - \$6	\$3	6 or more	\$3	\$1	\$1
5	\$3 - \$6	\$3	5	\$2	\$1	\$1
6	\$3 - \$6	\$3	4 or less	\$1	\$1	\$1
7	\$5 - \$10	\$5	6 or more	\$4	\$1	\$1
8	\$5 - \$10	\$5	5	\$2	\$1	\$1
9	\$5 - \$10	\$5	4 or less	\$1	\$1	\$1
10	\$10 - \$20	\$5, \$5, \$10	6 or more	\$5	\$1	\$1
11	\$10 - \$20	\$5, \$5, \$10	5	\$2	\$1	\$1
12	\$10 - \$20	\$5, \$5, \$10	4 or less	\$1	\$1	\$1
13	\$15 - \$30	\$5, \$10, \$15	6 or more	\$5	\$1	\$1
14	\$15 - \$30	\$5, \$10, \$15	5	\$2	\$1	\$1
15	\$15 - \$30	\$5, \$10, \$15	4 or less	\$1	\$1	\$1
16	\$30 - \$60	\$10, \$20, \$30	6 or more	\$5	\$1	\$1
17	\$30 - \$60	\$10, \$20, \$30	5	\$2	\$1	\$1
18	\$30 - \$60	\$10, \$20, \$30	4 or less	\$1	\$1	\$1
19	\$40 - \$80	\$10, \$20, \$40	6 or more	\$5	\$1	\$1
20	\$40 - \$80	\$10, \$20, \$40	5	\$2	\$1	\$1
21	\$40 - \$80	\$10, \$20, \$40	4 or less	\$1	\$1	\$1
22	\$60 - \$100	\$20, \$40, \$60	6 or more	\$5	\$1	\$1
23	\$60 - \$100	\$20, \$40, \$60	5	\$2	\$1	\$1
24	\$60 - \$100	\$20, \$40, \$60	4 or less	\$1	\$1	\$1

Mexican Poker (GEGA-001577)

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
1	\$2 - \$4	\$0.50	6 or more	\$2.50	\$1	\$1
2	\$2 - \$4	\$0.50	5	\$2	\$1	\$1
3	\$2 - \$4	\$0.50	4 or less	\$1	\$1	\$1
4	\$3 - \$6	\$0.50	6 or more	\$3	\$1	\$1
5	\$3 - \$6	\$0.50	5	\$2	\$1	\$1
6	\$3 - \$6	\$0.50	4 or less	\$1	\$1	\$1
7	\$4 - \$8	\$0.50	6 or more	\$3	\$1	\$1
8	\$4 - \$8	\$0.50	5	\$2	\$1	\$1
9	\$4 - \$8	\$0.50	4 or less	\$1	\$1	\$1
10	\$6 - \$12	\$1	6 or more	\$4	\$1	\$1
11	\$6 - \$12	\$1	5	\$2	\$1	\$1

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12	\$6 - \$12	\$1	4 or less	\$1	\$1	\$1
13	No Limit	\$1	6 or more	\$4	\$1	\$1
14	No Limit	\$1	5	\$2	\$1	\$1
15	No Limit	\$1	4 or less	\$1	\$1	\$1

Chinese Poker (GEGA-001578)

Schedule Option	Table Limit	Buy-In	Collection Per player per hand
1	\$10 per point	\$200	\$14
2	\$20 per point	\$400	\$17
3	\$25 per point	\$500	\$18
4	\$50 per point	\$1,000	\$20

- **Texas Hold'em (GEGA-001576), Limit and No Limit Poker (GEGA-001565), Texas Hold'em Hi/Lo (GEGA-003440), and Ocean Poker (GEGA-003364) Limit Games with Kill Pot:** For schedule options 1 through 60 the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot instead of the collection fees, if the round of play does not make it to the flop. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **Texas Hold'em (GEGA-001576), No Limit and Limit Poker (GEGA-001565), Omaha (GEGA-001564), Omaha Hi/Lo Split 8 or Better (GEGA-001562), and Ocean Poker (GEGA-003364) No Limit/ Pot Limit Games:** For schedule options 1 through 32 the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot instead of the collection fees, if the round of play does not make it to the flop. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **Omaha (GEGA-001564) and Omaha Hi/Lo Split 8 or Better (GEGA-001562):** For schedule options 1 through 52: the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot instead of the collection fees, if the round of play does not make it to the flop. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **Seven Card Stud (GEGA-001567), Seven Card Stud Hi-Lo (GEGA-001568), and Razz (GEGA-001566)** For schedule options 1 through 68: the collection fees shall be taken by the house dealer from the pot after the first betting round is complete. The designated fee shall be taken from the pot instead of the collection fees, if the round of play does not make it past the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Hollywood Park Casino MASTER Poker Collection RATES

- **Draw Poker (Jacks or Better) (GEGA-001582)** For **schedule options 1 through 24**: the collection fee shall be taken by the house dealer from the player with the dealer button, one time per round. The designated fee #1 shall be taken from the pot before the draw. The designated fee #2 shall be taken from the pot after the draw. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **California Lowball (GEGA-001864) and Kansas City Lowball (GEGA-001570)** For **schedule options 1 through 24**: the collection fee shall be taken by the house dealer from the player with the dealer button, one time per round. The designated fee #1 shall be taken from the pot before the draw. The designated fee #2 shall be taken from the pot after the draw. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **Mexican Poker (GEGA-001577)** For **schedule options 1 through 15**: the collection fee shall be taken by the house dealer from the pot after the first betting round is complete. The designated fee #1 shall be taken from the pot when the first up-card has been dealt to each player. The designated fee #2 shall be taken from the pot when the third up-card has been dealt to each player. The appropriate fees are dependent on the number of players seated and playing during that round of play.
- **Chinese Poker (GEGA-001578)** For **schedule options 1 through 4**: the collection fee shall be taken by the house dealer from each player per hand prior to cards being dealt. The appropriate fees are dependent on the table limit per point.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Hollywood Park Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.

— **HOLD'EM HI/ LO**
HI/ LO

SECTION 2 — HOLD'EM HI/ LO

All Hold'em Hi/ Lo rules apply, the difference is the hand has High and Low value by using the best five out of the seven-card combination, player may use different cards for High and Low.

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

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

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

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

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

Opinion

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

Rules of Hold'em Hi/ Lo

Blinds

1. In Hold'em Hi/ Lo, all blinds are "live". Games can have one or two blinds. If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em Hi/ Lo game may have the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward in live games and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button but you may *buy the button*.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em Hi/ Lo, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

Limit Texas Hold'em, Hold'em Hi/Lo, Texas Hold'em Kill Pot

Table Limit	Buy-In	Blinds	Jackpot Fee	Designated Table Fee	Regular Table Fees			
					7, 8 or 9 players	6 players	5 players	4 or less players
\$2 - \$4	\$20	\$1 / \$2	\$1.00	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
\$3 - \$6	\$30	\$1 / \$3	\$1.00	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
\$4 - \$8*	\$40	\$2 / \$4	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$6 - \$12	\$60	\$2 / \$6	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$8 - \$16**	\$80	\$4 / \$8	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$9 - \$18	\$90	\$3 / \$9	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$10 - \$20	\$100	\$5 / \$10	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$15 - \$30	\$150	\$10 / \$15	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$20 - \$40	\$200	\$10 / \$20	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$25 - \$50	\$250	\$15 / \$25	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$30 - \$60	\$300	\$15 / \$30	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$40 - \$80	\$400	\$20 / \$40	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$50 - \$100	\$500	\$25 / \$50	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$75 - \$150	\$750	\$50 / \$75	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00
\$100 - \$200***	\$1000	\$50 / \$100	\$1.00	\$1.00	\$5.00	\$3.00	\$2.00	\$1.00

-No Jackpot fee is taken when a 9-handed game becomes 4-handed or fewer.

-Jackpot fee is taken per hand.

**Full Kill Pot*

***Partial Kill Pot*

Two Card Peek

1. Game Outline:
 - 1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.
2. Game Rules:
 - 2.1. Pick Row Wager
 - 2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one or all of three hands to play A, B, C, or one or all of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.
 - 2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.
 - 2.1.3. Winning pick-row wager hands will be paid according to the following chart:
 - 2.1.3.1. A,B, or C is the highest ranked hand with a Ten-High or better pays 2:1
 - 2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1
 - 2.1.3.3. Nine-High or less loses
 - 2.1.3.4. There is a collection fee taken for placing all Pick Row wager.
 - 2.2. Bonus Bets
 - 2.2.1. 2 Card Poker
 - 2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.
 - 2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.
 - 2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.
 - 2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.
 - 2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.
 - 2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.
 - 2.2.1.7. There is a collection fee taken for placing a 2 Card Poker wager.
 - 2.2.2.
 - 2.2.2.1. All Two-Card poker bets will be paid according to this chart:

Two Card Peek

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

2.2.3. Super Bet

- 2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.
- 2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.
- 2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.
- 2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.
- 2.2.3.5. The Super Bet wager shall be a \$1 bet.
- 2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.
- 2.2.3.7. There is a collection fee taken for placing a Super Bet wager.
- 2.2.3.8. They will be paid according to the following chart:

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

2.2.4. Peek Bonus

- 2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.
- 2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.
- 2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.
- 2.2.4.4. A player may place a Peek Bonus wager on row A, B, and/or C.

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- 2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of \$50.
- 2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.
- 2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.
- 2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair (when the selected row does not have a pair in the initial two-card hand)	6 to 1
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

- 3.1. Lightly scramble the deck.
- 3.2. Shuffle once and place the deck in the shuffle machine.
- 3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
- 3.4. Announce, "No more bets."
- 3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
- 3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
- 3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
- 3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
- 3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
 - 3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
 - 3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
 - 3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
 - 3.9.4. Dealer will establish the winning hand between A, B, and C.

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- 3.10. Dealer will establish any and all two card bonus qualifying hands
- 3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
- 3.12. Call for all “peek bonus” bets
- 3.13. Announce, “No more bets.”

- 3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
- 3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
- 3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
- 3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
- 3.18. Announce the value of all qualifying five-card poker hands
- 3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.
- 3.20. Reconcile action in the following way:
 - 3.20.1. Win – pay and push back the chips.
 - 3.20.2. Lose – award the chips to the Player-Dealer .
- 3.21. Drop the collection. Clear hands.
- 3.22. Offer the Player-Dealer position, if applicable.
- 3.23. Lightly scramble the deck.
- 3.24. Shuffle once and place the deck in the shuffle machine.
 - 3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Player must bet All Row Bets in equal amounts.

Player must bet Two Card Poker Bets in equal amounts.

Player must bet Peek Bonus Bet in equal amounts.

The collection fees shall be taken per hand from the player-dealer position based on the sum of all wagers placed excluding the Peek Bonus wager. The collection fees shall also be taken based on each player's total player wager, including the Pick Row- single row, the Pick Row- multiple row, the Two Card Poker Bonus Bet, and the Super Bonus Bet. The player's total player wager shall not include any Peek Bonus wagers placed. A player that has placed a Pick Row bet may place a wager on the Two Card Poker bonus bet at a minimum of \$2 and a maximum of \$100 for schedule option 1 and at a minimum of \$5 and a maximum of \$100 for schedule option 2. A player that has placed a Pick Row bet may place a wager on the Super Bet at an amount of \$1. A player that has placed a Pick Row bet may place a Peek Bonus at a minimum of \$ 2 and a maximum of \$50 for schedule option 1, and a minimum of \$5 and a maximum of \$50 for schedule option 2. The collection fees shall be collected and dropped by the

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casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Table Limits							
Schedule Option	Pick Row (A, B, C), Pick Row (AB, AC, BC) and 2 Card Poker	Peek Bonus	Super Bet	Total Player Wager *	Player Collection Rate	Total Table Action	Player-Dealer Collection Rate
1	\$2- \$100	\$2 - \$50	\$1	\$2 - \$100	\$0.50	\$2 - \$50	\$0.50
				\$101 - \$200	\$1.00	\$51 - \$100	\$1.00
				\$201 - \$300	\$1.50	\$101 - \$150	\$2.00
				\$301+	\$2.00	\$151 +	\$3.00
2	\$5- \$100	\$5 - \$50	\$1	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
				\$301+	\$4.00	\$301 +	\$5.00

Two Card Peek

Layout

