

COLLECTION FEE SCHEDULES

Texas Hold'em: Collection fees are collected per hand, from the pot after the flop.

Limit Games:

Wagering Limits	Collection Fee
\$3 - \$6	\$4
\$4 - \$8	\$5
\$8 - \$16	\$5

No Limit Games:

Wagering Limits	Collection Fee
\$1 - \$3	\$5
\$5 - \$5	\$5

Lowball Draw

Lucky Lady offers Lowball at these limits:

5-10 Lowball W/ Kill Buttons

10-20 Lowball W/ Kill Buttons

Lowball is played with a standard 52 card deck plus one joker that is completely wild. Standard low poker rankings apply (best hand is A-2-3-4-5.) There is a bet and three raise limit on both betting rounds.

Each player is dealt 2 down cards at which point the dealer asks "any kills?" Each player then has the option to place a designated amount of chips into the pot that raises the stakes for that hand. If the pot is killed the dealer then asks "any overkills?" Each player again has the option to place a designated amount into the pot that raises the stakes to a new level. This continues until no one else elects to kill the pot. The dealer then continues by giving each player 3 more down cards giving each one a total of 5 down cards. A round of betting at the before the draw limit ensues.

- 1) The players who elect to play in the pot then have the opportunity to replace any cards they do not want to keep by discarding them and drawing replacements. This is followed by a second and final round of betting at the after the draw limit.
- 2) The winning Lowball hand is determined as follows
 - a) No pair beats a pair (straights and flushes are ignored, an ace counts as 1).
 - b) If neither player has a pair, the player with the lowest high card wins the pot. If more than one player has the same lowest high card the next highest card in each players hand are compared, and the next lowest high card wins the pot, this process is continued until a winner is determined. In the event of a tie the pot is split equally.
- 3) A player must bet a hand "8 or better (5 cards with no pair the highest card being an 8) to be able to win after the draw action, although he can still win any monies bet before the draw if he has the best hand.
- 4) Kill Buttons are designed to raise the stakes on a hand if a player so desires, and to ensure that each player kills at least one pot during each kill round
- 5) The dealer starts each kill round with a stipulated number of buttons that imprinted with the word "kill". When all the Kill Buttons have been given out as described in section 1 above, on the subsequent hand the dealer announces "buttons up" and everyone who has earned a Kill Button during that round places it in front of him. The dealer then identifies those players without a Kill Button and they must each kill one of the next pots in the blind in order from the left of the dealer, one hand at a time until all kill obligations are satisfied.

5-10 Lowball – \$1 ante, \$5 open blind by the player to the left of the dealer. Kill amount is structured. The first kill is twice the amount of the Blind (\$10). An overkill is twice that amount (\$20). A second overkill would be twice the amount of the first overkill (\$40) etc. If there are no kills or overkills the limit before the draw is \$5 and after the draw is \$10. If there is a kill or overkill on a hand the limit before the draw is the amount of the greatest kill or overkill. The limit after the draw is double the limit before the draw.

10-20 Lowball – \$1 ante, \$10 open blind by the player to the left of the dealer. Kill amount is unstructured. Any player can kill or overkill for an amount up to 1/3 of their

chips as long as this amount is at least double the amount of the blind or previous kill or overkill, whichever is greater. The limit before the draw is equal to the amount of the blind, kill or overkill, whichever is the largest amount. The limit after the draw is double the limit before the draw.

Lowball Drop Schedule:

7 or 8 handed	5
6 handed	4
5 handed	3

2, 3, or 4 handed \$2 The drop is collected from the antes and placed in the drop slot. After the pot has been awarded to the winner the drop is made (note: if no one opens the pot there is no drop and all antes and blinds are awarded to the blind, killer, or overkiller, whichever amount is the greatest.)



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.

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.

High-Low Omaha (8 or better)

3-6 and 4-8 High-Low Omaha are played as follows:

Omaha is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt.

Each player is dealt 4 hole cards, one at a time, face down in rotation followed by a round of betting at the lower limit increments (or double on a Kill Pot). A player may call, raise or fold on this round and all subsequent rounds. A bet and three raises is the maximum for each betting round.

Three Community Cards are placed face up on the board (the Flop) followed by a second round of betting again at the lower limit increments (or double on a Kill Pot).

Two more Community Cards placed on the board one at a time, each followed by another round of betting at the higher limit increments (or double on Kill Pots)

At the showdown each player must use two of his hole cards with three cards on the board to make the highest five-card poker hand and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand by making the five-card poker hand 8 high or better (lower). The pot is split equally between the players with the highest-ranking hand and lowest qualifying hand. If no player has a low qualifying hand the player with the highest-ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

If a player wins the entire pot (a "scooper") consisting of \$40 or more, he must "Kill" the next pot by placing \$6 in the pot before the cards are dealt which doubles the limits on that hand to 6-12 in 3-6, or in 4-8 if there is a \$50 scooper the "kill" is \$8 which doubles the limit to 8-16.

Blinds are posted as follows:

The player to the immediate left of the dealer posts a \$1 blind in 3-6 (or \$2 blind in 4-8), and the player two seats to the left of the dealer posts the big blind \$3 in 3-6 and \$4 in 4-8.

Drop Schedule 3-6 and 4-8 Omaha

7, 8, or 9 handed \$3

6 handed \$2

5 or less \$1 (note: the drop is taken from the big blind before the cards are dealt and placed in the drop slot. Upon completion of the hand the drop is made. If there is no flop there is no drop and all blind money is awarded to the big blind or "Killer", whichever is greater.

EXHIBIT C

21st Century Blackjack

**NO BUST
BLACKJACK**

4/1/2001

21st Century Blackjack

VALUES OF CARDS

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

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

Ranking Chart

Sequence	Cards	Value
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

21st Century Blackjack

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

Rules for Players		
		<u>12</u>
	<u>11 or Less</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>

21st Century Blackjack

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.

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

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

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

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

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

Rules for Player / Dealer		
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

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

ADDITIONAL GAME RULES

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

21st Century Blackjack

OBJECT OF THE GAME

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

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

GAME RULES

The following are game rules for No Bust Blackjack.

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

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21 and a half, or “Natural.” (This hand pays 6 to 5.)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of 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 consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half 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.

- 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

Ace	a) 11 and a half 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.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

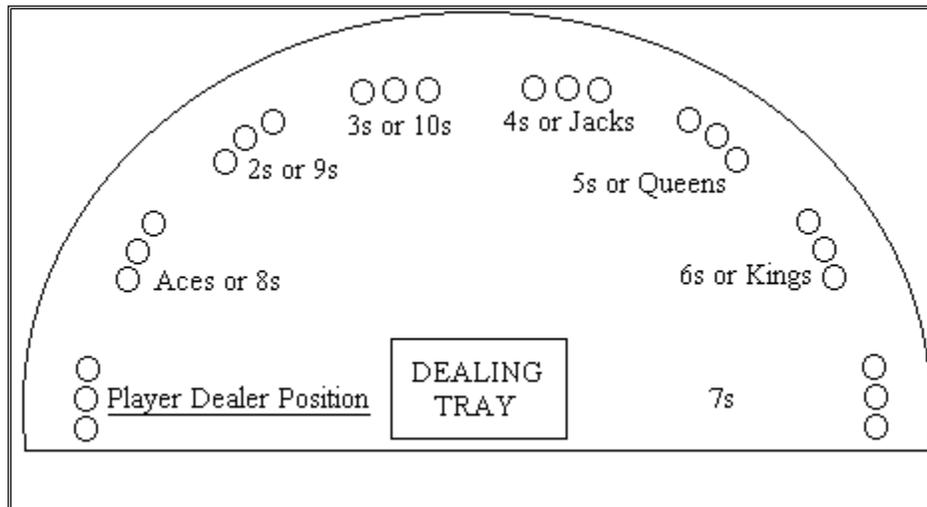
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half 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. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. 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.
5. 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 "Player/Dealer" 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.
6. 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".
7. 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.
8. 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 first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. 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 will receive a face down card.

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

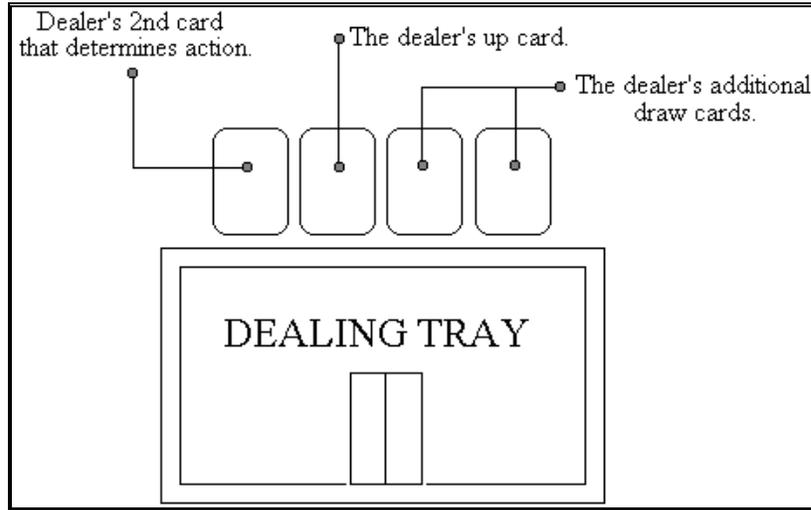
Rules For Player			
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>	
Soft & Hard 21 "Naturals"	11 Or Less	12	
		13	
		14	
		15	
		16	
		17	
		18	

- 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 house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
- 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.



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

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		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
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 clock-wise 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 clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 22,23,24 & 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and a half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. 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.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. 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

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - 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. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. 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.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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.

21st Century Blackjack Collection

		Player Collection
\$2 - \$20	\$0.50	\$0.50
\$10-\$100	\$1	\$1
\$25-\$100	\$1	\$1
\$50-\$300	\$2	\$2
\$100-\$500	\$3	\$3

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

The game can be played on 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

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A	Table B	Table C
3	1	1	2
4	3	3	2
5	6	5	4
6	30	25	12
7	100	100	50
8	200	200	250

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.
- ❑ **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.

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.

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

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 in that position taking the Player/dealer position is/are also referred to as the Player/dealer.
- Qualifier** A specific set of card(s) that a player and/or the Player/dealer must have to play.
- 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.

THREE CARD POKER

Table Limits & Collection Fees

Schedule 1

Table Limits	Amount of Wager	Player Fee (Per Spot)	Player/Dealer Fee (per hand)
\$5 - \$50	\$5 - \$50	\$0.50	\$1.00

Schedule 2

Table Limits	Amount of Wager	Player Fee (Per Spot)	Player/Dealer Fee (per hand)
\$5 - \$200	\$5 - \$100	\$0.50	\$1.00
	\$101 - \$200	\$0.50	\$2.00



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 \$25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 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



Fortune Pai Gow Poker

	ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked 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	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)



Fortune Pai Gow Poker

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.

How and when are house fees collected:



Fortune Pai Gow Poker

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 \$25 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.
- ❖ 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.
- ❖ Seated player's as well as back-line bettors are eligible to place a Fortune Bonus bet.



Fortune Pai Gow Poker

- ❖ 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 four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ 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 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



Fortune Pai Gow Poker

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.
- ❖ 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:



Fortune Pai Gow Poker

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	
Flush	3 to 1	
Straight	2 to 1	

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.
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.



Fortune Pai Gow Poker

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 One Pair and No Joker	If the front hand has a queen or better, play the complete hand behind (straight or flush) 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



Fortune Pai Gow Poker

	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.
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



Fortune Pai Gow Poker

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

*The "S" stands for split. If a player has the following two pairs, they are automatically required to 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.

*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:



Fortune Pai Gow Poker

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.

Collection Rates



Fortune Pai Gow Poker

Table Limit	Player Wager	Player Fee	Player-Dealer Fee
\$10 - \$100	\$10 - \$25	\$0.50	\$2.00
	\$26 - \$100	\$1.00	

EZ BACCARAT™



SUMMARY OF GAME

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

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



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

Wagers are resolved as follows:

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

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

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

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

DETAILS

Standards of Play

The game features a rotating player-dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player-dealer position is the same of industry standard games and complies with 30.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player-dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

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

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



Number of Players in the Game

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

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. 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 ten's (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

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

Tie Wager

The Tie bet pays 8 to 1 if the player-dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

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

The player-dealer will pay all winning Dragon 7 Bonus Bet wagers and will collect all losing Dragon 7 Bonus Bet 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

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

How Winners are Determined and Paid

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

Game Rule:

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

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

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

	0	1	2	3	4	5	6	7	8	9
7	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. In the case where both hands have an equal point count, the hand is a Tie. Wagers will then be settled in one of the following two ways:

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

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

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

Action Button Card Chart:

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

House Way

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

Round of Play

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

PLAYER-DEALER & DEAL

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

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



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

EZ Baccarat table with EZ TRAK Baccarat Edition system.

COLLECTION RATES

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

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

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

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

EZ Money Hold'em

RULES

1. The goal of EZ Money Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply with the exception that a flush will beat a full house. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game shall be played using a modified 32-card deck with no joker and all cards of six (6), five (5), four (4), three (3), and two (2) removed. Aces shall not be removed and are used as high cards only.
3. **Table:** The game shall be played on a standard poker table which accommodates up to nine (9) seated positions. An optional tenth player may be used as a backup player but will not participate in a round of play.
4. EZ Money Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in EZ Money Hold'em, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives two down cards as his initial hand followed by a round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Betting during this round will be at the lower table limit. Players may then either check, bet, or release (fold) their hand.

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

Collection Fees

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

EZ Money Hold'em – Limit Games

Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
\$3 / \$6	\$1 / \$3	\$30	\$5.00	\$4.00	\$0.00
\$4 / \$8	\$2 / \$4	\$40			