

RULES FOR ASIAN DOUBLE HAND POKER

1. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
2. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
3. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
4. Any amounts over the maximum table limit will receive no action.
5. The designated player is allowed to cover all individual bets.
6. "Kum-Kum" bets will be paid off and/or collected as one bet.
7. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
8. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
9. All action goes clockwise, starting with the action button.
10. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
11. The player who controls the seat is the active player for that position and the only one allowed to handle the cards. The active player also has final say on how the hand is set.
12. A maximum of five backline bets are allowed on each spot.
13. No player is allowed to pick-up any hand out of sequence. The house dealer will be instructed to push the hand to the player and then to replace the hand in it's proper position.

14. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the seated player makes the final decision.

15. Once the house dealer has announced "no more bets" and opened the dice cup, no one may change his wager.

16. The house dealer is not allowed to have any INFLUENCE on the outcome of the designated player's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the designated player's hand are all examples of INFLUENCE.

17. The house dealers are not allowed to pay collections for any player.

18. The designated player's hand will not be opened until all hands have been set. "House way" hands will be set before the designated player's hand is opened.

19. All players must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.

20. If the designated player's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".

21. Any active player is entitled to ask the house dealer the amount of the designated player's wager, to the extent that it affects the play of his hand.

22. No side bets or proposition bets are allowed.

23. Any player wagering on a spot on the previous hand has the option of being the designated player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the designated player on that spot.

24. A player may not surrender his hand.

25. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

26. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

27. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

28. A player has a FOUL hand if:

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

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

(c) The player does not have exactly five cards in the back hand, or

(d) The player does not protect his hand and it comes in contact with other cards.

29. All foul hands are considered losing hands.

30. All players are forbidden to show or discuss their hands with any player involved in another active hand.

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

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

33. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are exposed.

34. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".

35. Any "house way" hand improperly set by the house dealer will be reset by management.

36. The house dealer cannot allow the designated player to set his hand foul. It will be reset the "house way" by management and play will continue.

37. After the house dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than 4 cards there will be no action and all hands will be redealt.

38. The designated player's hand is not set until he has signified his final decision in an **obvious** manner to the house dealer.

39. Unless the designated player requests to have his hand set "house way", The Marina Club will not be responsible for any hand that is "ok'ed" for action by the designated player.

40. Once the first player's hand is exposed, the designated player may not reset his hand.

41. Only the designated player may request a change of deck between the first and second deal. Any active player may request a deck change during the change of designated players.

42. When two identical cards are turned up, the hand will be declared a misdeal.

43. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.

44. "Copy": If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.

GENERAL POKER RULES

1. All collections of seat rental fees are made in advance. Full rate will be charged up to ten minutes past appointed collection time, when applicable.
2. Husbands and wives or relatives may not play in the same game. (Subject to manager's approval.)
3. Do not expose cards at any time except on showdown.
4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
5. After a new player is seated or a buy-in is placed at a seat, no change in seating will be made.
6. Each player must act in turn. Acting on a hand out of turn is not binding. If any delay is encountered, a player should call "TIME" to ensure his silence is not interpreted as a pass.
7. Anyone who checks out of turn may not initiate any action.
8. A verbal declaration in turn, which causes another player to act in turn, or money in the pot, is binding. However, a player raising a bet should verbally declare the raise. A call made behind the raise may be withdrawn if the raise was not audibly declared. If a raise is audibly declared, a player not completing the full raise may be compelled to complete the raise at the discretion of the floorman.
9. A player may cash in all his chips at any time. If a player quits a game and returns to the same game in less than one-half hour, he must come back with the same amount he left with.
10. All chips must remain on the table. Only cards and chips are allowed on the card tables. If money is placed on the table, chips must be requested.

11. A short bet or call must be completed. If a player acting in turn releases chips on table with forward motion of the hand, it constitutes a bet or call.
12. If a player shows cards to one, he must show them to all, if desired by other player(s).
13. Cards off the table may not be played.
14. A player may not ante for another player.
15. **ONCE A POT IS OUT OF PLAY, NO DECISION CAN BE RENDERED BY THE FLOORMAN.**
16. Players are held to verbal declarations such as: "I pass", "I call", "I raise", "I bet", et cetera.
17. A grouping of five cards exposed in the deck is a misdeal.
18. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over, it is deemed a misdeal. In both instances, hands are redealt.
19. Potting is allowed only for refreshments, food or cigarettes.
20. A player is allowed thirty minutes to eat or go for funds, fifteen minutes per hour to "lobby". When time is up, chips will be removed and seat forfeited. Player's name will then be placed on the waiting list.

TEXAS HOLD'EM RULES

THE GAME

Each player is dealt two down cards (hole cards) as their initial hand. There is a round of betting after these cards are delivered. Three board-cards are turned face up simultaneously (which is called "the flop") and another round of betting occurs. The dealer then turns a fourth card face up on the board, and the third round of betting follows. After a fifth card is turned face up on the board, the final round of betting takes place. The five face up board-cards are called community cards and a player may use any combination of five cards to determine his/her best hand. Best five-card hand wins. A player may use any combination of board cards or hole cards to make a hand or he may play the board as his hand.

THE SYSTEM

Hold'em is played on an oval table which accommodates players and a center dealer. All Hold'em games at The Marina Club are dealer games. When a new game starts, the dealer will shuffle and spread the deck face down on the playing surface. The players will pluck a card from the deck to determine the position of the deal. The player who plucks the highest card from the deck receives the dealer button.

After the first two hole cards have been dealt, action begins with the player to the left of the blind and a player has to bet or throw his hand away. Subsequent betting rounds begin with the player to the immediate left of the dealer (button). After all betting rounds have been completed, the pot is awarded to the remaining player with the best hand, the deck reshuffled and cut, and the dealer button and blinds moved forward to the next positions at the table as play resumes.

RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.** Dealers will assist in reading hands to the best of their ability, although it is the player's

responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the player's failure to protect his hand. At the dealer's discretion, a hand may be considered retrievable.

2. Cards Speak: Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in an amount equal to a full bet or raise.

5. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

6. Initial buy-in for any hold'em game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw — high card receiving the button — among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same low card, the deal will be determined by superior suit rank — spades, hearts, diamonds and clubs.

8. Check and raise is permitted.

9. Anyone who checks out of turn may not initiate any action.

10. A bet and three raises are allowed. When only two players remain in the pot there is no limit to the number of raises.

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

12. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

13. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck. A group of five cards exposed in the deck is a misdeal. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.

14. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.

15. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

16. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.

17. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their actions on will stand, and the dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the dealer will **not** burn the top card before dealing another round of cards.

18. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.

19. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

20. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

21. The winning hand must show **both** cards face up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.

22. A player who wishes to play the board must be in possession of his hand.

23. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

24. Initial round betting action begins with the player who is to the immediate left of the "blind". Thereafter, action begins with the player to the immediate left of the dealer (button).

25. A player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following:

- a. Wait and come in on his blind.
- b. Place a straddle blind in the pot.

26. A player who moves to a new seat and in the process moves away from the big blind must kill the pot or wait out the appropriate number of hands. This rule prevents a player from continually changing seats in order to unfairly receive several extra hands before taking a blind.

27. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.

28. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.

LOWBALL RULES

DESCRIPTION

The dealer delivers (facedown) one card at a time to the participants until all have five cards. Each player, in turn, then has an opportunity to bet on his cards or drop out of the game. The second phase of play consists of the draw, whereas the remaining active players can discard poor cards from their hand and replace them with fresh cards from the stub of the deck. A second round of betting occurs and, of the remaining participants, the player with the best hand wins the pot. **Best five-card hand wins.**

A three player blind (ante) is utilized in all lowball games. The blinds consist of the dealer (button) and the two players to the left of the dealer. The blinds are equal to the limit of the game with the player two positions to the left of the dealer putting out an amount equal to half of the limit of the game (big blind), and the dealer and the player to his immediate left (small blind) fulfilling the remainder of the blind.

RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM.

2. **Cards Speak:** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

4. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I

raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.

5. Before the draw, the first player to act is the player to the left of the big blind. After the draw, it is the player to the left of the dealer (button).

6. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

7. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.

8. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.

9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards.

10. Check and raise is not permitted.

11. If a bet has been made and called or "check-and-check" after the draw, any player may see any of the hands in play at the showdown.

12. If a "seven" or better is passed and is the best hand, all bets after the draw are returned.

13. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the players.

14. The winning hand must show all cards face up on the table.

15. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

16. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck.

17. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the dealer will complete the draw and replace the card from the top of the deck.

18. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.

19. All blinds will be arranged in clockwise order from the button. A player should pass through the three blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a player at the table a blind position on any given round.

20. When a new player enters a game he must wait for the big blind or straddle the pot.

21. An established player who misses all or part of his blinds on a round can make them up by posting a "straddle blind". A straddle is always twice the size of the big blind.

22. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

23. A player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or straddle the pot. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking a blind.

MARINA CLUB

21ST CENTURY NO BUST

BLACKJACK RULES

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to 21 as possible, without exceeding 21. A Natural consists of two Jokers, and a Natural hand beats all other hands, and pushes with another hand containing two Jokers.

HOW TO PLAY

- 1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card(s) and a Joker is 21.**
- 2. One Joker is added to each deck used.**
- 3. When play begins, all players receive two cards face up; the player/dealer's hand will receive one card face up. After the completion of the draw, the player/dealer will receive a second card.**
- 4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first**

hand to the card room dealer's left and continuing clockwise. Players may draw as many cards as permitted in #6 below.

5. After all players have exercised their right to draw additional cards, the player/dealer may receive as many draw cards as permitted in #6 below.

6. Player must stand on hard 20 or more (except they may split 10 value cards), must hit or surrender 11 or less, and have an option on 12 through soft 20. Player/dealer must hit soft 17 or less and must stand on hard 17 or more.

7. If the player/dealer's up card is a Joker, there is no player draw.

GAME RULES

1. If a player's total is more than 21, and the player/dealer's total is 21 or less, player/dealer wins.

2. If a player's total is 21 or less, and the player/dealer's total is more than 21, player wins.

3. If the player's total is more than 21, and the player dealer's total is more than 21, then;

- A. Player/dealer is closer to 21, the player dealer wins.**
 - B. Player is closer to 21, then it is a PUSH.**
 - C. Player/dealer wins all ties over 21.**
- 4. If the player's total and the player/dealer's total are both below 21, the hand closest to 21 wins.**
 - 5. If the player and the player/dealer have the same total equaling 21 or less, it is a push.**
 - 6. Seated player makes all decisions.**
 - 7. The player's corporation will cover wagers behind as second bank only when "kum-kum" in the front bank.**

DOUBLE DOWN SPLIT **AND SURRENDER**

- 1. Players may double down on any two first cards and receive one draw card.**

- 2. Players cannot split, double down or surrender any hand that contains a Joker.**
- 3. Players splitting:**
 - A. Aces will receive one draw card only for each Ace.**
 - B. Any other pair or two cards of 10-point value will receive multiple draw cards.**
- 4. Players may double down after each split.**
- 5. Multiple splitting is permitted (receive up to four hands each spot)**
- 6. Players can surrender on their first two cards and forfeit half their wager.**
- 7. All payoffs are to the extent that the player/dealer's money covers. No action button will be used. Wagers will be paid from the dealer's right starting in seat #8 counterclockwise to seat #1.**
- 8. Additional rules may apply at the discretion of the floor person.**

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 Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- 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 “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” 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 6 to 5.
- A “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 "king", "queen", "jack" and "ten"). 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 additional 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.

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 #1

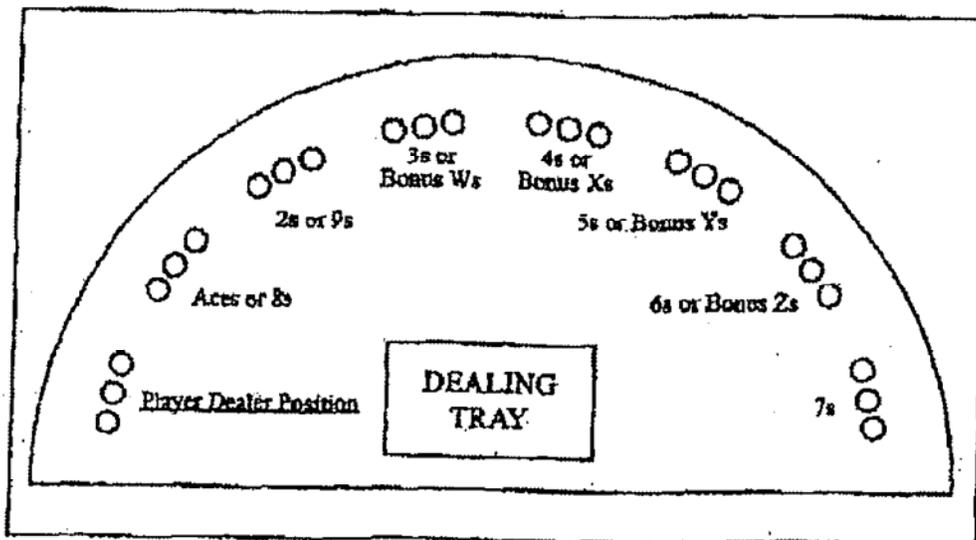
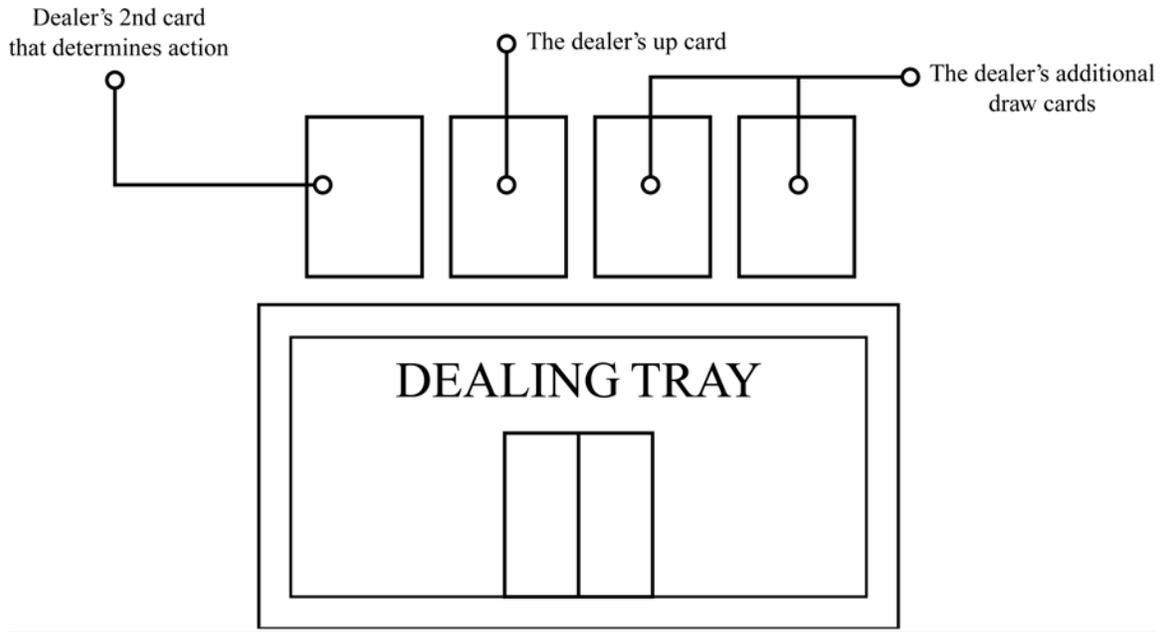


DIAGRAM #2



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

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on

Hard 17 or more

Must Hit on

Soft 17 or less

Have Option on

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, by the casino dealer 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/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
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:

Pure 21.5 Blackjack Payoff Options

3 to 2 Option – Pure 21.5 Blackjack pays 3 to 2 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

7 to 5 Option – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a Player's original wager.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to ½ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card

as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

Bonus Bet:

From time to time the casino may offer players the opportunity to make Bonus Bets. 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. 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.
7. Bonus Bets pay as follows:

Qualifying Hands		Option 1	Option 2	Option 3
Blackjack	Suited	10 to 1	10 to 1	10 to 1
	Same Color	5 to 1	5 to 1	5 to 1
	Unsuited	2 to 1	2 to 1	3 to 1
A-2-3-4	Suited	2000 to 1	2000 to 1	2000 to 1
	Same Color	200 to 1	200 to 1	200 to 1
	Unsuited	50 to 1	25 to 1	50 to 1
7-7-7	Suited	200 to 1	1000 to 1	200 to 1

	Same Color	100 to 1	200 to 1	100 to 1
	Unsuited	75 to 1	75 to 1	75 to 1
6-7-8	Suited	100 to 1	100 to 1	100 to 1
	Same Color	50 to 1	50 to 1	50 to 1
	Unsuited	25 to 1	25 to 1	10 to 1
6-Card No Bust		20 to 1	20 to 1	20 to 1

The Casino will provide ample notice to all patrons prior to the implementation of any changes to the Pure 21.5 Blackjack Bonus Bet payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

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. 4th1397, 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.

No Bust 21st Century Blackjack[©]



US Patent 6,845,981

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

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

*Additional pending patents

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

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or "Natural." (This hand pays 6 to 5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

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

RANKING CHART

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

ROUND OF PLAY

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

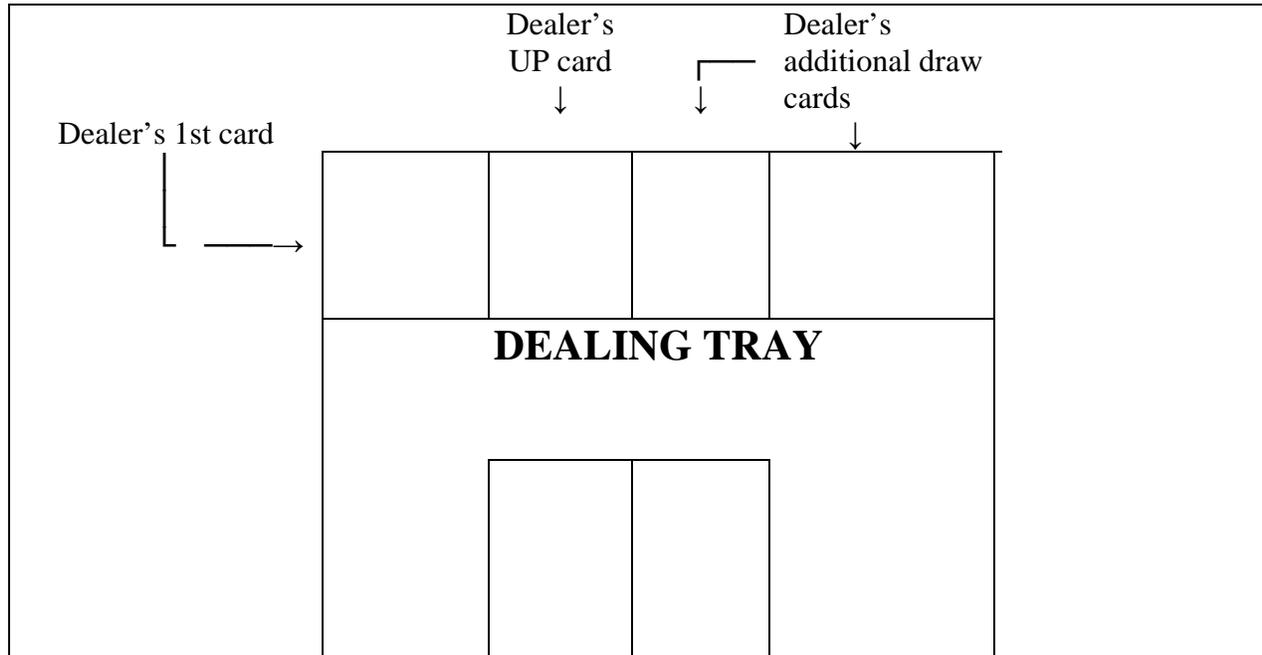
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

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.

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No Bust 21st Century Blackjack w/Buster Bet

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



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

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

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

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No Bust 21st Century Blackjack w/Buster Bet

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".
6. The Player-Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player-Dealer has less than a "natural," the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

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

• **DOUBLE-DOWN**

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

• **SPLIT**

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

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No Bust 21st Century Blackjack w/Buster Bet

the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.

- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player-Dealer.
- SURRENDER (Not offered in this game)
 - Players shall not surrender at anytime.
- INSURANCE (Not offered in this game)
 - There is no insurance offered on the game.

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

Buster Blackjack Side Wager

Buster Blackjack is an optional wager 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

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

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

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

Number of Cards in Dealer’s Busted Hand	Option B
3	2
4	2
5	4
6	15
7	50
8 or more	200
House Edge in %	
6 Decks	5.48
8 Decks	5.44

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

Frequency Distribution

# Cards	# Decks	
	6	8
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

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
6	28.58%
8	28.57%

LEGAL

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

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California Games Collection Rates

Pai Gow Poker: GEGA-000891

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$200	\$10 - \$990	\$0	\$2	N/A
		\$991 +		\$5	
2	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$200		\$1	
		\$201 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 +		\$5	
3	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 +		\$8	
4	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - \$200		\$2	
		\$201 - \$500		\$3	
		\$500 +		\$5	
5	\$10 - \$1,000	\$10 +	\$1	\$1	N/A
6	\$100 - \$2,000	\$100+	\$2	\$2	N/A
7	\$100 - \$1,000	\$100+	\$1	\$1	N/A

**No Bust 21st Century Blackjack: GEGA-000890, No Bust 21st Century Blackjack with Buster
 Bonus Bet: GEGA-002838, Pure 21.5 Blackjack: GEGA-001299**

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$3 – \$25	\$5 - \$50	\$0.25	\$0.25	N/A
		\$51 - \$200		\$0.50	
		\$201 +		\$1	
2	\$5 – \$50	\$5 - \$50	\$0.50	\$0.50	N/A
		\$51 - \$200		\$1	
		\$201 +		\$2	
3	\$25 – \$100	\$25 - \$100	\$1	\$1	N/A
		\$101 - \$500		\$2	
		\$501 +		\$3	
4	\$100	\$100 - \$300	\$1	\$2	N/A
		\$301 - \$500		\$3	
		\$501 +		\$5	
5	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$200		\$1	
		\$201 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 +		\$5	
6	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - \$300		\$2	
		\$301 - \$500		\$3	
		\$501 +		\$8	

7	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - \$200		\$2	
		\$201 - \$500		\$3	
		\$501 +		\$5	
8	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - 200		\$2	
		\$201 - \$300		\$3	
		\$301 +		\$5	
9	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$100		\$1	
		\$101 - \$300		\$3	
		\$301 - \$500		\$5	
		\$501 +		\$7	
10	\$5 - \$500	\$5 - \$40	\$0	\$.50	N/A
		\$41 - \$75		\$1	
		\$76 - \$200		\$3	
		\$201 - \$500		\$5	
		\$501 +		\$8	
11	\$5 - \$500	\$5 - \$25	\$0	\$.50	N/A
		\$26 - \$75		\$1	
		\$76 - \$200		\$3	
		\$201 - \$500		\$5	
		\$501 +		\$10	

12	\$5 - \$500	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$400		\$2	
		\$401 - \$1,000		\$3	
		\$1,001 +		\$5	
13	\$5 - \$1,000	\$5 - \$50	\$0	\$.50	N/A
		\$51 - \$400		\$2	
		\$401 - \$1,000		\$3	
		\$1,001 +		\$5	
14	\$25 - \$1,000	\$25 - \$100	\$0	\$1	N/A
		\$101 - \$500		\$3	
		\$501 - \$700		\$5	
		\$701 - \$1,200		\$7	
		\$1,201 +		\$10	
15	\$25 - \$1,000	\$25 - \$100	\$0	\$1	N/A
		\$101 - \$300		\$3	
		\$301 - \$600		\$5	
		\$601 - \$1,000		\$8	
		\$1,001 +		\$12	
16	\$25 - \$1,000	\$25 - \$100	\$0	\$1	N/A
		\$101 - \$300		\$3	
		\$301 - \$500		\$5	
		\$501 - \$1,000		\$10	
		\$1,001 +		\$20	
17	\$100 - \$2,000	\$100 - \$400	\$0	\$2	N/A
		\$401 - \$700		\$5	

		\$701 - \$1,000		\$7	
		\$1,001 - \$1,500		\$10	
		\$1,501 +		\$15	
18	\$100 - \$2,000	\$100 - \$500	\$0	\$3	N/A
		\$501 - \$1,000		\$8	
		\$1,001 - \$2,000		\$15	
		\$2,001 - \$3,000		\$25	
		\$3,001 +		\$40	

**MARINA CLUB
POKER COLLECTION RATES**

Texas Hold'em: GEGA-000889

Limit

Schedule Options	Table Limit	Small/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
1	\$1/\$2	\$1/\$1	7 or more	\$3	\$0	\$1	\$1
2	\$1/\$2	\$1/\$1	5-6	\$2	\$0	\$1	\$1
3	\$1/\$2	\$1/\$1	4 or less	\$1	\$0	\$1	\$1
4	\$2/\$4	\$1/\$2	7 or more	\$3	\$0	\$1	\$1
5	\$2/\$4	\$1/\$2	5-6	\$2	\$0	\$1	\$1
6	\$2/\$4	\$1/\$2	4 or less	\$1	\$0	\$1	\$1
7	\$3/\$6	\$2/\$3	7 or more	\$3	\$0	\$1	\$1
8	\$3/\$6	\$2/\$3	5-6	\$2	\$0	\$1	\$1
9	\$3/\$6	\$2/\$3	4 or less	\$1	\$0	\$1	\$1
10	\$4/\$8	\$2/\$4	7 or more	\$3	\$0	\$1	\$1
11	\$4/\$8	\$2/\$4	5-6	\$2	\$0	\$1	\$1
12	\$4/\$8	\$2/\$4	4 or less	\$1	\$0	\$1	\$1
13	\$5/\$10	\$3/\$5	7 or more	\$4	\$0	\$1	\$1
14	\$5/\$10	\$3/\$5	5-6	\$3	\$0	\$1	\$1
15	\$5/\$10	\$3/\$5	4 or less	\$1	\$0	\$1	\$1
16	\$6/\$12	\$3/\$6	7 or more	\$4	\$0	\$1	\$1
17	\$6/\$12	\$3/\$6	5-6	\$3	\$0	\$1	\$1
18	\$6/\$12	\$3/\$6	4 or less	\$1	\$0	\$1	\$1
19	\$8/\$16	\$4/\$8	7 or more	\$4	\$0	\$1	\$1
20	\$8/\$16	\$4/\$8	5-6	\$3	\$0	\$1	\$1
21	\$8/\$16	\$4/\$8	4 or less	\$1	\$0	\$1	\$1
22	\$9/\$18	\$6/\$9	7 or more	\$4	\$0	\$1	\$1
23	\$9/\$18	\$6/\$9	5-6	\$3	\$0	\$1	\$1
24	\$9/\$18	\$6/\$9	4 or less	\$1	\$0	\$1	\$1
25	\$10/\$20	\$5/\$10	7 or more	\$4	\$0	\$1	\$1
26	\$10/\$20	\$5/\$10	5-6	\$3	\$0	\$1	\$1
27	\$10/\$20	\$5/\$10	4 or less	\$1	\$0	\$1	\$1
28	\$12/\$24	\$6/\$12	7 or more	\$4	\$0	\$1	\$1
29	\$12/\$24	\$6/\$12	5-6	\$3	\$0	\$1	\$1
30	\$12/\$24	\$6/\$12	4 or less	\$1	\$0	\$1	\$1
31	\$15/\$30	\$10/\$15	7 or more	\$4	\$0	\$1	\$1
32	\$15/\$30	\$10/\$15	5-6	\$3	\$0	\$1	\$1
33	\$15/\$30	\$10/\$15	4 or less	\$1	\$0	\$1	\$1
34	\$20/\$40	\$10/\$20	7 or more	\$5	\$1	\$1	\$1

35	\$20/\$40	\$10/\$20	5-6	\$4	\$1	\$1	\$1
36	\$20/\$40	\$10/\$20	4 or less	\$3	\$1	\$1	\$1
37	\$30/\$60	\$15/\$30	7 or more	\$5	\$1	\$1	\$1
38	\$30/\$60	\$15/\$30	5-6	\$4	\$1	\$1	\$1
39	\$30/\$60	\$15/\$30	4 or less	\$3	\$1	\$1	\$1
40	\$40/\$80	\$20/\$40	7 or more	\$5	\$1	\$1	\$1
41	\$40/\$80	\$20/\$40	5-6	\$4	\$1	\$1	\$1
42	\$40/\$80	\$20/\$40	4 or less	\$3	\$1	\$1	\$1
43	\$50/\$100	\$25/\$50	7 or more	\$5	\$1	\$1	\$1
44	\$50/\$100	\$25/\$50	5-6	\$4	\$1	\$1	\$1
45	\$50/\$100	\$25/\$50	4 or less	\$3	\$1	\$1	\$1
46	\$60/\$120	\$30/\$60	7 or more	\$5	\$1	\$1	\$1
47	\$60/\$120	\$30/\$60	5-6	\$4	\$1	\$1	\$1
48	\$60/\$120	\$30/\$60	4 or less	\$3	\$1	\$1	\$1
49	\$75/\$150	\$40/\$75	7 or more	\$5	\$1	\$1	\$1
50	\$75/\$150	\$40/\$75	5-6	\$4	\$1	\$1	\$1
51	\$75/\$150	\$40/\$75	4 or less	\$3	\$1	\$1	\$1
52	\$80/\$160	\$40/\$80	7 or more	\$5	\$1	\$1	\$1
53	\$80/\$160	\$40/\$80	5-6	\$4	\$1	\$1	\$1
54	\$80/\$160	\$40/\$80	4 or less	\$3	\$1	\$1	\$1
55	\$100/\$200	\$50/\$100	7 or more	\$5	\$1	\$1	\$1
56	\$100/\$200	\$50/\$100	5-6	\$4	\$1	\$1	\$1
57	\$100/\$200	\$50/\$100	4 or less	\$3	\$1	\$1	\$1
58	\$300/\$600	\$100/\$200	7 or more	\$5	\$1	\$1	\$1
59	\$300/\$600	\$100/\$200	5-6	\$4	\$1	\$1	\$1
60	\$300/\$600	\$100/\$200	4 or less	\$3	\$1	\$1	\$1
61	\$400/\$800	\$150/\$300	7 or more	\$5	\$1	\$1	\$1
61	\$400/\$800	\$150/\$300	5-6	\$4	\$1	\$1	\$1
62	\$400/\$800	\$150/\$300	4 or less	\$3	\$1	\$1	\$1

Pot Limit/No Limit

Schedule Options	Small Blind/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
63	\$.50/\$1	7 or more	\$3	\$0	\$1	\$1
64	\$.50/\$1	5-6	\$2	\$0	\$1	\$1
65	\$.50/\$1	4 or less	\$2	\$0	\$1	\$1
66	\$1/\$1	7 or more	\$3	\$0	\$1	\$1
67	\$1/\$1	5-6	\$2	\$0	\$1	\$1
68	\$1/\$1	4 or less	\$2	\$0	\$1	\$1
69	\$1/\$2	7 or more	\$3	\$0	\$1	\$1
70	\$1/\$2	5-6	\$2	\$0	\$1	\$1

71	\$1/\$2	4 or less	\$2	\$0	\$1	\$1
72	\$1/\$3	7 or more	\$3	\$0	\$1	\$1
73	\$1/\$3	5-6	\$2	\$0	\$1	\$1
74	\$1/\$3	4 or less	\$2	\$0	\$1	\$1
75	\$2/\$3	7 or more	\$3	\$1	\$1	\$1
76	\$2/\$3	5-6	\$2	\$1	\$1	\$1
77	\$2/\$3	4 or less	\$2	\$1	\$1	\$1
78	\$2/\$4	7 or more	\$3	\$1	\$1	\$1
79	\$2/\$4	5-6	\$2	\$1	\$1	\$1
80	\$2/\$4	4 or less	\$2	\$1	\$1	\$1
81	\$2/\$5	7 or more	\$5	\$1	\$0	\$1
82	\$2/\$5	5-6	\$4	\$1	\$0	\$1
83	\$2/\$5	4 or less	\$3	\$1	\$0	\$1
84	\$3/\$5	7 or more	\$5	\$1	\$0	\$1
85	\$3/\$5	5-6	\$4	\$1	\$0	\$1
86	\$3/\$5	4 or less	\$3	\$1	\$0	\$1
87	\$5/\$10	7 or more	\$5	\$1	\$0	\$1
88	\$5/\$10	5-6	\$4	\$1	\$0	\$1
89	\$5/\$10	4 or less	\$3	\$1	\$0	\$1
90	\$5/\$15	7 or more	\$5	\$1	\$0	\$1
91	\$5/\$15	5-6	\$4	\$1	\$0	\$1
92	\$5/\$15	4 or less	\$3	\$1	\$0	\$1
93	\$10/\$20	7 or more	\$5	\$1	\$0	\$1
94	\$10/\$20	5-6	\$4	\$1	\$0	\$1
95	\$10/\$20	4 or less	\$3	\$1	\$0	\$1
96	\$25/\$50	7 or more	\$5	\$1	\$0	\$1
97	\$25/\$50	5-6	\$4	\$1	\$0	\$1
98	\$25/\$50	4 or less	\$3	\$1	\$0	\$1
99	\$50/\$100	7 or more	\$5	\$1	\$0	\$1
100	\$50/\$100	5-6	\$4	\$1	\$0	\$1
101	\$50/\$100	4 or less	\$3	\$1	\$0	\$1
102	\$75/\$150	7 or more	\$5	\$1	\$0	\$1
103	\$75/\$150	5-6	\$4	\$1	\$0	\$1
104	\$75/\$150	4 or less	\$3	\$1	\$0	\$1
105	\$100/\$200	7 or more	\$5	\$1	\$0	\$1
106	\$100/\$200	5-6	\$4	\$1	\$0	\$1
107	\$100/\$200	4 or less	\$3	\$1	\$0	\$1

Spread Limit

Schedule Options	Table Limit	Small Blind/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
108	\$2/\$6	\$1/\$2	7 or more	\$3	\$0	\$1	\$1
109	\$2/\$6	\$1/\$2	5-6	\$2	\$0	\$1	\$1
110	\$2/\$6	\$1/\$2	4 or less	\$2	\$0	\$1	\$1
111	\$4/\$12	\$2/\$4	7 or more	\$4	\$0	\$1	\$1
112	\$4/\$12	\$2/\$4	5-6	\$3	\$0	\$1	\$1
113	\$4/\$12	\$2/\$4	4 or less	\$2	\$0	\$1	\$1
114	\$5/\$40	\$3/\$5	7 or more	\$5	\$0	\$1	\$1
115	\$5/\$40	\$3/\$5	5-6	\$4	\$0	\$1	\$1
116	\$5/\$40	\$3/\$5	4 or less	\$3	\$0	\$1	\$1
117	\$10/\$100	\$5/\$10	7 or more	\$5	\$0	\$1	\$1
118	\$10/\$100	\$5/\$10	5-6	\$4	\$0	\$1	\$1
119	\$10/\$100	\$5/\$10	4 or less	\$3	\$0	\$1	\$1

Lowball: GEGA-000888

Limit

Schedule Options	Table Limit	Small/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
1	\$1/\$2	\$1/\$1	7 or more	\$3	\$0	\$1	N/A
2	\$1/\$2	\$1/\$1	5-6	\$2	\$0	\$1	N/A
3	\$1/\$2	\$1/\$1	4 or less	\$1	\$0	\$1	N/A
4	\$2/\$4	\$1/\$2	7 or more	\$3	\$0	\$1	N/A
5	\$2/\$4	\$1/\$2	5-6	\$2	\$0	\$1	N/A
6	\$2/\$4	\$1/\$2	4 or less	\$1	\$0	\$1	N/A
7	\$3/\$6	\$2/\$3	7 or more	\$3	\$0	\$1	N/A
8	\$3/\$6	\$2/\$3	5-6	\$2	\$0	\$1	N/A
9	\$3/\$6	\$2/\$3	4 or less	\$1	\$0	\$1	N/A
10	\$4/\$8	\$2/\$4	7 or more	\$3	\$0	\$1	N/A
11	\$4/\$8	\$2/\$4	5-6	\$2	\$0	\$1	N/A
12	\$4/\$8	\$2/\$4	4 or less	\$1	\$0	\$1	N/A
13	\$5/\$10	\$3/\$5	7 or more	\$4	\$0	\$1	N/A
14	\$5/\$10	\$3/\$5	5-6	\$3	\$0	\$1	N/A
15	\$5/\$10	\$3/\$5	4 or less	\$1	\$0	\$1	N/A
16	\$6/\$12	\$3/\$6	7 or more	\$4	\$0	\$1	N/A
17	\$6/\$12	\$3/\$6	5-6	\$3	\$0	\$1	N/A
18	\$6/\$12	\$3/\$6	4 or less	\$1	\$0	\$1	N/A
19	\$8/\$16	\$4/\$8	7 or more	\$4	\$0	\$1	N/A
20	\$8/\$16	\$4/\$8	5-6	\$3	\$0	\$1	N/A

21	\$8/\$16	\$4/\$8	4 or less	\$1	\$0	\$1	N/A
22	\$9/\$18	\$6/\$9	7 or more	\$4	\$0	\$1	N/A
23	\$9/\$18	\$6/\$9	5-6	\$3	\$0	\$1	N/A
24	\$9/\$18	\$6/\$9	4 or less	\$1	\$0	\$1	N/A
25	\$10/\$20	\$5/\$10	7 or more	\$4	\$0	\$1	N/A
26	\$10/\$20	\$5/\$10	5-6	\$3	\$0	\$1	N/A
27	\$10/\$20	\$5/\$10	4 or less	\$1	\$0	\$1	N/A
28	\$12/\$24	\$6/\$12	7 or more	\$4	\$0	\$1	N/A
29	\$12/\$24	\$6/\$12	5-6	\$3	\$0	\$1	N/A
30	\$12/\$24	\$6/\$12	4 or less	\$1	\$0	\$1	N/A
31	\$15/\$30	\$10/\$15	7 or more	\$4	\$0	\$1	N/A
32	\$15/\$30	\$10/\$15	5-6	\$3	\$0	\$1	N/A
33	\$15/\$30	\$10/\$15	4 or less	\$1	\$0	\$1	N/A
34	\$20/\$40	\$10/\$20	7 or more	\$5	\$1	\$1	N/A
35	\$20/\$40	\$10/\$20	5-6	\$4	\$1	\$1	N/A
36	\$20/\$40	\$10/\$20	4 or less	\$3	\$1	\$1	N/A
37	\$30/\$60	\$15/\$30	7 or more	\$5	\$1	\$1	N/A
38	\$30/\$60	\$15/\$30	5-6	\$4	\$1	\$1	N/A
39	\$30/\$60	\$15/\$30	4 or less	\$3	\$1	\$1	N/A
40	\$40/\$80	\$20/\$40	7 or more	\$5	\$1	\$1	N/A
41	\$40/\$80	\$20/\$40	5-6	\$4	\$1	\$1	N/A
42	\$40/\$80	\$20/\$40	4 or less	\$3	\$1	\$1	N/A
43	\$50/\$100	\$25/\$50	7 or more	\$5	\$1	\$1	N/A
44	\$50/\$100	\$25/\$50	5-6	\$4	\$1	\$1	N/A
45	\$50/\$100	\$25/\$50	4 or less	\$3	\$1	\$1	N/A
46	\$60/\$120	\$30/\$60	7 or more	\$5	\$1	\$1	N/A
47	\$60/\$120	\$30/\$60	5-6	\$4	\$1	\$1	N/A
48	\$60/\$120	\$30/\$60	4 or less	\$3	\$1	\$1	N/A
49	\$75/\$150	\$40/\$75	7 or more	\$5	\$1	\$1	N/A
50	\$75/\$150	\$40/\$75	5-6	\$4	\$1	\$1	N/A
51	\$75/\$150	\$40/\$75	4 or less	\$3	\$1	\$1	N/A
52	\$80/\$160	\$40/\$80	7 or more	\$5	\$1	\$1	N/A
53	\$80/\$160	\$40/\$80	5-6	\$4	\$1	\$1	N/A
54	\$80/\$160	\$40/\$80	4 or less	\$3	\$1	\$1	N/A
55	\$100/\$200	\$50/\$100	7 or more	\$5	\$1	\$1	N/A
56	\$100/\$200	\$50/\$100	5-6	\$4	\$1	\$1	N/A
57	\$100/\$200	\$50/\$100	4 or less	\$3	\$1	\$1	N/A
58	\$300/\$600	\$100/\$200	7 or more	\$5	\$1	\$1	N/A
59	\$300/\$600	\$100/\$200	5-6	\$4	\$1	\$1	N/A
60	\$300/\$600	\$100/\$200	4 or less	\$3	\$1	\$1	N/A
61	\$400/\$800	\$150/\$300	7 or more	\$5	\$1	\$1	N/A

61	\$400/\$800	\$150/\$300	5-6	\$4	\$1	\$1	N/A
62	\$400/\$800	\$150/\$300	4 or less	\$3	\$1	\$1	N/A

Pot Limit/No Limit

Schedule Options	Small Blind/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
63	\$.50/\$1	7 or more	\$3	\$0	\$1	N/A
64	\$.50/\$1	5-6	\$2	\$0	\$1	N/A
65	\$.50/\$1	4 or less	\$2	\$0	\$1	N/A
66	\$1/\$1	7 or more	\$3	\$0	\$1	N/A
67	\$1/\$1	5-6	\$2	\$0	\$1	N/A
68	\$1/\$1	4 or less	\$2	\$0	\$1	N/A
69	\$1/\$2	7 or more	\$3	\$0	\$1	N/A
70	\$1/\$2	5-6	\$2	\$0	\$1	N/A
71	\$1/\$2	4 or less	\$2	\$0	\$1	N/A
72	\$1/\$3	7 or more	\$3	\$0	\$1	N/A
73	\$1/\$3	5-6	\$2	\$0	\$1	N/A
74	\$1/\$3	4 or less	\$2	\$0	\$1	N/A
75	\$2/\$3	7 or more	\$3	\$1	\$1	N/A
76	\$2/\$3	5-6	\$2	\$1	\$1	N/A
77	\$2/\$3	4 or less	\$2	\$1	\$1	N/A
78	\$2/\$4	7 or more	\$3	\$1	\$1	N/A
79	\$2/\$4	5-6	\$2	\$1	\$1	N/A
80	\$2/\$4	4 or less	\$2	\$1	\$1	N/A
81	\$2/\$5	7 or more	\$5	\$1	\$0	N/A
82	\$2/\$5	5-6	\$4	\$1	\$0	N/A
83	\$2/\$5	4 or less	\$3	\$1	\$0	N/A
84	\$3/\$5	7 or more	\$5	\$1	\$0	N/A
85	\$3/\$5	5-6	\$4	\$1	\$0	N/A
86	\$3/\$5	4 or less	\$3	\$1	\$0	N/A
87	\$5/\$10	7 or more	\$5	\$1	\$0	N/A
88	\$5/\$10	5-6	\$4	\$1	\$0	N/A
89	\$5/\$10	4 or less	\$3	\$1	\$0	N/A
90	\$5/\$15	7 or more	\$5	\$1	\$0	N/A
91	\$5/\$15	5-6	\$4	\$1	\$0	N/A
92	\$5/\$15	4 or less	\$3	\$1	\$0	N/A
93	\$10/\$20	7 or more	\$5	\$1	\$0	N/A
94	\$10/\$20	5-6	\$4	\$1	\$0	N/A
95	\$10/\$20	4 or less	\$3	\$1	\$0	N/A
96	\$25/\$50	7 or more	\$5	\$1	\$0	N/A
97	\$25/\$50	5-6	\$4	\$1	\$0	N/A

98	\$25/\$50	4 or less	\$3	\$1	\$0	N/A
99	\$50/\$100	7 or more	\$5	\$1	\$0	N/A
100	\$50/\$100	5-6	\$4	\$1	\$0	N/A
101	\$50/\$100	4 or less	\$3	\$1	\$0	N/A
102	\$75/\$150	7 or more	\$5	\$1	\$0	N/A
103	\$75/\$150	5-6	\$4	\$1	\$0	N/A
104	\$75/\$150	4 or less	\$3	\$1	\$0	N/A
105	\$100/\$200	7 or more	\$5	\$1	\$0	N/A
106	\$100/\$200	5-6	\$4	\$1	\$0	N/A
107	\$100/\$200	4 or less	\$3	\$1	\$0	N/A

Spread Limit

Schedule Options	Table Limit	Small Blind/Big Blind	Number of Players	Player Fee	Modified Fee (a)	Modified Fee (b)	Jackpot Fee
108	\$2/\$6	\$1/\$2	7 or more	\$3	\$0	\$1	N/A
109	\$2/\$6	\$1/\$2	5-6	\$2	\$0	\$1	N/A
110	\$2/\$6	\$1/\$2	4 or less	\$2	\$0	\$1	N/A
111	\$4/\$12	\$2/\$4	7 or more	\$4	\$0	\$1	N/A
112	\$4/\$12	\$2/\$4	5-6	\$3	\$0	\$1	N/A
113	\$4/\$12	\$2/\$4	4 or less	\$2	\$0	\$1	N/A
114	\$5/\$40	\$3/\$5	7 or more	\$5	\$0	\$1	N/A
115	\$5/\$40	\$3/\$5	5-6	\$4	\$0	\$1	N/A
116	\$5/\$40	\$3/\$5	4 or less	\$3	\$0	\$1	N/A
117	\$10/\$100	\$5/\$10	7 or more	\$5	\$0	\$1	N/A
118	\$10/\$100	\$5/\$10	5-6	\$4	\$0	\$1	N/A
119	\$10/\$100	\$5/\$10	4 or less	\$3	\$0	\$1	N/A