NORMANDIE

# BLACKJACK

***1.5 to 1 Pay-Out. Double Down/Surrender Option***

[redacted]

## GENERAL PLAY:

1. Highest possible card combination for Blackjack Jackpot is called a "Natural" Joker/Joker or Ace/Joker. A Joker with any card counts as 21.

2. If the player's hand totals twenty-two (22) or higher and the player-dealer's hand is twenty-two (22), twenty-three (23), twenty-four (24), twenty-five (25) or a non-3-card twenty-six (26), the player will lose. If the player's hand totals twenty-two (22) or higher, the player will "push" with the player-dealer when the player-dealer has a 3-card 26.

3. Player has the option to split any pair of equal value. (Ace/Ace, Jack/King, Queen/Ten, etc). They may also double down after the split. They may split up to 3 times giving them a total of 4 hands.

4. Players are allowed to play multiple hands.

5. A player may surrender any hand regardless of the number of cards they have received after the draw as long as the total number does not consist of 20 and above. Any player who chooses to surrender will receive half of their original wager back. All odd chips go to the Player. A Player may not surrender if the Banker has a Joker on initial card.

6. Joker-Joker (for the Player) pays 2 to 1 to the extent that money covers unless the Banker has a natural hand. (Joker-Joker, Joker-Ace), which then becomes a push.

7. Players will get paid 1.5 to 1 on all two card hands consisting of Ace/Joker, Ace/Face Card or Ace/10 unless the Banker's hand totals 21 in which case the hand is considered a "Push".

8. The Player with the most money in action determines the play of the hand. If all wagers are the same the Player that paid the collection determines the play of the hand. If all Players paid a collection then the seated Player determines the play of the hand. If one or more of the Players choose to surrender they may do so and the other Players may still play the hand.

9. Each spot in each seat is considered a separate bet with a separate collection, therefore if one Player plays two or more spots on that seat he/she may surrender some spots and play the others.

10. If the Player that determines the play of the hand chooses to split and the other Player/s decides not to, then the other Player/s will play only the first hand to act. If the Player that determines the play of the hand chooses to double down and the other player/s decides not to, then it will be treated like a double down for less. Players may not surrender after splitting the hand.

11. Players options:
    - Players must hit or surrender on 11 or less.
    - Must stand on hard 20 and higher.
    - Options 12 through soft 20.
    - Double down on any number of cards except for hands totaling hard 20 & 21 and any card containing a joker.
    - Soft doubling is permitted.
    - Players may surrender on any number of cards not containing a joker.
    - Banker must stand on hard 17 or more, hit soft 17 or less.

# DECISIONS:

1. A boxed card does not play. The boxed card is to be burned and the next card will be dealt.

2. Before the draw the following situations will result in a misdeal:
    A. Two boxed cards appear during the initial deal.
    B. Two or more positions with wagers received no cards.
    C. Two or more positions without wagers received cards.
    D. Dealer runs out of cards.

3. If during the initial deal, before any Player receives a second card, it is discovered that the cards are in the wrong position, the cards may be put in their correct position.

4. If during the initial deal, after the second card has been dealt, it is discovered that a position without a wager received a card; it will then be a dead card.

5. If during the initial deal, after the second card has been dealt, it is discovered that a wagered position received no cards that position receives no action and is given a free collection button.

6. After tbe second card has been dealt, or during the draw it is discovered that a wagered position received one card that position will receive their second card when it is their turn to draw.

7. A misdeal cannot be declared once the draw has started.

8. If during the draw two boxed cards_appear, complete the hand then replace the shoe. If this happens on a table with a shuffler, finish the hand, put in a new shoe then reload the shuffler. (Shuffling machine comes into play after dealer is through dealing with the replacement shoe.)

9. If a player is skipped during the draw and the next player to act asked for and received a card, that card must play. The skipped player will have a chance to hit/act after the last position acts before the bank receives their second card.

10. If a player is missed during the draw and it is discovered after the Banker's hand received a second card, the skipped player has no action and will receive a free collection.
    - Exception: If the skipped player has 11 or less, the Banker's second card will be burned along with one card from the shoe/shuffler. The last player skipped must bit or surrender before the Banker gets a second card.

11. In the case there are no more cards in the shoe and it is discovered during the draw the dealer will take approximately one deck from the discard rack, shuffle, cut, burn and deal as normal. After finishing that hand the next shoe will be used. If the discovery is made during the initial deal the entire hand will be burned and the next shoe will be used.

12. During the draw any exposed card will he killed and the next card will be burned. The game will then go on as normal.

13. Any card hitting the Bankers hand after reaching hard 17 or above is a dead card. It is to be burned.

14. If two cards come off the shoe at the same time, the cards will be played in their proper order, considering the dealer knows the correct sequence. If the card sequence cannot be determined even after a camera review, both cards will be burned and the play will resume as normal.

15. If the Banker's up card is a Joker there is no draw for the Players. The Banker will take his second card to complete the deal.

16. If the Banker's second card is a Joker, double down and split wagers receive no action, only the original bet will lose, with the exception of a hand consisting of two Jokers which will be paid 2 to 1 unless the Banker's first card is an Ace or Joker.

17. If all Players surrender the Banker will take his second card to complete the deal.

18. If a Player indicates he/she does not want a hit card, he/she may change his/her mind and still hit as long as no card has been dealt off, and only one position after him/her has acted. A Player cannot change his action after two players have acted behind him/her no matter if a card has been dealt out or not.

19. If during the deal it is discovered that the dealer forgot to burn cards and no Player has received a second card, all hands are dead and the burn procedure will take place. If it is discovered after the second card has been dealt to the first player, play will resume and the burn procedure will be done at the completion of that hand.

20. Normandie Casino management reserves the right to make decisions, which are in the best interest of the game and in the fairness to all Players. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

# CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments towards customers and employees will not be tolerated. A Player will risk the possibility of being barred or sent home for failure to comply with this policy.

2. Normandie Casino house policy is that no Player may speak a foreign language while a hand is in progress.

3. No player is allowed to touch any bets and/or cards after the deal has commenced.

4. The dealer or floor person will not be involved in any decision on the play of the hand.

5. Players are advised to play their own hand. In special circumstances, if a Player is not available to act on his/her hand, the hand will be played according to house banking rules. (Hit soft 17, Stand on hard 17 and above).

6. Only Players may occupy a seat at a live table.

7. Players must play at least 4 hands per round and pay their own collection to hold a seat.

8. A Player is only allowed to hold one seat.

9. Player must play at least one hand before qualifying for banking privileges.

NORMANDIE
Casino

# CARIBBEAN STUD

## GENERAL PLAY:

## RULES:

1. Players may not exchange or communicate any information about their hands. Any violation of this rule will result in a DEAD HAND and FORFEITURE of ante and bet.

2. House way: Call if hand contains an Ace/King or better. Surrender anything less than an Ace/King.

3. Player is only allowed to view one hand.

4. All bet wagers must be twice the ante and have no action unless dealer has an Ace/King or better.

5. Tie hands between player and dealer constitute no action.

6. All winning ante wagers are paid 1 to 1.

BET WAGER BONUS SCHEDULE

| | |
|---|---|
| Royal Flush | 10 to 1 |
| Straight Flush | 9 to 1 |
| Four of a Kind | 8 to 1 |
| Full House or better | 7 to 1 |
| Flush | 6 to 1 |
| Straight | 5 to 1 |
| Three of a Kind | 3 to 1 |
| Two Pair | 2 to 1 |
| One Pair or less | 1 to 1 |

**HOW TO PLAY**

Caribbean Stud Poker® offers players a fun exciting variation of 5 card stud poker. Players receive a bonus for an outstanding hand.

Ante--- Each player makes this opening bet.

Call or Surrender--- If the player thinks he/she will win, he may **Call** with a back bet of twice the ante. Players may **Surrender** (forfeit their ante) if they don't think their hand will beat the dealer's hand.

Dealer's hand--- to play, the dealer must qualify with an Ace/King or better.
If the dealer does not qualify, players who Call are paid even money on their ante only.
If the dealer qualifies and the player beats the dealer, the player is paid even money on the ante and a bonus on the back bet.

## Decision Making for Caribbean Stud Poker

1. One card inadvertently expose by the casino dealer will play, if the exposed card belongs to the player-dealer, it will be used as the card to be turned opened at the completion of the delivery.
2. Two or more cards exposed and if:
   a) They belong to player's hand(s), the exposed cards will play, except when the exposed cards consists of two or more cards of the Ace-King combinations (Ace and King, Two Aces or two Kings). When exposed cards from player's hand(s) consist of two or more cards of the Ace-King combinations, the Floor person will declare a misdeal.
   b) They belong to the player-dealer's hand, the player-dealer has the option:
      1) Accept the exposed cards and play as is.
      2) Refuse the exposed cards and the Floor person will declare a misdeal.
3. Boxed card does not play,
4. If a player is dealt an incorrect number of cards and it is discovered before the player banker's hand is revealed, that hand will be eliminated from play, thus receives no action and gets a collection back and all other hands will resume play. If it is the last position of the dealing rotation that is one card short, and it is discovered before the bank's hand is revealed, that hand will receive the first card from the remaining stub.
5. One card dealt to wrong position may be redirect to the correct spot.
6. A misdeal will be declared by the Floor person before the commencement of the payoff:
   a) A Foreign card appears.
   b) Two or more Boxed cards appear.
   c) Two or more cards were dealt to wrong position manually.
   d) A player has inadvertently viewed the player-dealer's hand.
   e) Two or more players have been dealt incorrect number of cards.
   f) The player-dealer's hand contains incorrect number of cards.
7. It is the Players responsibility to protect their hand. A players' hand may be voided and bets forfeited in the following situations:
   a) Communicating or exchanging information in regards to their hand.
   b) Using second language during the play of a hand.

c) Not informing the dealer about an incorrect number of after the banker's hands are exposed.

8. A player is only allowed to view one hand, if a player wagers on multiple seats, the player may designate other player(s) to be active player of the other hand(s), or the player may request the other hand(s) to be played according to the "House Way", which is= Call on Ace-King or better, surrender on anything less than Ace-King. In a case where another player wagers on this seat, that player will exercise his own decision.
9. After the player-dealer's hand has been exposed, if a hand bas not been acted upon, the hand will be allowed to play according to the "House Way"' or the hand will be ruled foul.
10. If a player does not have enough money for the Call, The player must surrender the band.
11. If a "House Way" is misplayed, the hand will be corrected according to the "House Way". When the hand is changed from Surrender to Call, the player must post the amount for the Call; the hand will be fouled and the player will not be allowed to continue to play.
12. No-Action hand must be played as surrender. Only the player-dealer position is allowed to exercise this option, and the hand must surrender.

# CASINO POLICY:

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2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.

3. No player is allowed to touch any bets after the deal bas commenced.

4. No player may touch their cards when the banks hand is being set.

5. The dealer or floor person will not he involved in any decision on the play of the hand.

6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be played "House Way".

7. Only players may occupy a seat at a live table.

8. Players must play at least 4 hands per round and pay their own collection to hold a seat.

9. A player is only allowed to hold one seat.

NORMANDIE
Casino

# CARIBBEAN STUD

***LIMITS AND COLLECTIONS:***

| GAME LIMIT | PLAYER | BANK | JACKPOT DROP |
|---|---|---|---|
| $5 - $25 or $50 | $.50 | $1.00 | $1.00 |
| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |

NORMANDIE
Casino

# PAI-GOW TILES

## OBJECT OF THE GAME:

Pai Gow means to "make nine". The deck consists of 32 playing tiles (16 pairs). Every tile has a corresponding "twin", 11 of which are "identical twins". The other 5 pairs do not look alike but have the same number of dots and the same ranking value. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. Once familiar with the simple rankings, the game becomes easy to play. Each player is dealt 4 tiles, which are arranged into 2 separate hands. In order to win, the rankings of both hands must be higher than the rankings of the banker's hands. If one hand is higher and one hand is lower than the banker's hands, then it will be considered a "push"(even bet). The opportunity to bank the game is offered twice each round to each player, in turn, in a counter clockwise rotation. The dealer distributes 8 hands of 4 tiles each (32 tiles) to the players. A dice cup with 3 dice determines the distribution. All bets must be placed before the dice cup is opened. After all the players have set their hands, the banker's hand is opened and set. The banker's hand is compared to the player's hands, one by one, and the payoffs are made hy the dealer. The bankers win all identical ranking hands.
Pai Gow is an exciting, fast-paced game and as you first start to play the game, it may be difficult to remember all the possible rankings, so use the handy guide provided by the casino staff whenever necessary.

## RULES FOR PAI GOW TILES:

1. **The Normandie Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Normandie Casino.**
2. **Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.**
3. **Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each circle/seat.**
4. **You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.**
5. **Any amount over the maximum table limit will receive no action.**
6. **There is NO MAXIMUM on Player/Dealer wagers.**
7. **"Kum-Kum" bets will be paid off and/or collected as one bet.**
8. **Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.**
9. **Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.**
10. **All action goes counter-clockwise, starting with the action button.**

11. All cash will be changed to chips. All bets will be paid off in chips.
12. The active player cannot refuse backline bets.
13. 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 player with the largest wager in action makes the final decision and is the only one allowed to handle the tiles. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
14. In the Player/Dealer position, the active player makes the final decision on any disagreement on the play of the hand.
15. The active Player/Dealer may designate any person to shake the dice. Each player may not shake the dice more than two times consecutively.
16. Once the House Supervisor has released the dice and announced "no more bets", no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be bared from play and subject to prosecution.
17. The Player/Dealer's hand will not be opened until all hands have been set.
18. All players must put the entire wager in the betting circle(s) before the dice are released by the House Supervisor. Only money in the betting circle plays. Starting "money covers" or other call bets is NOT acceptable. In the Player/Dealer's position "Buying hand(s)" is NOT acceptable at any time.
19. Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
20. No side bets or proposition bets are allowed
21. The active player has the first option of being the Player/Dealer on his seat. If the active player refuses to be the Player/Dealer, then anyone can be the Player/Dealer on that seat, whether there was a wager on the previous hand or not.
22. Any attempts to switch, pass, and/or hold out tiles will cause a hand to be foul and the forfeiture of that wager or the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
23. Any player removing a losing bet may be barred and/or subject to prosecution.
24. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money cover), if the correct amount of the wager cannot be determined.
25. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".
26. A player may see one hand only, regardless of the number of hands on which he has wagered.
27. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
28. No wager can be removed until all hands are opened and settled.
29. Any "House Way" hand improperly set by the House Supervisor will be reset by Management.

30. **The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.**
31. **The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.**
32. **Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.**

# NORMANDIE CASINO PG TILES HOUSE WAY

**1. The following pairs cannot be separated/split:**

H-4, L-4, Mix 5s, H-6, L-6, H-10, L-10, 11.

**2. The pairs can be separated/split:**

Gee Joon: with 4 * 6 ~ play 7 * 9
Gee Joon: with 5 * 6 ~ play 8 * 9
Gee Joon: with 6 * 6 ~ play 9 * 9
Pair of 7's with H10, L10, 11, Teen, Day (any two).
Pair of 8's with H10, L10, 11, Teen, Day ( any two)
(with 11* 9 ~ play 7*9)
Pair of 9's with H10, L10, Teen Day (any two).
Pair if Teen's or Day's: with any two H4, L4, Mix5, H6, L6, Gee Joon, H7, Mix7, H8, Mix8.

**3. Playing of Teen (12), Day (2)**

If there is a wong, Gong, or 9 and the front is at least 3 points, ~ play 3, H6 or better in front.
When there are a Teen and a Day, separate them. Teen always in the back hand.
Exception: Day, any 10, 11, Teen, ~ play Teen 2, Day 3.

4. **Playing of H10, L10**

H10 always placed in the front hand, and L10 placed in the back hand.
Exception: L8, Mix 9, H10, L10, ~ play 8, H9.
Mix 9, H10, L10, 11, ~ play 1, H9.

**5. Play Nothing, 7**

Teen or Day, H10, L10, Mix 5, ~ play Nothing, 7.
Any 6, H10, L10, 11, ~ play Nothing, 7.

**6. Play Nothing, 8 or Nothing, 9**

Teen or Day, H10, L10, any 6 or 7 ~ play Nothing 8 or Nothing 9.
Any 7 or 8, H10, L10, 11, ~ play Nothing 8 or Nothing 9.

H4, L4, Mix 5, H6, L6, ~ play Nothing 9.

**NORMANDIE PAI GOW TILES HOUSE WAY (Mixed Dominos)**

1. Teen 12/ Day 2 Three Mix 5
H 6 / L 6 Play 7, 9
2. Teen 12 Day 2 H 4 / L 4
H 6 / L 6 Play 6, H 8
3. Teen 12/ Day 2 Mix 5 H 6
L 6 Play 1, H 8
4. Teen 12/ Day 2 Mix 5 H 10
L 10 Play Nothing, 7
5. Teen 12/ Day 2 H 6/L 6 H 10/ L 10
11 Play 3, 6
6. Teen 12 Day 2 H 10/ L 10
11 Play H 2, 3
7. Any Joker H 4 L 4
Mix 5 Play H 7, 9
8. Any Joker H 4/ L 4 H 6/ L6
H 7/ L 7 Play 1, 9
9. Any Joker Mix 5 H 6
H 7/ L 7 Play 3, 8
10. Any Joker H 6 L 6
H 7/ L 7 Play H 3, 9
11. Any Joker H 6 L 6
11 Play H 7, 9
12. H 4 L 4 5
H 8 Play 3, 8
13. H 4 L 4 5
H 8 Play 3, H 8
14. H 4 L 4 5
H 7/ L 7 Play 1, H 9
15. H 4 L 4 5
9 Play 4, 8
16. H 4 L 4 H 10
11 Play 4, H 5
17. H 4 L 4 L 10
11 Play H 4, 5
18. H 4 H 6/ L 6 H 8
L 8 Play 2, H 4
19. L 4 H 6/ L6 H 8
L 8 Play H 2, 4
20. H 4 H 7/ L 7 H 8
L 8 Play 2, H 5

21. L 4 H 7/ L 7 H 8
L 8 Play H 2, 5
22. H 4 H 7/ L 7 H 8/ L 8
9 Play 3, 5
23. L 4 H 7/ L 7 H 8/ L 8
9 Play 1, 7
24. Mix 5 H 10 L 10
11 Play H 1, 5
25. H 6/ L 6 H 7/ L 7 H 8
L 8 Play H 4, 5
26. H 6/ L 6 H 7/ L 7 H 8/ L 8
9 Play 5, 5
27. H 6 7, Mix 8 or 9 H10
L 10 Play H 6, Mooy 7, 8, 9
28. H 6/ Mix 6 H 8/ L 8 H 10/ L
10 11 Play 7, 8
29. H 7/ L 7 H8 L8
9 Play 6, 6
30. H 7 / L7 H8 H10
11 Play 7, 9
31. H7 / L7 H8 L10
11 Play 8, 8
32. H7 / L7 L8 H10 / L10
11 Play 8, 8
33. H7 L7 H10
L10 Play 7, 7
34. H7 L7 H10 / L10
11 Play 7, 8
35. Pair of H8 9
11 Play 7, 9
36. Pair of H8 H10 L10
Play 8, 8
37. Pair of L7 H10 L10
Play 7, 7
38. Pair of L7 H10 / L1011
Play 7, 8
39. Pair of L8 9 11
Play 7, 9
40. Pair of L8 H10 L10
Play 8, 8
41. Pair of 9 H10 L10
Play 9, 9

42. Teen 12 Day 2 H10 / L10
Any 4, 5, 6 4, 4 / 4, 5 / 4, 6
43. H6 L6 5 11
Play 1, H7
44. H7 L6 5 11
Play 1, 8
45. H6 L6 H4 / L4 11
Play Nothing, 7
46. L10 11 L8 H8
Play 8, H9
47. H4 L6 H7 / L7 11
Play Nothing, 8
48. H4 L6 H7 / L7 H10 /L10 Play Nothing, 7
49. H10 H8 H7 / L7 11
Play 7, 9
50. L6 H6 5 H10 / L10
Play 2, 5
51. If there are at least Chong 6 with 3 Points or better, Then play as front hand

If there are at least 7 points or better, Then play as back hand.

If there are less than 7 points in the back, then play the stronger front hand

52. Low 3 Play Sook 7 or better.
53. Low 6, any 7, 11, and any 4 or 5; Play 0, 8 or 1, 8
54. Low 6, any 7, 10, and any 4 or 5; Play 0, 7 or 1, 7
55. Low 4, 9, any 7, any 8; Play 0,7

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|---|---|---|---|
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| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |
| $300-$500 | $3.00 | $5.00 | No Jackpot |

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Casino

# PAI GOW POKER

**Joker not Wild Version**

## GENERAL PLAY:

### OBJECT OF THE GAME

The object of the game is to have a higher-ranking hand than your opponents. Each seven-card hand is divided into two separate Poker hands, a two-card front hand, and a five-card backhand. In order to have a winning hand both Poker hands must rank bigher than your opponents.

### STRUCTURE OF THE GAME

Pai Gow Poker is played with a total of 53 cards (52 cards and a joker). Hand ranking are based on traditional poker rankings. Listed below are the traditional Poker rankings from highest to lowest.

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four-of-a-kind
5. Full House
6. Flush
7. Straight
8. Three-of-a-kind
9. Two-Pair
10. One-Pair
11. High Card

The cards are dealt face down to as many as 7 players by the house dealer. The dealer controls the shuffling and dealing of the cards as well as the collections and pay-offs. The Casino and its employees do not participate in the play of the hands nor do they have any interest in the outcome of the play.

### PLAY OF THE GAME

All U.S. currency must be converted into chips, no cash play will be allowed. All bets are to be placed before dice cup is opened.
All wagers must be between the designated limits (i.e. $10.00-$100.00). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of the 7 players becomes the designated banker and a bank button is placed in front of that seat. The banker is determined in a new game by starting in seat #1 and continues clockwise. Each player in turn has the opportunity to either pass the bank or to become the banker. The

banker may bank up to two times in that seat or pass the bank after the first hand. All remaining players will each play their hands against the banker's hand.

The house dealer shuffles and divides the 53-card deck into 7 hands; each hand contains 7 cards, 4 cards that remain are excluded from play. The banker chooses one of the 7 hands to place an action button. This action hand will always be the first hand delivered and the first hand to win, lose, or push. A dice cup containing three dice is given to the banker to shake. The sum of the dice determines which seat the action hand is delivered.

When the house dealer announces "no more bets" and the dice cup is opened, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over. The players set their hands by making a 2 card front hand and a 5 card backhand. They will then lay both hands down separately in the designated boxes next to their wager.

When the house dealer sees that all players' cards are down, he will announce, "All hands are set". The players may not touch their cards for the remainder of the hand. The house dealers will the reveal the banker's cards and give the banker his options and set the hand to his choosing. The bouse dealer will get confirmation from the banker then proceed to open the action hand. In order for the player to win, both two-hand and five-card hands must rank higher than those of the banker's hand. If only one hand ranks higher, it is a push and neither side wins. If one hand is identical in rank to the bankers hand that is a "copy" and the bankers hand wins on all "copy hands". If both hands rank lower than the bankers hand, the player's hand loses to the banker.

## RULES

1. In Pai Gow Poker "Joker Not Wild" version, the Joker can only be used as and Ace or only to complete a Straight, Flush or Straight flush hand.
2. Players must have a full minimum bet after the time the hand begins. If the bet is less than the minimum requirement, players can only push or lose.
3. All action proceeds in a clockwise direction starting from the action button.
4. The total count of the dice determines which player receives the first hand, counting from the banker's seat as # 1 proceeding clockwise. The banker's position is always 1, 8, and 15.
5. Once the dice is exposed, no one can add or subtract any portion of his/her wager. The penalty for such action is the possible forfeiture of the wager.
6. Once a player has received his/her cards, any attempt to add or subtract any portion of his wager will result in forfeiture of the wager. Any player found guilty of such action will be permanently barred from the casino and may be subject to prosecution.
7. It is the player's responsibility to inform the house dealer if they receive the wrong number of cards the game requires (7 cards). Any player not informing the house dealer regarding any card discrepancies after the banks hand has been opened will have a fouled hand.
8. "Kum-Kum" or partnership bets will be permitted only if the amounts are equal. Players who choose to be "Kum-Kum" must wager at least the minimum bet permitted at the table.
9. In the event of a disagreement among players betting on the same seat, the player with the largest single wager makes the final decision on how the hand is to be played. If wagers are even, the player who paid the collection makes the decision. If both players paid collections, the person who shakes the dice makes the decision. If neither player shook the dice, the seated player makes the final decision.
10. Players may only look at one hand regardless of how many hands are wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's House Way. (An example: if a player bet on that spot sets the hand and

fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the House Way for the back line player.)

11. Statements regarding the value of hands are not binding. The cards speak for themselves.
12. If a player sets his hand with the highest two-card hand in front (meaning the five-card hand does not rank higher than the two-card hand) the hand is fouled and the wager is forfeited to the extent that the money covers.
13. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
14. There will be no hands "conceded". All hands will be exposed and read by the dealer to the extent that money covers.
15. Player is responsible for the final setting or may offer advice our logical way upon request, but he/she will not be held responsible for the final decision.
16. If hands are set with an improper number in the front and the backhand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and the backhand has four cards).
17. If it is discovered that the action button is placed in the wrong position after the hands are delivered and the dice cup is closed, the action will play as is.
18. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hand are set, the house dealer will set the players' hand the logical way.
19. After the bank hand is exposed, players may not touch their cards or their wagers. The penalty for such action is the possible forfeiture of the wagers.
20. Player who removed a winning wager from the betting circle may be paid the minimum bet at the floor person discretion if the amount of the wager cannot be determined.
21. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may he rendered that is contrary to the strict and technical interpretation of the rules.

## DECISIONS

1. If an active player chooses not to bet on his/her spot for whatever reason, that player may not prohibit any other player from betting on that spot. Once any player has wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
2. Player who occupies a seat must place a bet within four hands on that table. If not, the next player on the waiting list will be assign to have that seat.
3. If the deck is cut too short (7 cards or less), it must be reshuffled by the dealer.
4. A boxed or exposed card on the deal will be replaced after the deal is finished, with the first of the remaining four cards.
5. It is required that a seated player bet six (6) times per round to qualify for banking privileges.
6. A seated player must have had action somewhere on the table to have the 1st option to be the player/dealer in his/her spot. 2nd option will go to the player that bet on the spot previously. Players cannot bank on an empty seat if there is any objection.
7. Player may lock up his/her seat up to 20 minutes only if he/she already established playing at least 30 minutes.
8. A player may shake the dice as many times as he/she wants.
9. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be re-shake again by the dealer and the banker.
10. If 3 or more seats are locked up, all of the seats will be opened by a Floor person.
11. A misdeal will be declared if:
    a. The joker or an ace is boxed or exposed.
    b. Two or more boxes or exposed cards on the deal.

12. Deck changes: Only the banker can request a deck change. A player may request a deck change only if the banker agrees. Once the cut is completed, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Once the dealer has helped set the player's hand, the house dealer cannot advise the player/dealer how to set his/her hand.
15. Players may only look at one hand, regardless of the number of hands wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's Logical way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the Logical way for the back line player.).
16. All players are responsible for their hands. If the player only bet one seat they are responsible for how that hand is set. If a player fouled a hand with a back line bet, that bet will lose if that player only has one bet. All players have the option to double-check how the hand is set.
17. If a player with multiple hands wagered allowed another player to set any of their hands he accepts the outcome of that hand regardless if it is foul or misplayed
18. A hand that is misread by house dealer, who originally set up the hand, cannot be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled or lowered front and lowered behind. For example: (2/7)/ (6, 5, 4, 3, 2), this obviously is set wrong and therefore Floor personnel will reset the hand according to the House Way.
19. The player/dealer's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
20. If two different players both paid for a color buy of the same amount. The first person to purchase their color buy makes the decision on that hand.
21. If the bank hand is open and a player with a wager loses (or thinks he/she loses), and the player pushes their wager on top of their cards (technically surrendering), the floor person must immediately be called and will warn the player that any future occurrence will result in that hand losing automatically. If there are back line bets on that hand, these players who are innocent of any wrong doing will be allowed to play the hand as is (win, lose or push).
22. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

# CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.

2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.

3. No player is allowed to touch any bets after the deal has commenced.

4. No player may touch their cards when the banks hand is being set.

5. The dealer or floor person will not be involved in any decision on the play of the hand.

6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".

7. Only players may occupy a seat at a live table.

8. Players must play at least 4 hands per round and pay their own collection to hold a seat.

9. A player is only allowed to hold one seat.

10. Player must play at least one hand before qualifying for banking privileges

# Normandie Casino
## Pai Gow Poker Bonus Bet

**BONUS BET RULES**

The Pai Gow Poker Bonus Bet is an optional bet for players that placed a Pai Gow Poker base game wager. The rules are as follows:

1. Bonus bets must be placed prior to the initial deal.
2. Bonus bets may be any amount between $5-$100 with a maximum payout of $20,000 per seated player in any round.
3. The Pai Gow Poker Bonus Bet considers the best hand possible among the player's seven cards.
4. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
5. 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: Base Game Wager, Bonus Bet.
6. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
7. 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.
8. Bonus Bets pay as follows:

| Qualifying Hands | Pays |
|---|---|
| 7 Card Straight Flush | 2,000 to 1 |
| Royal Flush + Jacks or Better (No Joker) | 1,000 to 1 |
| 7 Card Straight Flush with Joker | 750 to 1 |
| 4 Aces + Joker | 250 to 1 |
| Royal Flush (No Joker) | 100 to 1 |
| Straight Flush (No Joker) | 75 to 1 |
| 4 Aces (No Joker) | 25 to 1 |
| Flush (No Joker) | 4 to 1 |
| 3 of a Kind (No Joker) | 3 to 1 |
| Straight (No Joker) | 2 to 1 |

NORMANDIE
Casino

# PAI GOW POKER

## Joker not Wild Version

***LIMITS AND COLLECTIONS:***

| GAME LIMIT | PLAYER | BANK | JACKPOT DROP |
|---|---|---|---|
| $5 - $25 or $50 | $.50 | $1.00 | $1.00 |
| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |
| $300-$500 | $3.00 | $5.00 | No Jackpot |

NORMANDIE
Casino

# PAI GOW POKER

"Joker Wild"

## GENERAL PLAY:

### OBJECT OF THE GAME

The object of the game is to have a higher-ranking hand than your opponents. Each seven-card hand is divided into two separate Poker hands, a two-card front hand, and a five-card backhand. In order to have a winning hand both Poker hands must rank higher than your opponents.

### STRUCTURE OF THE GAME

Pai Gow Poker is played with a total of 53 cards (52 cards and a joker). Hand ranking are based on traditional poker rankings. Listed below are the traditional Poker rankings from highest to lowest.

1. Five of a kind
2. Royal Flush
3. Straight Flush
4. Four-of-a-kind
5. Full House
6. Flush
7. Straight
8. Three-of-a-kind
9. Two-Pair
10. One-Pair
11. High Card

The cards are dealt face down to as many as 7 players by the house dealer. The dealer controls the shuffling and dealing of the cards as well as the collections and pay-offs. The Casino and its employees do not participate in the play of the hands nor do they have any interest in the outcome of the play.

### PLAY OF THE GAME

All U.S. currency must be converted into chips, no cash play will be allowed. All bets are to be placed before dice cup is opened.
All wagers must be between the designated limits (i.e. $10.00-$100.00). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of the 7 players becomes the designated banker and a bank button is placed in front of that seat. The banker is determined in a new game by starting in seat #1 and continues clockwise.

Each player in turn has the opportunity to either pass the bank or to become the banker. The banker may bank up to two times in that seat or pass the bank after the first hand. All remaining players will each play their hands against the banker's hand.

The house dealer shuffles and divides the 53-card deck into 7 hands; each hand contains 7 cards, 4 cards that remain are excluded from play. The banker chooses one of the 7 hands to place an action button. This action hand will always be the first hand delivered and the first hand to win, lose, or push. A dice cup containing three dice is given to the banker to shake. The sum of the dice determines which seat the action hand is delivered.

When the house dealer announces "no more bets" and the dice cup is opened, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over. The players set their hands by making a 2 card front hand and a 5 card backhand. They will then lay both hands down separately in the designated boxes next to their wager.

When the house dealer sees that all players' cards are down, he will announce, "All hands are set". The players may not touch their cards for the remainder of the hand. The house dealers will the reveal the banker's cards and give the banker his options and set the hand to his choosing. The house dealer will get confirmation from the banker then proceed to open the action hand. In order for the player to win, both two-hand and five-card hands must rank higher than those of the banker's hand. If only one hand ranks higher, it is a push and neither side wins. If one hand is identical in rank to the bankers hand that is a "copy" and the bankers hand wins on all "copy hands". If both hands rank lower than the bankers hand, the player's hand loses to the banker.

## RULES

1. In Pai Gow Poker "Joker Wild", the joker is wild and may be used as any card. However, when in front, it denotes a pair. Aces may be used as high or low.
2. Players must have a full minimum bet after the time the hand begins. If the bet is less than the minimum requirement, players can only push or lose.
3. All action proceeds in a clockwise direction starting from the action button.
4. The total count of the dice determines which player receives the first hand, counting from the banker's seat as # 1 proceeding clockwise. The banker's position is always 1, 8, and 15.
5. Once the dice is exposed, no one can add or subtract any portion of his/her wager. The penalty for such action is the possible forfeiture of the wager.
6. Once a player has received his/her cards, any attempt to add or subtract any portion of his wager will result in forfeiture of the wager. Any player found guilty of such action will be permanently barred from the casino and may be subject to prosecution.
7. It is the player's responsibility to inform the house dealer if they receive the wrong number of cards the game requires (7 cards). Any player not informing the house dealer regarding any card discrepancies after the banks hand has been opened will have a fouled hand.
8. "Kum-Kum" or partnership bets will be permitted only if the amounts are equal. Players who choose to be "Kum-Kum" must wager at least the minimum bet permitted at the table.
9. In the event of a disagreement among players betting on the same seat, the player with the largest single wager makes the final decision on how the hand is to be played. If wagers are even, the player who paid the collection makes the decision. If both players paid collections, the person who shakes the dice makes the decision. If neither player shook the dice, the seated player makes the final decision.
10. Players may only look at one hand regardless of how many hands are wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the

Normandie Casino's House Way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the House Way for the back line player.)

11. Statements regarding the value of hands are not binding. The cards speak for themselves.
12. If a player sets his hand with the highest two-card hand in front (meaning the five-card hand does not rank higher than the two-card hand) the hand is fouled and the wager is forfeited to the extent that the money covers.
13. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
14. There will be no hands "conceded". All hands will be exposed and read by the dealer to the extent that money covers.
15. Player is responsible for the final setting or may offer advice our logical way upon request, but he/she will not be held responsible for the final decision.
16. If hands are set with an improper number in the front and the backhand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and the backhand has four cards).
17. If it is discovered that the action button is placed in the wrong position after the hands are delivered and the dice cup is closed, the action will play as is.
18. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hand are set, the house dealer will set the players' hand the logical way.
19. After the bank hand is exposed, players may not touch their cards or their wagers. The penalty for such action is the possible forfeiture of the wagers.
20. Player who removed a winning wager from the betting circle may be paid the minimum bet at the floor person discretion if the amount of the wager cannot be determined.
21. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

## DECISIONS

1. If an active player chooses not to bet on his/her spot for whatever reason, that player may not prohibit any other player from betting on that spot. Once any player has wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
2. Player who occupies a seat must place a bet within four hands on that table. If not, the next player on the waiting list will be assign to have that seat.
3. If the deck is cut too short (7 cards or less), it must be reshuffled by the dealer.
4. A boxed or exposed card on the deal will be replaced after the deal is finished, with the first of the remaining four cards.
5. It is required that a seated player bet six (6) times per round to qualify for banking privileges.
6. A seated player must have had action somewhere on the table to have the 1st option to be the player/dealer in his/her spot. 2nd option will go to the player that bet on the spot previously. Players cannot bank on an empty seat if there is any objection.
7. Player may lock up his/her seat up to 20 minutes only if he/she already established playing at least 30 minutes.
8. A player may shake the dice as many times as he/she wants.
9. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be re-shake again by the dealer and the banker.
10. If 3 or more seats are locked up, all of the seats will be opened by a Floor person.
11. A misdeal will be declared if:
    a. The joker or an ace is boxed or exposed.

b. Two or more boxes or exposed cards on the deal.

12. Deck changes: Only the banker can request a deck change. A player may request a deck change only if the banker agrees. Once the cut is completed, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Once the dealer has helped set the player's hand, the house dealer cannot advise the player/dealer how to set his/her hand.
15. Players may only look at one hand, regardless of the number of hands wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's Logical way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the Logical way for the back line player.).
16. All players are responsible for their hands. If the player only bet one seat they are responsible for how that hand is set. If a player fouled a hand with a back line bet, that bet will lose if that player only has one bet. All players have the option to double-check how the hand is set.
17. If a player with multiple hands wagered allowed another player to set any of their hands he accepts the outcome of that hand regardless if it is foul or misplayed
18. A hand that is misread by house dealer, who originally set up the hand, cannot be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled or lowered front and lowered behind. For example: (2/7)/ (6, 5, 4, 3, 2), this obviously is set wrong and therefore Floor personnel will reset the hand according to the House Way.
19. The player/dealer's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
20. If two different players both paid for a color buy of the same amount. The first person to purchase their color buy makes the decision on that hand.
21. If the bank hand is open and a player with a wager loses (or thinks he/she loses), and the player pushes their wager on top of their cards (technically surrendering), the floor person must immediately be called and will warn the player that any future occurrence will result in that hand losing automatically. If there are back line bets on that hand, these players who are innocent of any wrong doing will be allowed to play the hand as is (win, lose or push).
22. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

# CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.

2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.

3. No player is allowed to touch any bets after the deal has commenced.

4. No player may touch their cards when the banks hand is being set.

5. The dealer or floor person will not be involved in any decision on the play of the hand.

6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".

7. Only players may occupy a seat at a live table.

8. Players must play at least 4 hands per round and pay their own collection to hold a seat.

9. A player is only allowed to hold one seat.

10. Player must play at least one hand before qualifying for banking privileges

# Pai Gow Poker

Logical Way

**NO PAIR**

Put 2nd and 3rd highest cards in front

**NO PAIR PLUS THE JOKER**

Put the second highest card plus the joker in the back, the highest & the third highest cards in front.

**ONE PAIR**

Put pair in back, highest two other cards in front.

**TWO PAIRS** (One pair plus the joker - Use two pairs rule.)

Big Pair is A's, K's, Q's

Always Split.

Big Pair is J's, 10's, 9's

Needs at least an ACE in front; otherwise split.

Big Pair is 8's, 7's, 6's

Needs at least a KING in front; otherwise split.

Big Pair is 5's, 4's, 3's, 2's

Needs at least a QUEEN in front; otherwise split.

**TWO PAIRS PLUS THE JOKER**

Put the highest single card and the joker in front, unless either pair is larger than the single largest card, then place the largest pair in front.

**THREE PAIRS**

Put highest pair in front.

**THREE OF A KIND**

Three Aces: Put one Ace and the highest card in front, pair of ACES in the back.

Three KING'S and below, never split.

Note: two (3 0f a kind) split the highest one.

**THREE OF A KIND PLUS THE JOKER**

Always put a joker and the highest single card in front, three of a kind in the back.

**FULL HOUSE**

Put the pair in front, the three of a kind in the back.

**FULL HOUSE PLUS THE JOKER**

Put the highest permissible pair in front with a complete hand in the back.

**FOUR OF A KIND**

Four ACES, KING'S or QUEEN'S: Always split.

Four JACK'S, 10'S, 9'S: Needs at least a Ace in front , otherwise split.

Four 8'S, 7'S, 6'S: Needs at least a King in front, otherwise split.

Four 5'S, 4'S, 3'S, 2'S: Needs at least a Queen in Front, otherwise split.

**FOUR OF A KIND WITH A PAIR**

Always put a pair in front and the four of a kind in the back.

**FOUR OF A KIND PLUS THE JOKER**

Put a joker and the highest single card in front, four of a kind in the back

**STRAIGHT, FLUSH OR STRAIGHT-FLUSH**

With no Pair or One pair: Always play the complete hand ( Straight or Flush).

With Two Pairs: Play according to two pairs strategy.

Straight, Flush or Straight-Flush: Play what ever gives you the highest front.

NORMANDIE
Casino

# PAI GOW POKER

"Joker Wild"

***LIMITS AND COLLECTIONS:***

| GAME LIMIT | PLAYER | BANK | JACKPOT DROP |
|---|---|---|---|
| $5 - $25 or $50 | $.50 | $1.00 | $1.00 |
| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |
| $300-$500 | $3.00 | $5.00 | No Jackpot |

# LOWBALL RULES

California Lowball is a form of draw poker, where the lowest hand wins. The best hand is A-2-3-4-5. Each player is dealt five cards face down, after which there is a round of betting, players may bet raise or fold. Players remaining in the pot have the option of trying to improve their hands by drawing cards. After the draw the bets double. Lowball is played with a standard 52 card deck, plus a joker, which is considered the lowest card not already in the players hand. Straights and flushes have no effect on the value of the hand.

1) Cards speak, however a verbal declaration is binding. If a player declares a "7" he must produce a "7" or better to win the pot. If you miscalled your hand and cause another player to foul his hand, your hand will be considered dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-player pot, the miscalled hand is dead and the best remaining hand wins the pot. For your protection, please hold your cards until you see your opponent's cards.

2) If when it is a persons turn to declare their hand a person turns over one card in a manner that appears to be declaring that hand causing another player to foul his hand. This will be considered the same as miscalling a hand.

3) Any player spreading a hand with a pair in it must announce the pair or risk losing the pot if it causes a player to foul their hand, if the hands remain intact, the best hand wins.

4) A new or returning player has two options, wait for the blind, or kill the pot.

5) A player may look at three cards and kill the pot.

6) A player who wins any two pots in a row must kill the next pot.

7) A player must have a full blind to play.

8) Before the draw an exposed card of seven or less must be taken, an exposed card higher than a seven must be replaced. The exposed card will become the burn card.

9) During the draw an exposed card cannot be taken. The draw is completed and then the exposed card is replaced.

10) It takes five cards to have a legal playing hand; more or less than five cards after the draw is a dead hand. Before the draw if you have fewer than five cards, and there has been no action, you may receive additional cards. If action has occurred you may draw cards necessary to complete the hand. However, the dealer position may still receive a fifth card even if action has taken place.

11) No check and raise is allowed.

12) There is no limit on raises.

13) Once you ask for cards, you may change your draw, only if no cards have been taken off the deck, and no player has acted on their hand.

14) If a player asks how many cards have been drawn before action he must be told, after action you are not obligated to tell and the dealer cannot tell.

15) Rapping the table in turn constitutes either a pass, or a pat hand.

16) If you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any of the subsequent bets. You are still eligible to win whatever was in the pot before the draw if you have the best hand. If your hand loses you will lose the pot and any additional bets.

17) In the event of an all-in bet that is less than half, a seven or better may call the bet and win, however he must complete the bet to receive any overcalls.

# SEVEN-CARD STUD

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

Rules of Seven-Card Stud

1) The first round of betting is initiated with a forced bet by the lowest value up card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

2) The player with the forced bet has the option of opening for a full bet.

3) Completing an opening forced bet does not count as a raise but merely as a completion of the bet. For example: In $15-$30 stud, the low card opens for $5. If the next player to act brings the bet to $15 (completion of the bet) three additional raises are then allowed.

4) In all fixed-limit games, when an open pair is showing on fourth street (second up card), any player has the option of betting either the lower or the upper limit. For example: In a $5-$10 game, if you have a pair showing and you are the high hand you may bet either $5-$10, if you bet $5 any succeeding player has the option to call $5, raise $5 or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks then all other players still have the same options.

5) In all games, the dealer announces the low card, the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes.

6) If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt face up, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.

7) If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

8) If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.

9) If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.

10) If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.

11) If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.

12) If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting

has concluded, the dealer reburns and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards.) If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13) If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer will then scramble and cut these cards, burn again, and deliver the remaining down card using the last card if necessary. If there are not as many cards as players remaining without a card the dealer will not burn, so that each player can receive a fresh card. If it's determined that there will not be enough fresh cards for all remaining players, the dealer will announce to the table that a community card will be used. The dealer will then burn a card and turn one card face up in the center of the table this card plays in everyone's hand. The player who is now high on board using the community card initiates the action for the last round.

14) If you pick up your up cards without calling a bet when facing a wager, your hand is dead.

15) You must have seven cards to win at the showdown.

16) A card dealt off the table must play and it is treated as an exposed card.

17) If the dealer turns the last card face up to any player, the following rules apply:
   a) If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
   b) If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the

player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations the player who is now high on the board using all the up cards will start the action.

17) If you call a bet even though you are beaten by an opponents up cards, you are not entitled to a refund.

# OMAHA

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

Rules of Omaha High Low Split 8 or better

1) You must use two of the four hole cards 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.

4) A qualifier of 8-or-better for low is required for all high-low spot games, unless a specific posting to the contrary is displayed.

5) If there is no low hand, the high hand wins the entire pot.

6) You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two bole cards with three board cards.

7) All other Hold'em rules apply.

# HOLD'EM

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

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

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

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

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

Blinds

A new player entering a game, may come in at any time without posting a blind. If he is in the blind position, he may post the blind, or wait for the button to pass. A player changing tables may post at any time, or wait for the blind.

Irregularities

1) If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down card is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.

2) If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

3) Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

4) In Hold'em, if the dealer mistakenly deals the first player's extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

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

# *21st CENTURY BACCARAT*
## *Face Up Version*

### SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in douhle figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer helongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.
Each player options on 5 & 6 are: a) stand; b) hit and take a community card.
Player/dealer must hit on 0-5 and stand on 6-9 or more.
House way: Hit on 0-5 and stand on 6-9

### BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style gaming table witb eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals two- two card hands, in rotation, one at a time.

11. Players in seats 1 -8 receive two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:

    a) Stand and keep wager on the Stand Line;

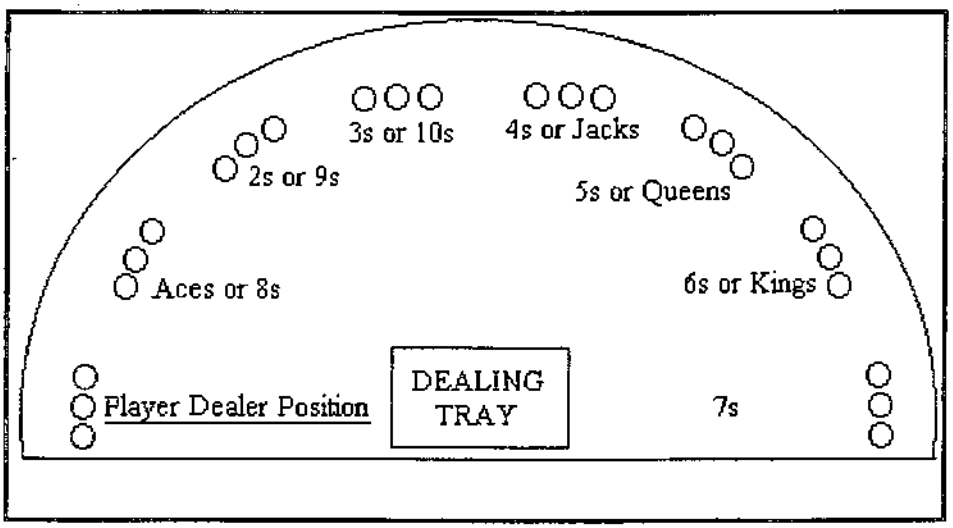
    b) Hit and take a community card by moving wager to Hit Line.

15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

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

| **Player with Position Number** | **Is Represented By** |
|---|---|

| | |
|---|---|
| Player Dealer position | 0 |
| Seat 2 | Ace or 8 |
| Seat 3 | 2 or 9 |
| Seat 4 | 3 or 10 |
| Seat 5 | 4 or Jack |
| Seat 6 | 5 or Queen |
| Seat 7 | 6 or King |
| Seat 8 | 7 |




17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18. Players with hands valued at 7 to 9 must stand.

19. Players with hands valued at 0 to 4 must hit.

20. Players have options on 5 and 6.

21. The Player/dealer wins all ties on zero and one on the base game.

22. The player /dealer will lose all ties to player's tie wager.

23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.

24. The Player/dealer must hit on 5s or below and must stand 6s and above.

25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.

26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.

27. All bets for the base game and tie bet must be between the minim and maximum table limit.

28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

# Early Tie Bet

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1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
2- The total Tie wager or the original base game wager cannot exceed table limit.
3- Players must place a wager for the base game to be able to wager on the tie bet.
4- the base game wager must be larger than the tie bet wager.
5. There is no collection for the tie bet.
6-All tie bets will be paid 8 to1
7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

# Late Tie Bet

---

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager.
No Tie bets allowed in the following situations:
5 vs. 5
6 vs. 6
7 vs. 7
8 vs. 8
9 vs. 9

1-The late tie bet wager cannot exceed the early tie bet wager
2-. There is no collection for the tie bet.
3-All tie bets will be paid 8 to1

Collection Rates

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

| Table Limits | Player/dealer | Player |
|---|---|---|
| $5- $50 | $1 | 50c |
| $10-$100 | $2 | $ 1 |
| $50-$300 | $3 | $ 2 |
| $100-$500 | $ 5 | $ 3 |

**PLAYER- DEALER & DEAL**

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

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never

## VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

**Ranking Chart**

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

# Hand Ranking Chart

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

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

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

## PLAYERS

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

| Rules for Players | | |
|---|---|---|
| Must Stand On | Must Hit On | Have Option On |
| 7 OR MORE | 4 OR LESS | 5& 6 |

# MEXICAN POKER

Mexican poker is similar to 5 card stud and is played with a standard deck stripped to 41 cards. The 8's, 9's and 10's are removed, the joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which one card must be face down. After the first two cards are dealt (one up and one down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

Rules for Mexican Poker

1) The joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.

2) The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option opening at either the lower or upper limit.

3) The highest hand will start the action on the following rounds. Hands are considered to be of equal value whether or not one hand may include the joker. The closest of such hands to the dealer acts first.

4) If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all in". If the joker is inadvertently exposed, it will play as if it had been dealt face down-"wild" in all cases.

5) The following hands are considered the same as a straight due to the removal of 8's, 9's, and 10's from the deck: "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"

6) If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7) Because cards on 3rd, 4th & 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

8) A card will be burned on each round, following the second round.

9) Check and raise is permitted.

10) All raises must be at least equal to the size of the last bet.

11) Cards speak – Hold your hand until you are sure of what your opponent has.

12) Once a card touches the muck, that hand is considered foul. However, at the floor person's discretion, it may be considered retrievable.

13) No string bets or raises.

14) One short buy is allowed for every full buy-in.

15) If you show any cards to one player during or after the hand, any player at the table may demand that you show those cards to all players after a winner is determined.

16) No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

17) All players will act in turn. If a player checks, the player who checked first must show his hand first.

18) A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.

19) All Normandie rules apply. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Ranking of hands

From highest to lowest (a flush beats a full house)

1) Five of a kind
2) Royal Flush
3) Straight Flush
4) Four of a kind
5) Flush
6) Full House
7) Straight
8) Three of a kind
9) Two Pair
10) One Pair
11) High Card

Ace may be used as a 1 for a small straight "A-2-3-4-5"

Any hand may include the joker.

NORMANDIE
Casino

## MEXICAN POKER

| LIMIT | COLLECTION 6 or 7 Players | COLLECTION 5 players | COLLECTION 4 Players or less |
|---|---|---|---|
| $1-$2 | $2.50 | $2.00 | $1.00 |
| $2-$4 | $2.50 | $2.00 | $1.00 |
| $3-$6 | $3.00 | $2.00 | $1.00 |
| $4-$8 | $3.00 | $2.00 | $1.00 |
| $6-$12 | $4.00 | $3.00 | $2.00 |

Full collection to be taken after the fourth card has been delivered.
No Jackpots on 3 players or less. No Jackpot collection will be collected.

NORMANDIE Casino

# 13 CARD

## Introduction

A game similar to the more popular Pai-Gow Poker, ***13 Card*** **Chinese Poker** also known as Pusoy, Pepito, Xap Xam, Russian Poker, Luosong Pai Jiu, Sap Sam Cheung or Good, Better, Best has been and is still being played throughout Asia and other parts of the Continent where Asian influence or populations are present.

With just as much action and excitement as Pai-Gow Poker, 13 Card requires more skill and strategy of play due to the many combinations a hand can be set.

## Arrangement of cards

The game is played by using a standard 52 card deck without a joker. Each player including the player/banker receives 13 cards in the initial deal.

Each player must set their 13 cards into three individual Poker hands.

1. Three cards on top which is also referred to as the front hand and the weakest amongst the three hands. (GOOD)

Note: Since the front hand must consist of only three cards, three consecutive cards or three cards of the same suits have no value except for automatic (LUCK) hands. Please refer to *Automatic Win*.

2. Five cards in the middle hand which should rank higher than the top/front hand but lower than the bottom/back hand. (BETTER)
3. Five cards at the bottom which is also referred to as the back hand and the highest ranking amongst the three hands. (BEST)

A basic knowledge in Poker is needed to play 13 Card. The rankings for the two five card hand (middle and back hand) are based on standard Poker rankings with Royal flush as the highest and 2♠,3♠,4♦,5♣,7♥ (no pair, straight or flush) as the lowest.

## Object of the game:

A Player's main goal is to beat the player/banker's three tier hand, top, middle and bottom (good, better, best) ***two out of three segments during the showdown.***

## PLAY OF THE GAME:

All wagers are placed before play begins. All wagers must be between the designated limits (i.e. $10.00-$100). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of four players becomes the designated player/banker and a bank button will be placed in front of that seat. The player/banker is determined in a new game by starting in seat #1 and continues clockwise. Each player in turn will have the opportunity to either pass the bank or become the player/banker. The player/banker may bank up to two times in their seat or pass the bank after the first hand.

All remaining players will each play their hands against the player/banker's hand.

The house dealer shuffles and divides all 52 cards (clockwise) into 4 hands; 13 cards in each hand. The player/dealer chooses one of the 4 hands to place an *action button*. The hand with the action button will be the first hand delivered and the first to receive action (win or lose). A dice cup containing two dice will be given to the player/banker to shake. The sum of the dice determines which seat the action hand is delivered, counting from the bankers seat as #1 and proceeding clockwise. The player bankers' seat is always counted as 1, 5 and 9.

The player/dealer sets his hand last after all remaining players have set and laid all 13 cards face down at the table with the 3 cards (top) closest to the house dealer and the 5 bottom closest to the player.

The showdown will commence after all players have set their hands. The house dealer will open the hands beginning with the action hand and compare it to the player/dealers hand. The showdown procedure will be done so in a way that is similar to Pai-Gow Poker with the top hand being opened and compared first, the middle hand second and then the bottom hand last. The winning hand will remain face up while the losing hand will be turned over. Remember that you need to beat the player/banker two out of three sets to win that particular hand.

**Automatic Win!**

Automatic hands which is also referred to as "Luck, Special hand" refers to a special combination of hand that gives a player an automatic win in their bet when these hands are acquired.

**Normandie Casino Automatic Hands:**

1. *Six pairs in a hand.*
2. *Four of a kind*
3. *Straight flush.*

4. *Three straights.*

5. *Three flushes*

Since 13 Card and Pai-gow Poker is played with a similar concept, the player/banker wins all ties including all Automatic hand ties (luck, special) , regardless of how many Automatic combinations a player may have.

***Sample Hand***

If a player is to receive the following cards:

A♥,10♣,10♥,10♠,9♠,8♦,7♦,6♦,5♠,6♣,6♥,3♦,4♦

That player may play it according to these sample combinations.

Top: 6♣,6♥,A♥

Middle: 10♣,10♥,10♠,3♦,4♦

Bottom: 5♠,6♦,7♦,8♦,9♠,

OR

Top: A♥,9♠,5♠,

Middle: 8♦,7♦,6♦,3♦,4♦

Bottom: 10♣,10♥,10♠,6♣,6♥,

OR

Top: 6♣,6♥,A♥

Middle: 10♣,10♥,10♠,9♠,5♠,

Bottom: 8♦,7♦,6♦,3♦,4♦

Due to the many combinations a particular hand can be played, all players including the player/dealer are responsible for their own hands. Any player setting their hand not in accordance with the proper arrangement of the 13 card format (i.e. top hand outranking the middle or bottom hand, wrong # of card in a segment, or having more or less than 13 cards), will lose the hand and forfeit their wager.

**Misdeals:**

Dealer deals the wrong # of cards to a player

Dealer exposes 5 cards or more.

Cards are delivered to the wrong spots. If irretrievable)

# CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.

2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.

3. No player may touch their cards when the banks hand is being set.

4. The dealer or floor person will not be involved in any decision on the play of the hand.

5. Only players may occupy a seat at a live table.

6. Players must play at least 2 hands per round and pay their own collection to hold a seat.

7. A player is only allowed to hold one seat.

8. Player must play at least one hand before qualifying for banking privileges.

NORMANDIE CASINO

# 13 CARD

***LIMITS AND COLLECTIONS:***

| GAME LIMIT | PLAYER | BANK | JACKPOT DROP |
|---|---|---|---|
| $5 - $25 or $50 | $.50 | $1.00 | $1.00 |
| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |

# Card Room Procedures

## Basics and Procedures

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

# Card Room Procedures

## Glossary:

**Ante**: The mandatory wager players make before seeing their hand.

**Fold:** The player option to surrender his Ante, rather than continue in the game.

**Play:** An optional bet that players make after seeing their three-card hand. The Play bet must equal the 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 & Deal

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. 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 Penal Code, relating to gambling establishments), and any future regulatory guideline from the Division of Gambling Control with respect to the operation of a 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/dealer's 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 wagers placed in the game.

## *"CARD C RAPS"*
## *CARD ROOM RULES OF PLAY*

These are rule additions to the normal play of "Card Craps" and is a player banked game.

There are 3 tiles used in play and their uses will be described in the paragraphs below.

1. BANKER
   A. The banker is determined at the start of the game, and before any bets are made, by the dealer asking the player in position #1 if he/she would like to bank the game. If no one is in position one the dealer will continue to a position that is occupied to determine the banker position for the game.
   B. Once a player accepts, the banker tile is placed in front the player and that player then pushes the amount he/she chooses to use as their bank forward onto their position #.
   C. A player can only bank twice in a row (two games) before relinquishing to the next player.

2. HARD WAYS COVERED (opposite side/ Hard ways NOT covered)
   A. After the banker has been determined, he/she is then asked by the dealer if they would like to cover the hard ways.
   B. If the banker says yes, the "Hard Ways covered" is placed just above the hard ways for all of the players to see. Letting every player know that they can het the Hard ways.
   C. If the banker declines, another player can accept the coverage of Hard ways or the corporation can cover. If no one accepts to cover the Hard ways then the tile is turned over to reveal "Hard Ways NOT covered" and placed just above the Hard ways for all of the players to see.

3. ACTION
   A. Action is determined during the Come Out, after the dealer calls "No more bets" and the top card of the deck is
   turned to reveal a # that number determines where the Action is to begin. Counting of the action always starts to the
   right of the banker. E.g.: If player #1 is the banker and the dealer's first card turned is a SIX (6) the dealer would start the count with #2—3—4—5—6 skipping #1(banker) and ending by placing the Action tile in front of player #2.
   B. If a player that has the Action tile decides to leave the game, the dealer will then move the Action tile to the next occupied space to the right and play resumes.

If the player that has chosen to bank runs out of money and corporate does not choose to cover, then everyone's money is returned and the process starts over and a new game begins.

In any situation where the "Banker's" money is expunged the remaining action may be covered by the Corporate banker or the remaining players not paid will receive free collection.

Hard ways that are not covered by the "Banker" may be covered by the corporate banker if he so chooses.

# "Card Craps"™

The objective of "Card Craps" is to establish (make) a "point" and then remake it. To determine the point we have what is called a come out. There are two lines that run around the layout. One is the Pass Line (Line, Hit or Pass for short). The other is the Don't Pass Line (Don'ts or Miss for short).

A bet placed on the Pass Line *wins* on naturals, SEVEN and ELEVEN, (eleven is always called YO, this is because in a busy game, eleven sounds very similar to seven), and *loses* on Craps TWO, THREE and TWELVE. A point is one of these remaining numbers: 4, 5, 6, 8, 9 or 10

Once a point has been established, the game changes, the Players now have to remake that number before throwing a seven (seven out), to win. Only these two numbers matter (7 and the point) while trying to remake the point. All additional bets now placed on the table are side bets.

## PLAY

"Card Craps" uses two decks, in conjunction with a shuffle machine, both decks are 24 cards each, Ace through 6, giving you 48 cards total. As with other shuffle machine games, "Card Craps" uses 48 red cards and 48 blue cards. While one color is being played the other color is being shuffled. Only the top TWO cards are used from the 48, then they are reshuffled.

## "NO CALL BETS"™

"Card Craps" has a special bet called the "No Call." This bet now makes "Card Craps" the exact same odds as craps. The "No Call" can be bet anytime and is a ONE roll only bet. The "No Call" means that the two cards are going to be the same suit. This bet pays 3-1. When two cards of the same suit appear, the "No Call" bet wins, however there is no action to be taken on the table. The "No Call" is the same as a No Roll. It does not matter if the cards total 7 and it is a 7 out, or a 7 winner. No wager on the table wins or loses. After a "No Call", players may pull their bets back or make fresh bets.

## Pass Line

1. When you play the Pass Line and the dealer deals a 7 or 11 on the first hand, you Win.
2. If the dealer deals a 2, 3, or 12 (Craps) you lose.
3. If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes your Point. Your point must be dealt again before 7, for you to win.

## Don't Pass

1. When you play the Don't Pass and the first hand is dealt, 3 or 12 (Craps), you Win. If the hand is dealt 2, you push.
2. If the hand is dealt 7 or 11, you lose.
3. If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes the point. Your bet will be moved behind that number. You are betting against the point. Therefore, the 7 must be dealt before the point for you to Win.

## Come

After a Point is established, you may play the Come. The same rules apply to the Come as they do on the Pass Line, the only exception being your bet is moved aboard the number.

## Don't Come

You may play the Don't Come at any time. The same rules apply to the Don't Come as they do to the Don't Pass.

## Field

The field is a one time bet and may be played at any time. Winning Field numbers are (2 pays double), (3, 4, 9, 10, 11 pays even), and (12 pays triple).

## "Seven"

"Seven" may be played at any time. When you play "Seven" and 7 shows, you Win 4 to 1.

## Horn Bet

When you place a Horn Bet, you are wagering that a Craps (2, 3, or 12) or 11 will show on that hand. If 2 or 12 shows, your bet is paid 6.75 to 1. If 3 or 11 shows, your bet is paid 3 to 1.

## Hard Ways

"One Time Bets" (or Hopping) may be played every hand. When you bet Hard Ways "One Time", you are betting the cards will pair in that hand as follows; 2&2, 3&3, 4&4, 5&5, before 7 or that number unpaired (easy).

## Any Craps

When you play Any Craps, you're betting the call will be 2, 3, or 12 (Craps). The betting areas and payoffs are clearly marked on the "Card Craps" layout.

## Place Bets

You may bet on the numbers ( 4, 5, 6, 8, 9,10) in any combination or individually. Place Bets are made in increments of 5 on the (4, 5, 9, 10), 6 on the 6 and 8, and the 4 & 10 pay 9 to 5. Any of these numbers may be bought for a 5% commission. Ask your dealer for more information on Buy bets. Place Bets and Buy bets may be put up, turned off, or taken down any time.

"Card Craps" U.S. Pat. No. 6,749,199 B2

Card Craps is a variation of craps. It is played with a special deck of 48 cards each instead of two dice. Each deck of 48 cards consists of 8 sets of cards numbered 1 (Ace) through 6 and the 8 sets of cards come in four suits, with 2 sets in each suit.

The player can make the Pass, Don't Pass, Come, Don't Come, Field, Place, Big 6/8, Hard Way, Seven, Craps, Horn, Buy (5% commission) and Laying (5% commission) bets, etc. These bets are played exactly the same as in standard craps, so the rules are not described here.

In addition to the above bets, Card Craps offers a new bet called "No Call." No Call is a one roll bet, which must be placed before any cards are dealt. The No Call bet is paid at 3 to 1 odds if the two cards drawn are suited.

Once all players have made their bets, the dealer will pull 1 deck from a 2 deck shuffling machine, and draw 2 cards from said deck which represents one roll of two dice.

If the two cards are of the same suit, no action is taken on any bets except No Call bets. After No Call bets are paid, the dealer puts the two cards and the discarded 46 into the shuffler and then pulls the new deck for the next "roll."

If the two cards are not suited, the total of the two cards will be announced as the number for the "roll." The dealer then pays or collects the bets accordingly.

Card Craps can be played with the use of either one two deck shuffling machine or two automatic shufflers or hand dealt. The cards are shuffled after every round so the probabilities of the "dice" roll would not change. If a 2 deck shuffling machine is used then all the cards the shuffler spits out - used or not - must be put back into the shuffler. If two automatic shufflers are used, play alternates between the two shufflers.

# *21st CENTURY BACCARAT*
## *Face Up Version with Tie hands*

### SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.
Each player options on 5 & 6 are: a) stand; b) hit and take a community card.
Player/dealer must hit on 0-5 and stand on 6-9 or more.
House way: Hit on 0-5 and stand on 6-9

### BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals two- two card hands, in rotation, one at a time.

11. Players in seats 1 -8 receive two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:

    a) Stand and keep wager on the Stand Line;

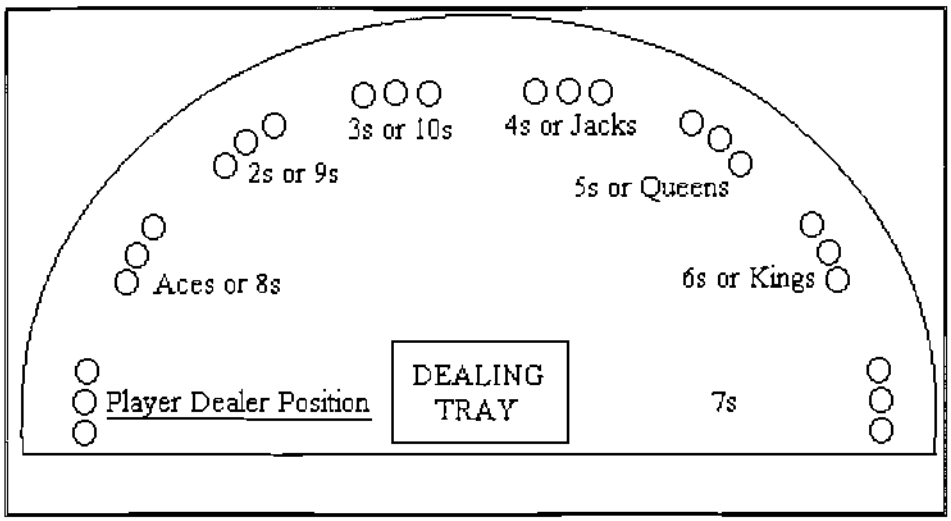
    b) Hit and take a community card by moving wager to Hit Line.

15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

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

| **Player with Position Number** | **Is Represented By** |
|---|---|

| | |
|---|---|
| Player Dealer position | 0 |
| Seat 2 | Ace or 8 |
| Seat 3 | 2 or 9 |
| Seat 4 | 3 or 10 |
| Seat 5 | 4 or Jack |
| Seat 6 | 5 or Queen |
| Seat 7 | 6 or King |
| Seat 8 | 7 |




17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18. Players with hands valued at 7 to 9 must stand.

19. Players with hands valued at 0 to 4 must hit.

20. Players have options on 5 and 6.

21. The Player/dealer wins all ties on zero and one on the base game.

22. The player /dealer will lose all ties to player's tie wager.

23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.

24. The Player/dealer must hit on 5s or below and must stand 6s and above.

25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.

26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.

27. All bets for the base game and tie bet must be between the minim and maximum table limit.

28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

# Early Tie Bet

---

1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
2- The total Tie wager or the original base game wager cannot exceed table limit.
3- Players must place a wager for the base game to be able to wager on the tie bet.
4- the base game wager must be larger than the tie bet wager.
5. There is no collection for the tie bet.
6-All tie bets will be paid 8 to1
7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

# Late Tie Bet

---

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager.
No Tie bets allowed in the following situations:
5 vs. 5
6 vs. 6
7 vs. 7
8 vs. 8
9 vs. 9

1-The late tie bet wager cannot exceed the early tie bet wager
2-. There is no collection for the tie bet.
3-All tie bets will be paid 8 to1

Collection Rates

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

| Table Limits | Player/dealer | Player |
|---|---|---|
| $5- $50 | $1 | 50c |
| $10-$100 | $2 | $ 1 |
| $50-$300 | $3 | $ 2 |
| $100-$500 | $ 5 | $ 3 |

**PLAYER- DEALER & DEAL**

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

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never

participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

## VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

**Ranking Chart**

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

# Hand Ranking Chart

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

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

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

## PLAYERS

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

| Rules for Players | | |
|---|---|---|
| Must Stand On | Must Hit On | Have Option On |
| **7 OR MORE** | **4 OR LESS** | **5& 6** |

# 7 CARD STUD HIGH-LOW SPLIT (8-or-Better)

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

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

1) A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.

2) A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

3) The low card by suit initiates the action on the first round with an ace, counting as a high card for this purpose.

4) Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.

5) Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6) Splitting pots is only determined by the cards and not by agreement among players.

7) When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8) When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

9) All rules for seven-card stud apply to seven-card stud high-low split (8-or-better), except as otherwise noted.

NORMANDIE
Casino

# Pan 9

## *LIMITS AND COLLECTIONS:*

| GAME LIMIT | PLAYER | BANK | JACKPOT DROP |
|---|---|---|---|
| $5 - $25 or $50 | $.50 | $1.00 | $1.00 |
| $10 or $25 - $100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |
| $300-$500 | $3.00 | $5.00 | No Jackpot |

## GENERAL PLAY:

1. All action proceeds in a clockwise direction starting from the action button.
2. You may not show your hand to, or discuss your hand, with any other player at any time during play.
3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9, and 17 no matter how many players are seated. Examples: If the dice points total 8, the player to the banker's right will receive the first card and has the first action.
   On the draw, the first player to the banker's left is offered the option of one additional card. The option continues to each player clockwise until the banker has the option of drawing the last card.
4. A player must bet at least 4 time per round to occupy a seat .
5. You may look at only one hand, regardless of the number of hands on which you have wagered.
6. A misdeal will be declared if:
   a. It has been determined before the deal is completed that cards have gone to the wrong spot.
   b. The banker has the wrong number of cards unless it is retrievable.
   c. A foreign card appears on the table.
   d. Two or more boxed cards appear before all hands are completed.
   e. If the dealer runs out of cards during the initial deal. (when using a shoe)

Exception: If the dealer runs out of cards during the draw, it is not a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn, and continue the draw. When the hand is completed, the cards will be changed.

7. A complete hand is interpreted as: all players receiving their three cards, therefore a misdeal cannot be rendered. Any player having the wrong number of cards will be given their collection back and will receive no action on their bets considering

that the card/s cannot be rectified and the house dealer was informed by the player/s involved of the discrepancy before the first hit card is delivered.

8. **House Way: 0, 1,2,3,4 face value MUST HIT: 7,8,9 face value MUST STAND**
9. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table.)
10. A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
11. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
12. Statements regarding the value of your hand are not binding. The cards read as face value.
13. Each player who wished a fourth card must request a card in turn. You may do so by place your cards in a horizontal position.
14. When the banker's three-card hand totals 7, 8 or 9, the hand automatically stands (plays as is).
15. When the banker's three-card hand totals 4 or less, the house dealer automatically draws a card for the banker.
16. When a player requests assistants on the play of a hand, the house dealer plays the hand according to Normandie Casino Pan 9 House Way:
    a. Draw on a 5 or less
    b. Stand on 6 or more

    After the banker's hand has been opened and set, the hand that has been set in the "Logical way" is opened and checked. Management will reset any hand that has been played incorrectly by the house dealer.
17. Once the bank's hand is open, no one else may act on his or her hand.
18. It is discovered that two cards are stuck together in the hit box; the bottom card will be forward to the right order even if the bank hand is opened.
19. After the announcement "all hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money will cover.
20. If the bank hand has not been opened and a player incorrectly plays their hand, management will back up the card/s and the hand will be played the logical way with the exception of 5 or 6 which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded even if the bank hand has been opened.
21. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.
22. A misdeal will not be declared after the draw commenced, except when the banker's hand does not have three cards. Exception: Read rule 6b.
23. If a card has been removed from the shoe/dealing machine at the request of an active player, that card must play.
24. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).
25. All players are responsible for protecting their own hands. If you foul your hand through carelessness with other cards, your wager will be forfeited to the extent that money covers.

26. A banker partnership may consist of no more than three active players at the same time. (Five ways or less only).
27. A player can only bank 4 consecutive banks
28. Cards must remain in view of the dealer at all times, or the player will risk a fouled hand and forfeiture of the wager.
29. The seated player will have the first option to bank on his/her spot as long as he/she must have had action some where on the table to be the player/dealer in his/her spot. 2nd option goes to the player that bets on the spot.
30. Player may shake the dice as many times as he/she wants.
31. If an active player chooses not to wager on his/her spot for whatever reason, that player may not prohibit any other from wagering on the spot. Once any player has a wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
32. Any hand that drops below the table level may be considered foul and the wager forfeited.
33. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
34. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

# CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.

2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.

3. No player is allowed to touch any bets after the deal has commenced.

4. No player may touch their cards when the banks hand is being set.

5. The dealer or floor person will not be involved in any decision on the play of the hand.

6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".

7. Only players may occupy a seat at a live table.

8. Players must play at least 4 hands per round and pay their own collection to hold a seat.

9. A player is only allowed to hold one seat.

10. Player must play at least one hand before qualifying for banking privileges

# TRIPS

## A

## FIVE CARD STUD GAME

WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

**Version Two**

# OBJECT OF THE GAME

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

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

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

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

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

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

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

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

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

- The initial message for players to post their antes and bets,
- Each player's hand content,
- Other players' hand contents,

- Each new card that is being dealt,
- The total amount of the accumulated pot,
- The amount of the pot high hand award,
- Message display of the qualifying hand,
- Message display of the highest hand in case that a qualifying hand is not obtained,
- Other message displays for bets and non-winners,
- Audible sound of bell when a qualifying hand is formed.

## RANKING OF THE CARDS

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

a) All cards have their face values.
b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:

- Pairs,
- Trips,
- Four-of-a-kinds,
- Five-of-a-kinds,
- Straights,
- Flushes, or
- Straight flushes

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

RANKING OF THE CARDS

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

# VALUE OF HANDS

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

HAND RANKING TABLE

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

# GAME LIMITS

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

SCHEDULE OF TABLE LIMITS, ANTES AND BETTING LIMITS

| TABLE LIMIT | COLLECTION RATE | 1ST BET | 2ND BET | 3RD BET | 4TH BET |
|---|---|---|---|---|---|
| $2 | 50 cents | $2 | $2 | $2 | $2 |
| $3 | $1 | $3 | $3 | $3 | $3 |
| $5 | $2 | $5 | $5 | $5 | $5 |

| | | | | | |
|---|---|---|---|---|---|
| $10 | $3 | $10 | $10 | $10 | $10 |
| $25 | $5 | $25 | $25 | $25 | $25 |

## TABLE FEES

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

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

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

## ROUND OF PLAY

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

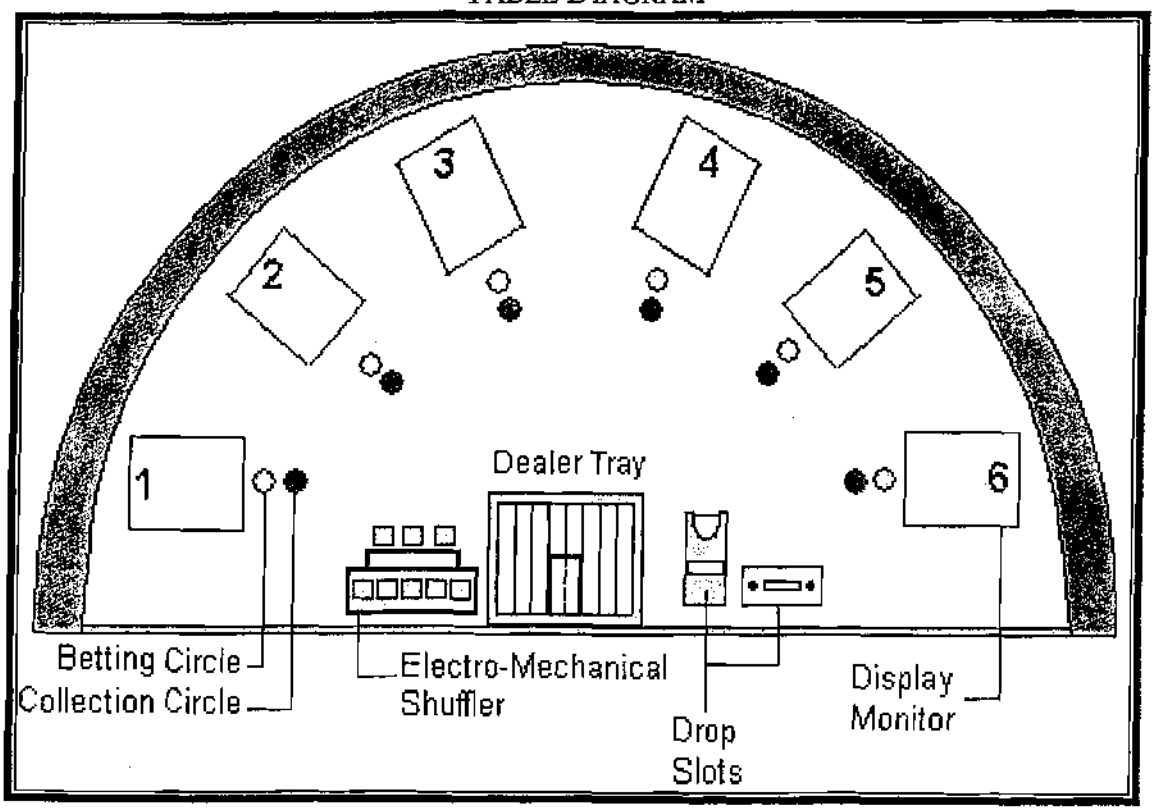
i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.

ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.

iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is

affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM




iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.

v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.

vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.

vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.

viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).

ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.

x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.

xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.

xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.

xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.

xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.

xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.

xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.

xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

# GAME RULES

1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.

2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.

3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.

4) "High Poker" ranking chart is used for comparison of hands.

5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.

6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).

7) Players must place a collection and a bet in order to receive the two initial cards.

8) After the initial cards, players must either bet or fold.

9) Players who make additional wagers are entitled to receive additional cards.

10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.

11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.

12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.

13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.

14) If no one has a qualifying hand, the round of play is <u>not</u> concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.

15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

# NO BUST

# 21st CENTURY BLACKJACK

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

# 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 permited.

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

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

# 21st Century Blackjack

## OBJECT OF THE GAME

The object of the 21st Century 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).**

## GAME RULES

The following are game rules for 21st Century 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".**

# 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:
   a) Aces will receive one draw card for each Ace only.
   b) Any other 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 to1.

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 money covers.

# EA$Y POKER℠

## APPLICATION FOR CONTROLLED GAME REVIEW

## ATTACHMENT

**Copyright @ 2006. All rights reserved.**
**Any use of the game, rules, and/or trademarks including "EasyPoker", "Easy Poker" and "Ea$y Poker" without written authorization from TAJA Enterprises, LLC is prohibited by law.**

US Patent 6,332,614 and patent pending

The following information fulfills the requests on the California Department of Justice, Division of Gambling Control "Application for Controlled Game Review." The numbers on each heading refer to the section of the DOJ form it responds to.

## II.1 COPYRIGHT AND TRADEMARK REGISTRATIONS

"EasyPoker", "Easy Poker" and "Ea$y Poker" are unregistered service marks of Helix Information Services, Inc. and are licensed to TAJA Enterprises, LLC.

## II.2 PATENT

US Patent 6,332,614 is attached.

## II.3 INVENTOR AGREEMENTS

The inventor has registered an assignment to Helix Information Services, Inc. with the US Patent Office.

## II.4 INVENTOR

The inventor is Michael Hesse of Westlake Village, CA.

# III.1 NAME OF THE GAME

The name of the game is "Easy Poker" or "Ea$y Poker". Below it is referred to as "The Game".

# III.2 COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

# III.3 DETAILED DESCRIPTION

## STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. 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.

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.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees 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.

The game will be conducted using standard game-protection procedures with a Player/Dealer and for a poker-type game to ensure the game is fair to all parties who participate.

Backline betting is allowed.

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.

## THE DECK

The Game is played with one conventional deck of 52 cards with no jokers.

## DEALING PROCEDURES

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

Before any cards are dealt, all starting wagers (antes) must be placed and all collections paid by the players. Prior to dealing any cards, the House Dealer picks up all collections.

The Game is hand dealt.

The cards are dealt face down, except for the Player/Dealer's hands.

After shuffling, cards are dealt starting to the immediate left of the Player/Dealer. Each player who has made a wager on the hand receives one card face down, except for the Player/Dealer, who receives no cards until all common cards are dealt and the wagering is complete. Then a second card face down card is dealt to each player.

After all players have had a chance to make a second wager, a card is discarded from the top of the deck ("burned") and three common cards ("the flop") are dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fourth common card ("the turn") is dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fifth common card ("the river") is dealt in front of the House Dealer.

After all eligible players have had a chance to make a final wager, a card is burned and two hands are dealt face up for the Player-Dealer. Each hand is dealt a first card, and then each hand gets a second card in the same order.

After all wagers are settled, all cards are collected and shuffled for the next hand.

## NUMBER OF PLAYERS IN THE GAME

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

# HOUSE FEES (COLLECTIONS)

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

| TABLE LIMITS | PLAYER/DEALER COLLECTION | PLAYER COLLECTION |
|---|---|---|
| $2 - $20 | $1 | $0.50 |
| $5-$100 | $2 | $1 |
| $25-$100 | $2 | $1 |
| $50-$300 | $3 | $2 |
| $100-$500 | $5 | $3 |

If there is more than one wager on a hand, there must be a collection for each wager.

Prior to dealing any cards, the House Dealer picks up any collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

# BETTING LIMITS

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section. A maximum of seven starting wagers ("antes"), each within the table limits, may be made on each hand. Up to four additional bets can be made for each ante, each of which is a multiple of the ante.

# BETTING SCHEME

The betting scheme is summarized in this chart:

| ROUND | PLAYER SEES | BET SIZE | RESTRICTIONS |
|---|---|---|---|
| Ante | | Player chooses | Within table limits |
| Hand | Two-card hand | 0 or 1 | If player checks, he must check the rest of the way |
| Flop | Three common cards | 0 or 1 | |
| Turn | Fourth common card | 0 or 2 | |
| River | Fifth common card | 0 or 2 | |

Each player makes a fixed wager ante, at the beginning of a hand. Additional wagers can be made as follows:

- Hand: When the player sees his two-card hand, the player may make a second wager equal to the ante. If the player does not make a wager at this time, the player may not make any additional wagers on this hand, but the player may still win the amount of the ante.
- Flop: After the flop is dealt, the player may make another wager equal to the ante, unless the player did not wager upon seeing his/her hand.
- Turn: After the turn card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.
- River: After the river card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.

If there is more than one ante on a hand, the person making that ante may make independent betting decisions. No one is bound by what decisions are made by another person who placed an ante on that hand.

# DETERMINING AND PAYING WINNERS

The hands are ranked according to the standard poker hand rankings. The player makes his best hand using any combination of five of the cards in his hand and the common cards. Just as in Texas Holdem, the player may use two cards from his hand with three from the board, one card from his hand with four from the board, or the five cards on the board.

The Player/Dealer chooses one of his two hands and makes his best five-card poker hand.

1. The Player/Dealer's hand must qualify, or the Player/Dealer automatically loses to each player. The Player/Dealer must have at least a pair to qualify. If there is a pair on the board among the five common cards, the Player/Dealer qualifies.
2. If the Player/Dealer qualified, each player's hand is compared to the Player/Dealer's chosen hand. If the player's hand is ranked higher, the player wins the full amount of all wagers including the ante, to the extent the Player/Dealer wager covers.
3. If the player's hand is ranked the same, the player gets the full amount of his wagers, including the ante back. However, the collection is never refunded.
4. If the player's hand is ranked lower, the Player/Dealer wins all that player's wagers, to the extent the money covers.

Wagers are settled, starting with the player to the left of the Player/Dealer.

As each wager is settled, and amount equal to the total amount the player has as risk is removed from the Player/Dealer wager. If the Player/Dealer loses, this amount is paid to the player. If the Player/Dealer wins, this amount is removed from the Player/Dealer wager and returned to the Player/Dealer along with his winnings.

All wagers are settled in order, with the wagers on each hand being settled fully before any wagers on the next hand.

In case of a push, no money is removed from the Player/Dealer's wager.

If there is not enough money in the Player/Dealer wager to part of a wager, that part of the wager is returned to the player. The player receives no refund, free collection, or other form of consideration.

If there is more than one ante on a hand, all the wagers based on an ante are settled before the next ante and wagers on that hand. The first ante to the Player/Dealer's left is settled first, and the others are settled in order.

## HIGH-HAND BONUSES

Another way a player can win is to collect a bonus for a good hand. Any player who places an ante on a hand and pays a collection is eligible, with no other wager required.

| | |
|---|---|
| Four of a Kind | $100 |
| Straight Flush | $200 |
| Royal Flush | $300 |

A player must use at least one card from his hand to qualify. More than on player can win a bonus on the same hand. For example with a board of Q♠ J♠ T♠ 9♠ 8♠, one player could make a royal flush and another with the 7♠ could make a straight flush.

## BAD-BEAT JACKPOT

A third way a player can win is make an ante bet at a table where a very good hand loses. Any player who places an ante on a hand and pays a collection at that table is eligible, with no other wager required.

When a bad-beat jackpot occurs, the money is divided as follows:

| | |
|---|---|
| Losing (bad-beat) hand | 40% |
| Winning hand | 20% |
| Other players | 40% divided equally |

There are two kinds of bad-beat jackpots:

- Regular Jackpot
- Super Jackpot

Only one jackpot is paid per hand.

## REGULAR JACKPOT

A regular bad-beat jackpot is paid when any player or the Player/Dealer has aces full or better and loses. To qualify both players must:

1. Use both cards from their hand and three cards from the board.
2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at $2,000 and $50 per day is added.

## SUPER JACKPOT

A Super bad-beat jackpot is paid when any player or the Dealer has four of a kind or better and loses. To qualify both players must:

1. Use both cards from their hand and three cards from the board.
2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at $10,000 and $100 per day is added.

## BAD-BEAT JACKPOTS RESTRICTIONS

A bad-beat jackpot will be disqualified if:

- An examination of the deck indicates that it does not contain exactly 52 cards and is not correct in every way.
- If there were any irregularities in the deal or play of the hand.

## III.4 ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player at a table then places his/her ante in a designated betting circle. A player may place a wager at his/her seat. No player may wager on more than one hand. Each player must pay the posted collection for each wager.
5. 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 ante 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 House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point each player is offered the option to make a second wager equal to his/her ante. If a player chooses not to make a wager at this time, the player may not make any additional wagers on this hand, but may win or lose the amount of the ante.
8. After each player has had the opportunity to wager, the House Dealer burns a card and deals the first three common cards called the flop.
9. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to his ante.
10. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fourth common cards called the turn.
11. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

12. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fifth common cards called the river.
13. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.
14. This concludes all wagering.
15. The House Dealer burns a card and deals the two Player/Dealer hands. The better hand is selected and the other hand is moved aside, but kept face up.
16. At this point, all wagers are settled as described above in "Determining and Paying Winners".
17. The cards are all collected.
18. The collections are dropped.
19. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
20. The next round of play begins.

## III.5 GAMING TABLE

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

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

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

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

## III.6 OTHER EQUIPMENT

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

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

# III.7 GLOSSARY OF TERMS

**ANTE**

The ante is starting wager, within the table limits, made by a player before the hands are dealt. All subsequent wagers are multiples of the ante.

**BOARD**

The board is the five common cards, used by all players and the Player/Dealer to make their hand.

**FLOP**

The flop is the first three of the five common cards, used by all players and the Player/Dealer to make their hand.

**HOUSE DEALER**

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

**PLAYER**

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

**PLAYER/DEALER**

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

**QUALIFIER**

The minimum hand the Player/Dealer must have to avoid losing. If the Player/Dealer does not have a qualifying hand, the player wins, even if the player has a weaker hand. (NOTE: In some variations, the Player/Dealer pushes with the player, if he has a better hand than the player or an equal hand, but does not qualify.)

**RIVER**

The river is the last of the five common cards, used by all players and the Player/Dealer to make their hand.

**TURN**

The turn is the fourth of the five common cards, used by all players and the Player/Dealer to make their hand.

# GAME OPTIONS

If it is necessary to adjust the advantage for the Player/Dealer to encourage people to take this option or to encourage people to play against the Player/Dealer, the qualifier may be adjusted. This can be done in two ways:

1. Adjusting the qualifier up or down.
2. Adjusting how a non-qualifying hand is treated.

For example, in one variation, the Player/Dealer may need a pair of 3's to qualify or only an ace-king high hand.

In another variation the Player/Dealer may not win without a qualifier but does not automatically lose. If the Player/Dealer does not qualify, but the player has a worse hand, the Player/Dealer would push in this variation.

These two adjustments can be combined to fine-tune The Game.

# Normandie Casino
## Easy Poker Bonus Bet

**BONUS BET RULES**

The Bonus Bet is an optional bet for players that placed an Easy Poker base game wager. The rules are as follows:

1. Bonus bets must be placed prior to the initial deal.
2. Bonus bets can be any amount between $5-$100 with a maximum payout of $20,000 per seated player in any round.
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: Base Game Wager, 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 |
|---|---|---|
| Royal Flush | 200 to 1 | 200 to 1 |
| Straight Flush | 50 to 1 | 30 to 1 |
| Four of a Kind | 25 to 1 | 20 to 1 |
| Full House | 8 to 1 | 5 to 1 |
| Flush | 6 to 1 | 4 to 1 |
| Straight | 3 to 1 | 2 to 1 |
| Three of a Kind | 2 to 1 | 2 to 1 |
| Pair (Jacks or Higher) | 1 to 1 | 2 to 1 |

The Normandie Casino will provide ample notice to all patrons prior to the implementation of any changes to the Easy Poker 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.

**LIGHTNING POKER™ TEXAS HOLD'EM Game rules and standards of play**

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below;

**Lightning Poker™ Texas Hold'em Rules (written description only)**

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

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

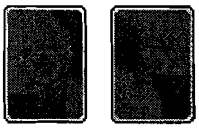
At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

**Lightning Poker™ Texas Hold'em Rules (written description with visuals)**

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

## Rounds of Betting

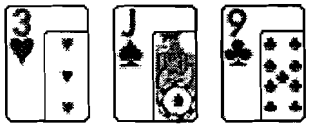
**1. Opening deal** – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards.*



**2. First round of betting** – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

**3. The flop** – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board.*

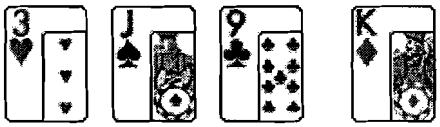
**The Flop**



**4. Second round of betting** – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

**5. The turn** – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street.*

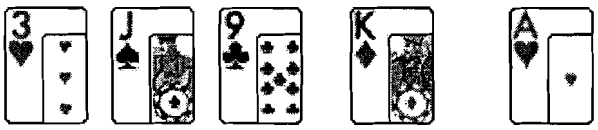
**The Flop** **The Turn**



**6. Third round of betting** – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

**7. The river** – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *fifth street.*

**The Flop** **The Turn** **The River**



**8. Final round of betting** – It follows the same format as the second and third rounds.

**9. The showdown** – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

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

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

**c. Describe dealing procedures.**

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.
If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

***The Flop***
Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

***The Turn***
After all players have bet on 'The Flop', a 4$^{th}$ community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

***The River***
After all players have bet on 'The Turn', a 5$^{th}$ and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind

4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

**d. Number of players in the game.**

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

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

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

| | |
|---|---|
| 1-3 players dealt a hand | $1.00 drop |
| 4-5 players dealt a hand | $2.00 drop |
| 6 players dealt a hand | $3.00 drop |
| 7-10 players dealt a hand | $4.00 drop (maximum) |

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:
A charge if there is no 'Flop'?
The amount of players that reach 'The Flop'?
The amount may as a set amount or percentage of the Pot?
The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

**f. Betting limits.**

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.
There are two (2) common betting limits including;

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most

card rooms will allow a set maximum amount of money that any individual player can begin with in the game.

2. Limit Games – This is a type of game where players are permitted to only bet a 'capped' amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

**g. Betting scheme.**

1. Checking, Raising and Folding is permitted in all games.
2. 'Limit Texas Hold 'Em' caps the bets and allows for three (3) raises per betting round.
3. 'No Limit Texas Hold 'Em' has no maximum bet and may allow for an unlimited number of raises
4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

**h. How winners determined and paid.**

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

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

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

**5. Describe the type of gaming table utilized for this game.**

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

**6. List other equipment used.**

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

**7. Provide a glossary of terms used in the controlled game.**

**Glossary**

| | |
|---|---|
| **ACTION:** | **A fold, check, call, bet or raise by a player** |
| **ALL IN:** | **A bet that has put all of a player's money/chips into the pot.** |
| **ANTE:** | **A required bet posted before the start of a hand by all players** |
| **BET:** | **The act of placing an amount of money or chips into a pot by a player** |
| **BIG BLIND:** | **The largest blind bet in a game** |
| **BLIND:** | **A required bet made before cards are dealt** |
| **BLUFF:** | **To bet an inferior hand, attempting to eliminate all opponents** |
| **BOARD:** | **The 5 communal cards in Hold'Em format games** |
| **BURN CARD:** | **After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.** |
| **BUTTON:** | **A player who is designated dealer position marked by a dealer button** |
| **BUY-IN:** | **The minimum amount of money required to enter any game, usually five times the maximum bet.** |
| **CAGE:** | **A cashier's window located in a casino where chip or money transactions take place.** |
| **CAPPED:** | **This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.** |
| **CHECK:** | **To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.** |
| **CHECK-&-RAISE:** | **To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act** |
| **COMMUNITY CARDS:** | **The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.** |
| **COMPLETE THE BET:** | **To increase an all-in bet or forced bet to a full bet in limit Poker** |
| **DEAD MONEY:** | **Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.** |

**DEALER BUTTON:** A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also know as "the button".

**DECK:** A collection of playing cards for Texas Hold'Em. The deck consists of normal 52-card deck.

**DOWNCARDS:** Cards that are dealt facedown in a stud-format games.

**FIXED LIMIT:** In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

**FLOORPERSON:** A casino employee who seats players and makes decisions.

**FLOP:** In Texas Hold'Em, the three community cards that are turned simultaneously after the first round of betting is complete.

**FOLD:** To throw a hand away and relinquish all interest in a pot.

**FOURTH STREET:** The first up card after the flop in Hold'Em (also known as the turn card)

**FLUSH:** A poker hand consisting of 5 cards of the same suit.

**FORCED BET:** A required wager to start the action on the first round of betting.

**FULL HOUSE:** A hand consisting of three of a kind and a pair.

**HAND:** (a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand.
(b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

**HEADS-UP PLAY:** Only two players involved in play.

**HOLECARDS:** The Cards dealt facedown to a player.

**KICKER:** The highest unpaired card that helps determine the value of a five-card poker hand.

**MISSED BLIND:** A required bet that is not posted when it was your turn to do so.

**MUCK:** (a) Cards that players discarded
(b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.

**NO-LIMIT:** A betting structure where the players are allowed to wager any or all of their chips in one bet.

**OPENER:** The player who made the first voluntary bet.

**OPTION:** The choice to raise a bet given to a player with a blind.

**PICTURE CARD:** A king, queen, or jack, also called a face-card or paint.

**PLAYING THE BOARD:** The use of all five community cards for your hand in Hold'Em.

**POSITION:** (a) The distance from the blinds or the button for any hand
(b) The order in which you act in a particular hand.

**POT:** The total amount of money or chips being played for amongst players.

**POT LIMIT:** The betting structure of game in which you are allowed to bet up to the amount of the pot

**RAISE:** To call a previous bet while making an additional bet simultaneously.

**RAKE:** A fee charged for each hand dealt.

**RERAISE:** An increase in a wager at least the size of the previous bet which occurs after a raise.

**RIVER CARD:** The final card in any poker game

**SET:** Three of a kind. Also called trips.

**SIDE POT:** A separate pot formed when one or more players are all-in.

**SIT N GO TOURNAMENT:** A type of tournament which is played on a single table until there is one winner or an agreement is made between finalists to end the game.

**SHOWDOWN:** The final act of determining the winner of the pot after all betting has been completed

**SMALL BLIND:** The smallest blind in a game with multiple blind bets

**SPLIT POT:** A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown

**STRAIGHT:** Five consecutive ranks of any suit

**STRAIGHT FLUSH:** Five consecutive ranks of the same suit

**TABLE STAKES:** The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand

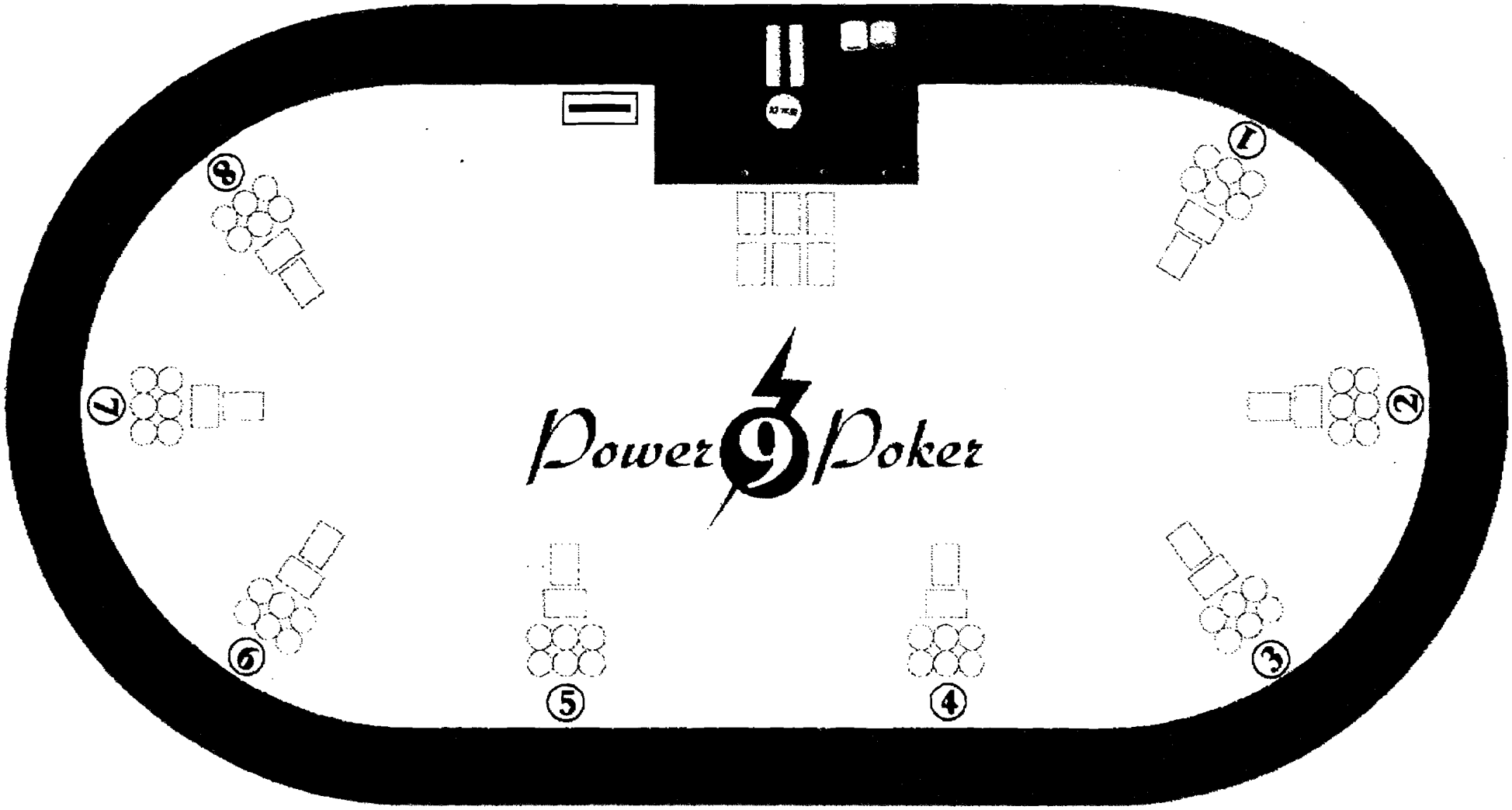
**TOURNAMENT:** A competition for players to determine whom is the best player

**TURN CARD:** The fourth community card in Texas Hold 'Em (also called fourth street)

**TRIPS:** Three of a kind. Also called a set.

**WAGER:** A bet or a raise

# Power 9 Poker


Power 9 Poker
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Power 9 Poker is a new casino table game that plays like Pai Gow Poker. The game is played with a standard deck of 52 cards with two jokers. The joker is a wild card.

Players and the house dealer or banker (hereafter referred to as the banker) each receive six cards face down.

**RULES OF PLAY**

All players compete against the banker. Players and the banker must arrange their six cards into a three-card front segment and a three-card back segment. The front segment must not outrank the back segment. The player's two segments are compared with the corresponding banker's two segments. If two corresponding segments being compared equal, which is known as a "copy," the banker wins that segment.

Hand rankings for a three-card segment are listed below in descending order:

1) The Power pair
2) Three of a kind (AAA,KKK,QQQ, ... 222)
3) One pair (AA,KK,QQ, ... 22)
4) Points 9, 8, 7 ... 1, 0

The highest ranking is the Power pair, which consists of two jokers with any other card. The highest three of a kind is three Aces and the lowest three of a kind is three twos. A joker and any pair form a three of a kind. The highest pair is a pair of Aces and the lowest pair is a pair of twos. A joker and any other card form a pair. If a hand has no pairs, triplets and jokers, then the sum of the three cards modulo 10 will be the point total of the hand. All face cards and 10 count as 0, aces counts as 1 and all other cards count as their value. For example, a hand of 9,8,K has 7 points.

The banker/dealer must play the house way strategy. When a player's hand is compared with the banker's hand, both segments must be of higher ranking to win the bet. The player loses his bet if both segments lose. If the player wins one segment and loses the other, it's a push with no money changing hands. When the two segments being compared have the same pair, then the singleton (kicker) is used as the tie breaker. When both the segments being compared have 9 points, then the highest card is used as the tie breaker. There will be no tie breakers for segments that total 8 points or lower when two segments tie. For example, 3,6,K will beat 2,7,Q but 3,5,J will tie (copy) 2,6,K.

No commission is charged on a player winning hand.

**Possible Outcomes of Player Hand vs. Banker Hand**

| Front Segment | Back Segment | Outcome |
|---|---|---|
| loss | loss | loss |
| loss | tie | loss |
| loss | win | push |
| tie | loss | loss |
| tie | tie | loss |
| tie | win | push |
| win | loss | push |
| win | tie | push |
| win | win | win |

**House Way Strategy**

All possible hands fall within the following 16 categories. The house way strategy is presented in each category:

1) The Power pair
   1.1) With no other pairs:
   Split the Power pair and play the highest card in the back and the second highest in the front.
   1.2) With one other pair:
   Split the Power pair only if using one joker can improve the front hand to a pair of 10s or higher.
   1.3) With two other pairs:
   Always split the Power pair to make two triplets.
   1.4) With a triplet:
   Keep the Power pair in the back.
   1.5) With a 4 of a kind:
   Keep the Power pair in the back.
2) 6 singletons (no pairs)
   When neither pairs nor jokers are available, the hand will be played by bringing the front and back hands as close to each other as possible.
3) 1 pair
   A pair of 9s or lower should be split to improve the front to 8 points or higher if the front is less than 6 points. Otherwise, keep the pair in the back.
4) 2 pairs
   Play the high pair in the back and the lower pair in the front.
5) 1 triplet
   Never split three 9s or lower.
   Split three 10s or Jacks to improve the front to 8 points or better.
   Split three Queens or Kings to improve the front to 7 points or better.
   Split three Aces to improve the front to 6 points or better.
   Otherwise, do not split the triplet.
   Note that three 10s or better will not be split to improve the front if the front already has 9 points.

6) 1 triplet and 1 pair

Play the triplet in the back and the pair in the front.

7) 3 pairs

Play the highest pair in the back and the middle pair in the front.

8) 2 triplets

Play the high triplet in the back and the low triplet in the front.

9) 4 of a kind

Split a 4 of a kind and play one pair each in the front and back.

10) 4 of a kind and 1 pair

Keep a triplet in the back and a pair in the front.

11) 1 joker with no pairs

The strategy varies with the number of high cards (Jacks through Aces) in the hand.

11.1) With no high cards:

Try setting the front to 9 points without using the highest card in the hand. Otherwise the front will be set to its best possible ranking with the use of the highest card in the hand.

11.2) With 1 high card:

a) keep the high card with the joker for the back hand if one can keep 8 points or better in the front (If this is possible, the hand is done with.)

b) If 8 points or better is unachievable for the front unless using the high card, then that high card is used in the front as long as a pair whose value is within three of the high card can be played in the back hand. For example, a hand of joker,J,10,9,8,3 is played as J,10,9-Joker,8,3.

c) If steps a and b above are unachievable, the high card will be paired with the joker in the back, and the best front hand will be formed from the 4 remaining cards.

11.3) With 2 or more high cards:

If the front can be improved to the highest ranking possible that is no less than 6 points with any of the high cards and the difference between the highest card in the front and the highest card in the back is within 3, then keep that high card in the front. Otherwise, keep the highest card in the back.

12) 1 joker and 1 pair

Play as 2 pairs.

13) 1 joker and 2 pairs

Keep the joker and the low pair in the back and the high pair in the front.

14) 1 joker and 1 triplet

Keep the triplet in the back and the joker in the front.

15) 1 joker, 1 triplet and 1 pair

Keep the joker with the pair to make a triplet. Play the high triplet in the back.

16) 1 joker and a 4 of a kind

Play a triplet in the back and the joker in the front.

# Hand Rankings

Rk = Rank  Cd = 3 Cards  T = 10  * = Joker

| Rk | Cd | Rk | Cd | Rk | Cd | Rk | Cd | Rk | Cd | Rk | Cd | Rk | Cd |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 235 | 2 | 237 | 4 | 248 | 6 | 24J | 8 | 26Q | 21 | 227 | 69 | 667 |
| 0 | 27A | 2 | 246 | 4 | 257 | 6 | 24Q | 8 | 26K | 22 | 228 | 70 | 668 |
| 0 | 28T | 2 | 29A | 4 | 347 | 6 | 24K | 8 | 279 | 23 | 229 | 71 | 669 |
| 0 | 28J | 2 | 2TJ | 4 | 356 | 6 | 259 | 8 | 34A | 24 | 22T | 72 | 66T |
| 0 | 28Q | 2 | 2TQ | 4 | 3TA | 6 | 268 | 8 | 35T | 25 | 22J | 73 | 66J |
| 0 | 28K | 2 | 2TK | 4 | 3JA | 6 | 349 | 8 | 35J | 26 | 22Q | 74 | 66Q |
| 0 | 36A | 2 | 2JQ | 4 | 3QA | 6 | 358 | 8 | 35Q | 27 | 22K | 75 | 66K |
| 0 | 37T | 2 | 2JK | 4 | 3KA | 6 | 367 | 8 | 35K | 28 | 22A | 76 | 66A |
| 0 | 37J | 2 | 2QK | 4 | 49A | 6 | 457 | 8 | 369 | 29 | *32 | 77 | *72 |
| 0 | 37Q | 2 | 345 | 4 | 4TJ | 6 | 5TA | 8 | 378 | 29 | 332 | 77 | 772 |
| 0 | 37K | 2 | 38A | 4 | 4TQ | 6 | 5JA | 8 | 459 | 30 | 334 | 78 | *73 |
| 0 | 389 | 2 | 39T | 4 | 4TK | 6 | 5QA | 8 | 468 | 31 | 335 | 78 | 773 |
| 0 | 45A | 2 | 39J | 4 | 4JQ | 6 | 5KA | 8 | 567 | 32 | 336 | 79 | *74 |
| 0 | 46T | 2 | 39Q | 4 | 4JK | 6 | 69A | 8 | 7TA | 33 | 337 | 79 | 774 |
| 0 | 46J | 2 | 39K | 4 | 4QK | 6 | 6TJ | 8 | 7JA | 34 | 338 | 80 | *75 |
| 0 | 46Q | 2 | 47A | 4 | 58A | 6 | 6TQ | 8 | 7QA | 35 | 339 | 80 | 775 |
| 0 | 46K | 2 | 48T | 4 | 59T | 6 | 6TK | 8 | 7KA | 36 | 33T | 81 | *76 |
| 0 | 479 | 2 | 48J | 4 | 59J | 6 | 6JQ | 8 | 89A | 37 | 33J | 81 | 776 |
| 0 | 569 | 2 | 48Q | 4 | 59Q | 6 | 6JK | 8 | 8TJ | 38 | 33Q | 82 | 778 |
| 0 | 578 | 2 | 48K | 4 | 59K | 6 | 6QK | 8 | 8TQ | 39 | 33K | 83 | 779 |
| 0 | 9TA | 2 | 56A | 4 | 67A | 6 | 78A | 8 | 8TK | 40 | 33A | 84 | 77T |
| 0 | 9JA | 2 | 57T | 4 | 68T | 6 | 79T | 8 | 8JQ | 41 | *42 | 85 | 77J |
| 0 | 9QA | 2 | 57J | 4 | 68J | 6 | 79J | 8 | 8JK | 41 | 442 | 86 | 77Q |
| 0 | 9KA | 2 | 57Q | 4 | 68Q | 6 | 79Q | 8 | 8QK | 42 | *43 | 87 | 77K |
| 0 | TJQ | 2 | 57K | 4 | 68K | 6 | 79K | 9 | 234 | 42 | 443 | 88 | 77A |
| 0 | TJK | 2 | 589 | 4 | 789 | 7 | 24A | 10 | 478 | 43 | 445 | 89 | *82 |
| 0 | TQK | 2 | 679 | 5 | 23T | 7 | 25T | 10 | 568 | 44 | 446 | 89 | 882 |
| 0 | JQK | 3 | 238 | 5 | 23J | 7 | 25J | 11 | 289 | 45 | 447 | 90 | *83 |
| 1 | 236 | 3 | 247 | 5 | 23Q | 7 | 25Q | 11 | 379 | 46 | 448 | 90 | 883 |
| 1 | 245 | 3 | 256 | 5 | 23K | 7 | 25K | 11 | 469 | 47 | 449 | 91 | *84 |
| 1 | 28A | 3 | 2TA | 5 | 249 | 7 | 269 | 12 | 27T | 48 | 44T | 91 | 884 |
| 1 | 29T | 3 | 2JA | 5 | 258 | 7 | 278 | 12 | 36T | 49 | 44J | 92 | *85 |
| 1 | 29J | 3 | 2QA | 5 | 267 | 7 | 34T | 12 | 45T | 50 | 44Q | 92 | 885 |
| 1 | 29Q | 3 | 2KA | 5 | 348 | 7 | 34J | 13 | 27J | 51 | 44K | 93 | *86 |
| 1 | 29K | 3 | 346 | 5 | 357 | 7 | 34Q | 13 | 36J | 52 | 44A | 93 | 886 |
| 1 | 37A | 3 | 39A | 5 | 456 | 7 | 34K | 13 | 45J | 53 | *52 | 94 | *87 |
| 1 | 38T | 3 | 3TJ | 5 | 4TA | 7 | 359 | 13 | 9TJ | 53 | 552 | 94 | 887 |
| 1 | 38J | 3 | 3TQ | 5 | 4JA | 7 | 368 | 14 | 27Q | 54 | *53 | 95 | 889 |
| 1 | 38Q | 3 | 3TK | 5 | 4QA | 7 | 458 | 14 | 36Q | 54 | 553 | 96 | 88T |
| 1 | 38K | 3 | 3JQ | 5 | 4KA | 7 | 467 | 14 | 45Q | 55 | *54 | 97 | 88J |
| 1 | 46A | 3 | 3JK | 5 | 59A | 7 | 6TA | 14 | 9TQ | 55 | 554 | 98 | 88Q |
| 1 | 47T | 3 | 3QK | 5 | 5TJ | 7 | 6JA | 14 | 9JQ | 56 | 556 | 99 | 88K |
| 1 | 47J | 3 | 48A | 5 | 5TQ | 7 | 6QA | 15 | 27K | 57 | 557 | 100 | 88A |
| 1 | 47Q | 3 | 49T | 5 | 5TK | 7 | 6KA | 15 | 36K | 58 | 558 | 101 | *92 |
| 1 | 47K | 3 | 49J | 5 | 5JQ | 7 | 79A | 15 | 45K | 59 | 559 | 101 | 992 |
| 1 | 489 | 3 | 49Q | 5 | 5JK | 7 | 7TJ | 15 | 9TK | 60 | 55T | 102 | *93 |
| 1 | 56T | 3 | 49K | 5 | 5QK | 7 | 7TQ | 15 | 9JK | 61 | 55J | 102 | 993 |
| 1 | 56J | 3 | 57A | 5 | 68A | 7 | 7TK | 15 | 9QK | 62 | 55Q | 103 | *94 |
| 1 | 56Q | 3 | 58T | 5 | 69T | 7 | 7JQ | 16 | 26A | 63 | 55K | 103 | 994 |
| 1 | 56K | 3 | 58J | 5 | 69J | 7 | 7JK | 16 | 35A | 64 | 55A | 104 | *95 |
| 1 | 579 | 3 | 58Q | 5 | 69Q | 7 | 7QK | 16 | 8TA | 65 | *62 | 104 | 995 |
| 1 | 678 | 3 | 58K | 5 | 69K | 7 | 89T | 16 | 8JA | 65 | 662 | 105 | *96 |
| 1 | TJA | 3 | 67T | 5 | 78T | 7 | 89J | 16 | 8QA | 66 | *63 | 105 | 996 |
| 1 | TQA | 3 | 67J | 5 | 78J | 7 | 89Q | 16 | 8KA | 66 | 663 | 106 | *97 |
| 1 | TKA | 3 | 67Q | 5 | 78Q | 7 | 89K | 17 | 223 | 67 | *64 | 106 | 997 |
| 1 | JQA | 3 | 67K | 5 | 78K | 8 | 25A | 18 | 224 | 67 | 664 | 107 | *98 |
| 1 | JKA | 3 | 689 | 6 | 23A | 8 | 26T | 19 | 225 | 68 | *65 | 107 | 998 |
| 1 | QKA | 4 | 239 | 6 | 24T | 8 | 26J | 20 | 226 | 68 | 665 | 108 | 99T |

| Rk | Cd | Rk | Cd | Rk | Cd |
|---|---|---|---|---|---|
| 109 | 99J | 143 | QQ8 | 174 | *33 |
| 110 | 99Q | 144 | *Q9 | 174 | 333 |
| 111 | 99K | 144 | QQ9 | 175 | *44 |
| 112 | 99A | 145 | *QT | 175 | 444 |
| 113 | *T2 | 145 | QQT | 176 | *55 |
| 113 | TT2 | 146 | *QJ | 176 | 555 |
| 114 | *T3 | 146 | QQJ | 177 | *66 |
| 114 | TT3 | 147 | QQK | 177 | 666 |
| 115 | *T4 | 148 | QQA | 178 | *77 |
| 115 | TT4 | 149 | *K2 | 178 | 777 |
| 116 | *T5 | 149 | KK2 | 179 | *88 |
| 116 | TT5 | 150 | *K3 | 179 | 888 |
| 117 | *T6 | 150 | KK3 | 180 | *99 |
| 117 | TT6 | 151 | *K4 | 180 | 999 |
| 118 | *T7 | 151 | KK4 | 181 | *TT |
| 118 | TT7 | 152 | *K5 | 181 | TTT |
| 119 | *T8 | 152 | KK5 | 182 | *JJ |
| 119 | TT8 | 153 | *K6 | 182 | JJJ |
| 120 | *T9 | 153 | KK6 | 183 | *QQ |
| 120 | TT9 | 154 | *K7 | 183 | QQQ |
| 121 | TTJ | 154 | KK7 | 184 | *KK |
| 122 | TTQ | 155 | *K8 | 184 | KKK |
| 123 | TTK | 155 | KK8 | 185 | *AA |
| 124 | TTA | 156 | *K9 | 185 | AAA |
| 125 | *J2 | 156 | KK9 | 186 | **2 |
| 125 | JJ2 | 157 | *KT | 186 | **3 |
| 126 | *J3 | 157 | KKT | 186 | **4 |
| 126 | JJ3 | 158 | *KJ | 186 | **5 |
| 127 | *J4 | 158 | KKJ | 186 | **6 |
| 127 | JJ4 | 159 | *KQ | 186 | **7 |
| 128 | *J5 | 159 | KKQ | 186 | **8 |
| 128 | JJ5 | 160 | KKA | 186 | **9 |
| 129 | *J6 | 161 | *A2 | 186 | **A |
| 129 | JJ6 | 161 | AA2 | 186 | **J |
| 130 | *J7 | 162 | *A3 | 186 | **K |
| 130 | JJ7 | 162 | AA3 | 186 | **Q |
| 131 | *J8 | 163 | *A4 | 186 | **T |
| 131 | JJ8 | 163 | AA4 | | |
| 132 | *J9 | 164 | *A5 | | |
| 132 | JJ9 | 164 | AA5 | | |
| 133 | *JT | 165 | *A6 | | |
| 133 | JJT | 165 | AA6 | | |
| 134 | JJQ | 166 | *A7 | | |
| 135 | JJK | 166 | AA7 | | |
| 136 | JJA | 167 | *A8 | | |
| 137 | *Q2 | 167 | AA8 | | |
| 137 | QQ2 | 168 | *A9 | | |
| 138 | *Q3 | 168 | AA9 | | |
| 138 | QQ3 | 169 | *AT | | |
| 139 | *Q4 | 169 | AAT | | |
| 139 | QQ4 | 170 | *AJ | | |
| 140 | *Q5 | 170 | AAJ | | |
| 140 | QQ5 | 171 | *AQ | | |
| 141 | *Q6 | 171 | AAQ | | |
| 141 | QQ6 | 172 | *AK | | |
| 142 | *Q7 | 172 | AAK | | |
| 142 | QQ7 | 173 | *22 | | |
| 143 | *Q8 | 173 | 222 | | |

## Mathematical Analysis

There are C54,6 x C48,6 = 25,827,165 x 12271512 = 316,938,365,223,480 ways to deal any 6 cards to a player and then any 6 cards to the banker from the remaining 48 card deck. However, since suits don't count, there are only 26,390 distinct ways to deal any 6 cards to the player. In theory each of these 26,390 hands can be set in ten ways at most but some of the inferior ways can be eliminated before the hand is compared with the dealer hand. The following chart shows the valid and good ways of setting these hands.

Ways of Dealing and Setting the Player Hand

| Ways of Setting the Hand | Number of Hands |
|---|---|
| 1 | 5280 |
| 2 | 10464 |
| 3 | 4786 |
| 4 | 5073 |
| 5 | 552 |
| 6 | 173 |
| 7 | 49 |
| 8 | 13 |
| Total | 26390 |

A computer program was developed to determine the optimal strategy and the house advantage. The software dealt each distinct player hand, tried all reasonably good ways of setting the hand, compared the hand with the banker's hands dealt from the remaining deck and noted down the best play and its expectation.

The player who employs the optimal strategy against the house-way strategy will fare as follows:

| Outcome | % Probability |
|---|---|
| Win | 33.12 |
| Loss | 35.25 |
| Push | 31.64 |
| Total | -2.13 |

By playing the optimal strategy against the house-way strategy the player can reduce the house edge to 2.13%.

## GLOSSARY:

**ACTION BUTTON** – A BUTTON USED TO MARK THE HAND WHICH WILL BE THE 1ST HAND DELIVERED TO A PLAYER.

**BANKER BUTTON** – A BUTTON USED TO PLACE IN FRONT OF AND TO SIGNIFY THE PLAYER IS THE PLAYER-BANKER.

**PLAYER-BANKER** –THE PLAYER WHO HAS THE TURN AND CHOOSE TO BANK OR DEAL.

**BETTOR(S)** – ONE(S) WHO BET(S) ON A HAND AGAINST THE PLAYER-BANKER'S HAND.

**1ST ACTION** – WHERE PAYING OFF STARTS.

**WHOLE HAND** –THE SIX CARDS (FOR THIS GAME), 3 CARDS DIVIDED FOR THE FRONT HAND, AND 3 CARDS FOR THE BACK HAND.

**FRONT HAND** – THE FRONT HAND OR THE FRONT SEGMENT OF 3 CARDS OF A WHOLE HAND.

**BACK HAND** – THE BACK HAND OR THE BACK SEGMENT OF 3 CARDS OF A WHOLE HAND.

**POWER PAIR** – THE PAIR COMPRISES OF 2 JOKERS.

**POWER CARD** – THE CARD USED TO DETERMINE WINNING OR LOSING OF THE REFERENCED HANDS WHEN THEY HAVE 9 POINTS OR THE SAME PAIRS.

**TRIPLETS** – 3 OF A KIND OR **TRIPS**

**REDUCING OF TRIPLETS** – THE IDEA OF USING ONE CARD OF THE TRIPLETS TO ENHANCE THE FRONT HAND'S VALUE OR POINTS STRENGTH.

**NO-PAIR HAND** – A HAND WITH DIFFERENT RANKING CARDS OR A HAND VALUED BY POINTS.

**COPIES** – REFERENCED HANDS WHICH HAVE EXACT SIMILAR CARDS OR SAME VALUES.

**PUSHED-HAND** – A FRONT HAND BEATS ITS REFERENCED HAND, AND THE BACK HAND LOSE TO ITS REFERENCED HAND OR VICE-VERSA.

**FOULED-HAND** – A WHOLE HAND WHICH IS PLAYED AND SET AS HIGHER RANKING IN THE FRONT HAND AND LOWER RANKING IN THE BACK HAND.

# NORMANDIE CASINO

**Power 9 Poker**
**Limits and Collections**

| Limit | Player | Player-Dealer |
|---|---|---|
| $5-$50 | $50 | $1.00 |
| $10-$100 | $1.00 | $2.00 |
| $25-$100 | $1.00 | $2.00 |
| $100-$300 | $2.00 | $4.00 |
| $300-$500 | $3.00 | $5.00 |

# "AAA"

Game Objective:

A three cards hand is dealt to the designated players who play againts all other players. Each player's hand is compared to the others and the best hand wins the pot. (see chart: fig. 1 fig. 2 fig 3. for ranking combinations)

The "AAA" Game Set:

The game is played with a standard deck of 52 cards, having four suits of each of an ace,2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.

Game Structure:

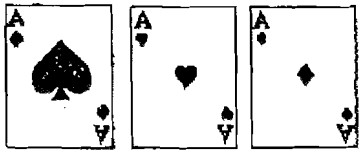
1. Each player is dealt 3 cards (face down) clockwise, starting from the first player (button) one card at a time.
2. The first player has the option to cut the cards, pass the button to the next player, to bet on the open spots.
3. After each player looks at their hand strenght, he/she has an option to chanage one of the cards to improve the hand.
4. The players reveal the cards and the dealer tabulates the and strenght and award the front pot to the best hand.
5. The second bets are awarded to the strongest hand of the second bets. To be eligible to win the second bets, a player must have a better hand then a standard hand class with a point total of eight or better. If no player is eligible for the second bet, it is refunded to the players. No service fee is collected (complimentary collections refunded.)
6. The winner of the round recieves winnings minus a contribution to the jackpot is shared equally among all of the players at the table who played the round.
7. After the round is over, the button moves one spot clockwise.

## Game Rules:

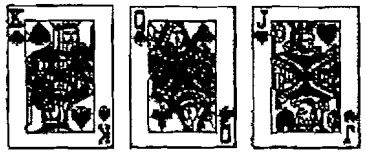
1) The game of "AAA" is played with a standard deck of 52 cards having four suits of each of an **Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K.**
2) Starting from seat one, the button moves from one spot at a time and gives every player an equal opportunity to be the first player.
3) The first player has the option to cut the cards, to pass the button and bet on spots.
4) Service fees are paid for each round of play
   $1 for each bet of $10 - $100 for front bet
   $0.50 for each bet of $10-$100 for back bet
5) Jackpot drops are collected for each round of play. There is no jackpot when there are less then 4 spots played.
6) After each player looks at their hand strength, each player can have an option to change one of the cards to try to get a better hand.
7) The best hand wins the front pot.
8) The second pot winner has to be eight points or higher to be qualified. Otherwise all bets and collections will be returned to players.
9) The house dealer is not included for the purpose of playing the game. House does not participate whatsoever in the actual play of the game and has no interest in the outcome of any game.
10) Each table has a spread limit defining the amounts that may be wagered in each spot. This spread limit shall be displayed at each table.
11) The action button is placed in front of the player identified as the first player.
12) Each player must bet the same table designated amount and pay the "service fee".
13) The active player cannot refuse front/back line bets. He/she may not prohibit any player from wagering on that spot if he/she is not wagering on it.
14) The first player may request an extra shuffle before he/she cut/not cut the deck.
15) All players must put the entire wager in the spot, pay service fee, before the dealer starts dealing the cards.
16) Any attempts to switch, pass and/or hold out cards will cause a hand to be fouled and the forfeiture of that wager to the extent that the money covers.
17) Any player removing a losing bet may be barred and/or subject to prosecution. Management reserves the full rights as permitted by the Court of Law.
18) All players are forbidden to show or discuss their hands with any other player(s). If players have discussed their hands, the hand will be played according to "House Way".
19) Open spots play house way. If player has eight points, they cannot hit (must stay).
20) Management reserves the right to make decisions, which are in the best interest of the game.

# RANKING COMBINATIONS

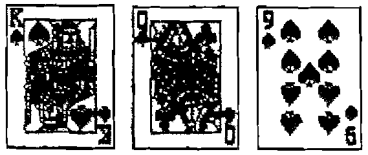
SPECIAL HANDS

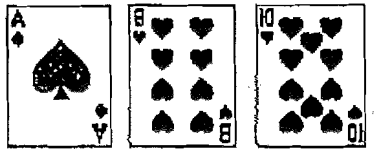
1 

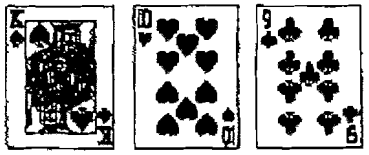
SPECIAL HANDS

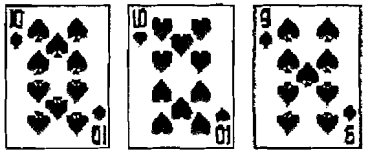
2 

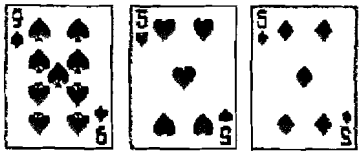
SPECIAL HANDS

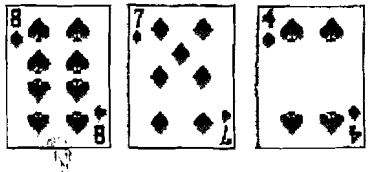
3 

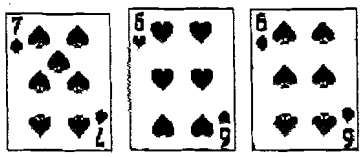
4 

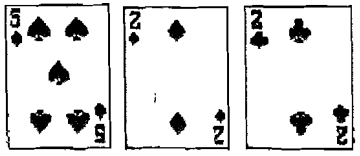
5 

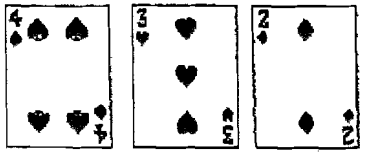
6 

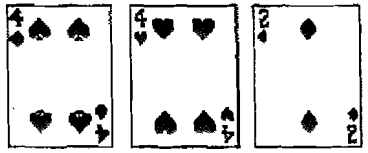
7 

8 

9 

10 

11 

12 

ZERO POINT LOWEST HAND

# *Super "9"*

## BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to "9" as possible.

2. The value of each player's hand is compared with player/ dealer's hand. The hand with a value closer to "9" wins.

3. The game is played with a plural standard deck of cards with all 7s, 8s, 9s, and 10s removed. Jokers are not used. The game can be played with a minimum of one (1) and a maximum of twelve (12) decks dealt from a shoe.

4. Value of Cards: Cards between 2 and 6 have face value. Aces have a value of one. Picture cards are counted as zero.

5. The value of each hand is the sum of its cards. Hands with a value of ten or more are deemed to have the value of the first digit (*e.g.*, 13 = 3; 15 = 5, etc.).

6. All players, including player/dealer, receive three cards face down in rotation one at a time dealt first to the first position left of the player/dealer position. At the completion of the deal the house dealer turns open top card of the player/dealer's hand.

7. Players have the option of receiving a maximum of one draw ("Hit") card. Players must position their hands in the proper HIT or STAND box on the table to designate whether they wish to receive or not receive a draw card. The players will receive draw cards starting from the next clockwise position from the player/dealer position.

8. The Player/dealer wins all ties on zero and one.. All other tie hands with equal value are a push and no money is exchanged (*i.e.*, there is "no action").

9. Players must take a draw card on 4's or below and must stand on 7's and above. Option hands are 5's and 6's.

10. House way: Players draw with a 5 or below and stand 6 or above. The house way must be used by the house dealer when a player requests the house dealer to play any additional hand.

11. The game is eight handed.

12. The collection is taken from each player for every bet prior to start of the game.

13. Third Proposition Players only prescribed by law are permitted to play.

14. Back line betting is allowed in accordance with local ordinance.

15. "Round of Play": Players choose their spots around a blackjack style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.

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

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

## PLAYER/DEALER

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

| Rules for Player / Dealer | | |
|---|---|---|
| Must Stand on | Must Hit On | Have Option on |
| 7 OR MORE | 4 OR LESS | 5& 6 |

## PLAYERS

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

| Rules for Players | | |
|---|---|---|
| **Must Stand on** | **Must Hit On** | **Have Option on** |
| **7 OR MORE** | **4 OR LESS** | **5& 6** |

# Action Button

The Action Button designates the hand that receives first action in each round of play. There are three alternate methods of determining placement of the Action Button: 1) Traditional Dice Cup Procedure; 2) Card Procedure; and 3) Random Number Generator Technology.

The Traditional Dice Cup procedure is currently used through out California casinos in Pan 9. Three dice are placed in a cup and are shaken by a designated player. The sums of the numbers on the up facing dice determine where the Action Button is placed. The player-dealer position is designated as the first, ninth and seventeenth position.

The Card Procedure is described below.

The Random Number Generator Technology used digital computer technology to randomly generate a number between one (1) and seven (7). This number determines the position of the Action Button.

**Card Procedure.** The House Dealer will use Player/Dealer's cards to determine the action button position. After all hands have been properly positioned to hit or stand position , the House Dealer will uncover the second card of the Player/Dealers hand (please be reminded that the Player/Dealer will start with one card face up) to determine the action button position according to the following chart:

| PLAYER/ DEALER'S SECOND CARD | ACTION BUTTON POSITION |
|---|---|
| ACE | 1ST SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| 2 | 2ND SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| 3 | 3RD SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| 4 | 4TH SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| 5 | 5TH SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| 6 | 6TH SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| JACK | 7TH SEAT CLOCKWISE FROM THE PLAYER/DEALER |

| | |
|---|---|
| QUEEN | OPEN THE THIRD CARD OF THE PLAYER/DEALER |
| KING | OPEN THE THIRD CARD OF THE PLAYER/DEALER |

| PLAYER/ DEALER'S THIRD CARD | ACTION BUTTON POSITION |
|---|---|
| QUEEN | 2ND SEAT CLOCKWISE FROM THE PLAYER/DEALER |
| KING | 5TH SEAT CLOCKWISE FROM THE PLAYER/DEALER |

## VALUES OF CARDS

A plural deck of standard cards without jokers, with 7s, 8s, 9s, and 10s removed, is used for playing of the game. Up to twelve decks of cards are used.

- All cards between 1-6 have their face value.
- Aces are 1.
- Picture cards have value of 0.

## Ranking Chart

| Sequence | Cards | Values |
|---|---|---|
| 1. | Ace | 1 |
| 2. | Two | 2 |
| 3. | Three | 3 |
| 4. | Four | 4 |
| 5. | Five | 5 |
| 6. | Six | 6 |
| 7. | Jack | 0 |
| 8. | Queen | 0 |
| 9. | King | 0 |

# Hand Ranking Chart

| Sequence | Value | |
|---|---|---|
| 1 | 9 | |
| 2 | 8 | |
| 3 | 7 | |
| 4 | 6 | |
| 5 | 5 | |
| 6 | 4 | |
| 7 | 3 | |
| 8 | 2 | |
| 9 | 1 | Player/ Dealer Wins |
| 10 | 0 | Player/ Dealer Wins |

- Player /dealer wins all ties on 0 & 1. All other ties from 2-9 are pushes.

SUPER NINE

**LIMITS AND COLLECTIONS:**

| Table Limit | Player Collection | Player/Dealer Collection | Jackpot Fee |
|---|---|---|---|
| $5 - $25 | $0.50 | $1.00 | $1.00 |
| $5 - $50 | $0.50 | $1.00 | $1.00 |
| $10 - $100 | $1.00 | $2.00 | $1.00 |
| $10 - $100 | $1.00 | $2.00 | $1.00 |
| $50 - $300 | $2.00 | $4.00 | $1.00 |
| $300 - $500 | $3.00 | $5.00 | N/A |

# Normandie Casino
# Three Card Poker

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

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

**Rules for Three Card Poker:**

1. Three Card Poker is played on either a blackjack-style or poker-style table.

2. The game is played with up to six standard 52-card decks.

3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

5. Players must make an Ante wager and pay a collection to be dealt in.

6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.

7. Once players inspect their hand, they have two options:

    a) Fold the hand and forfeit the Ante; or

    b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The player/dealer must qualify to play with a minimum Queen-high.

    a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.

b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

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's wager covers.

10. The round of play ends when the player/dealer exhausts his wager, 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. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

**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 can be any amount from $5-$100 with a maximum payout of $20,000 per seated player in any round.

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 |

***Glossary of terms used in the controlled game:***

**Action Button** A token used to designate where the settling of bets will begin (the action).

**Ante** The mandatory wager players make before seeing their hand.

**Bonus Bet** An optional bet for players who place an ante bet. See bonus bet pay chart in rules.

**Fold** The player option to surrender his/her ante, rather than continue the game.

**Play Bet** An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.

**Play Wager** If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.

**Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).

**Qualifier** A specific set of card(s) that a player and/or the Player/dealer must have to play.

**Seated-positions** The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

# Normandie Casino

# Pittsburgh Poker/21

A casino table game that brings the excitement of Texas Hold'em to the traditional table style game that pits the player against the player-dealer.

**General Rules**

1) Pittsburgh Poker/21 is played on either a blackjack-style or poker-style table.

2) The game is played with a standard 52-card deck with no jokers.

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) Two cards are dealt, face-down, to each player. The player/dealer receives two cards, blackjack style, one up and one down.

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 bet that is between two (2) and twenty (20) times the amount of his ante.

8) Players that decide to play turn over their two cards face-up on the table.

9) The player/dealer turns over his two cards face-up and MUST draw out his hand to a seventeen (17) or better blackjack hand.

   a) EXAMPLE: If the player/dealer has a Jack of Clubs and a Five of Hearts, he has fifteen (15). He must hit until he has seventeen (17) or better, or busts.

   b) EXAMPLE: If the player/dealer has a Jack of Clubs and an Eight of Hearts, he has eighteen (18) a completed hand and does not take any hit cards.

# Normandie Casino

# Pittsburgh Poker/21

10) The player/dealer then takes his completed blackjack hand with his two (2) or more cards, (including his hit and bust cards if applicable), and uses all of those cards as his starting Hold'em hand.

11) The house dealer then deals out five (5), face-up, community cards (the Flop) across the middle of the table.

12) At the showdown, each player and the player/dealer may use any combination of their two (2) or more hole cards and the community cards or may play the board and use no hole cards to make the highest-ranking five-card poker hand.

13) Each player's hand is compared to the player/dealer's hand, in turn, to decide the winners and the losers. Standard poker rankings apply.

   a) If the player's hand beats the player/dealer's, the player wins even money on their ante and bet.

      i) **Premium Hand Bonus -** (applies to bet portion only) Winning hands with TRIPS or better pays 2:1. Winning hands with QUADS or better pays 8:1.

   b) If the player/dealer's hand beats the player's, the player loses.

14) All bets receive action to the extent that the player/dealer's wager covers.

15) 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.

Normandie Casino

# Pittsburgh Poker/21

## Table Limits & *Collection Fees*

| Table Limits | Player Fee | P/D Fee |
|---|---|---|
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $300 - $500 | $3.00 | $5.00 |

If the minimum limit changes and the maximum stays the same, the collection will stay the same as the maximum limit collection rate.

# Normandie Casino
# Pai Gow Poker Qualifier

***Standards of play:***

Standards are the same as those of the traditional Pai Gow Poker game played at the Normandie Casino. It is played with a standard 52-card deck with one Joker added. Each player competes against the player-dealer to make the best possible hand.

In Pai Gow Poker Qualifier (PGPQ), a qualifying hand must be made by the player's hand and the player/dealer's hand in order for the winners and losers to be determined.
If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses.

***Type of card deck used:***

PGPQ is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

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

***Dealing procedures:***

- The casino dealer deals the cards into seven piles of seven cards.
- 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.

# Normandie Casino
# Pai Gow Poker Qualifier

- Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

***Number of players in the game:***

A maximum of seven players including the player/dealer position.

***How and when are house fees collected:***

House fees are collected after the cards have been dealt and prior to the player/dealer's hand being opened and set.

***Betting scheme:***

Players may place wagers bearing in mind the posted table minimum and maximum. 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, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- Both the player and the player/dealer's hand must qualify to play:
  - A player must have at least a K-9 in their five card hand to qualify/play; and
  - The player/dealer must have at least a Q-7 in his/her five card hand to qualify/play.
  - If a player's or the player/dealer's hand does not qualify, the hand is a push and no one wins or loses.
- **Option:** The player/dealer must have a Queen high in his/her five card hand to qualify/play. All players' hands will receive ½ of their wager if they win and will lose only ½ of their wager if their hand is beaten.
- Winning hands are paid even money; losing hands lose the amount wagered.

# Normandie Casino
# Pai Gow Poker Qualifier

***Round of Play***

- In a new game, the player/dealer is determined by starting at seat number one and continues clockwise.
- Each player and the player/dealer put up any bets they wish to place for the next hand.
- The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action 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 buttonEach seated-position (with at least one bet on it) receives a pile of seven cards.
- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. The player/dealer's five card hand must rank higher than his/her two card hand.
- Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- The player/dealer must qualify with a Q-7 in the back, and a player must qualify with K-9 or higher in the back.
- All wagers are settled.
- 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. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

***Type of gaming table utilized for this game:***

An industry standard Pai Gow Poker table will be used to play PGPQ.

# Normandie Casino
# Pai Gow Poker Qualifier

***Other equipment used:***

An industry standard dice cup with three dice will be utilized.

***Glossary of terms used in the controlled game:***

| | |
|---|---|
| **Action Pile** | The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup. |
| **Action Button** | A token used to designate where the settling of bets will begin (the action). |
| **Action** | The player position where the settling of bets begins. |
| **Player/Dealer** | Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s). |
| **Qualifier** | A specific set of card(s) that a player and/or the Player/dealer |
| **Seated-positions** | The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand. |
| **House Way** | A predetermined strategy for setting a hand into two and five card hands which may vary from house to house. |
| **Copy** | When a players hand is ranked equally to the player/dealers hand. |
| **Push** | When a player wins either the high or the low hand and the player/dealer wins the other. |
| **Joker** | Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild. |
| **Wild** | A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking. |

# Normandie Casino
# Pai Gow Poker Qualifier

## Table Limits & *Collection Fees*

| Table Limits | Player Fee (per bet) | P/D Fee (per hand) |
|---|---|---|
| $5 - $25 | $0.50 | $1.00 |
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $25 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $300 - $500 | $3.00 | $5.00 |

If the minimum limit changes and the maximum stays the same, the collection will stay the same as the maximum limit collection rate.

# Normandie Casino
# Pai Gow Tiles Qualifier

***Standards of play:***

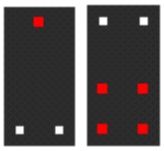
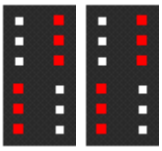
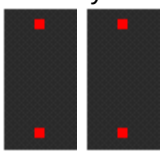
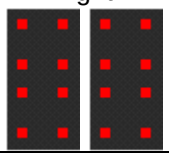
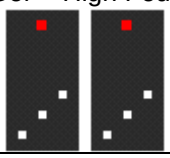
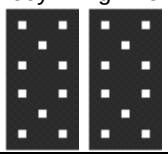
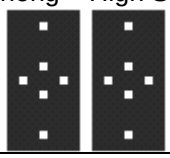
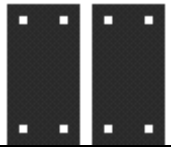
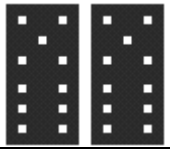
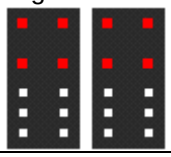
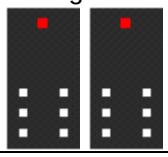
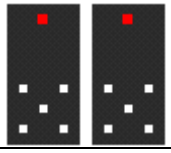
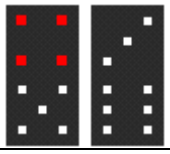
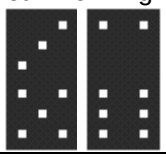
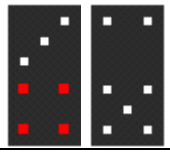
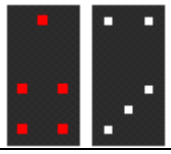
Standards are the same as those of the traditional Pai Gow Tiles game played at the Normandie Casino. Each player competes against the player-dealer to make the best possible hand. The object of Pai Gow Tiles Qualifier is to make two hands that outrank the two hands of the player/dealer.

In Pai Gow Tiles Qualifier (PGTQ), a qualifying hand must be made by the player's hand and the player/dealer's hand in order to for the winners and losers to be determined. If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses.

***Type of card deck used:***

PGTQ is played with a standard set of 32 black colored tiles (16 pairs) as used in the all other Pai Gow Tiles games. Every tile has a corresponding "twin", eleven of which are "identical twins." The other five (5) pairs do not look alike but have the same number of dots and the same ranking value. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. The ranking combinations are as follows: Bos, Wongs, Gongs, High Nines, Individual Tiles

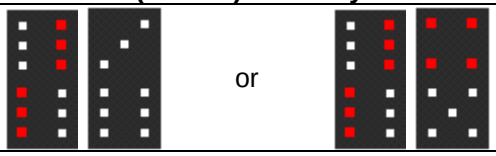
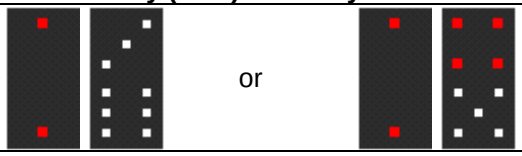
**Bo Rankings:**

| Rank | Combination | Rank | Combination | Rank | Combination | Rank | Combination |
|---|---|---|---|---|---|---|---|
| 1 | "Jee Joon"  | 2 | Teen  | 3 | Day  | 4 | Yun – High Eight  |
| 5 | Gor – High Four  | 6 | Mooy – High Ten  | 7 | Chong – High Six  | 8 | Bon – Low Four  |
| 9 | Foo – Eleven  | 10 | Ping – Low Ten  | 11 | Tit – High Seven  | 12 | Look – Low Six  |
| 13 | Gow – Nine  | 14 | Bot – Low Eight  | 15 | Chit – Low Seven  | 16 | NG – Five  |

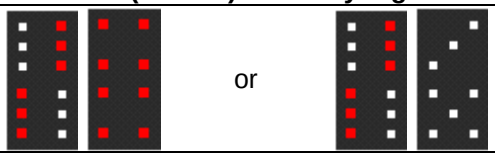
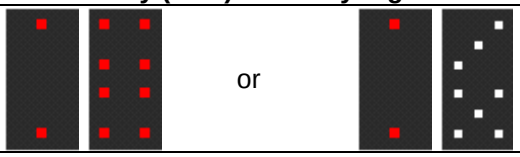
The 4-2 and 2-1 are "wild cards", and can be used as either a 3 or a 6 when making pairs (i.e. they substitute for each other).

# Normandie Casino
# Pai Gow Tiles Qualifier

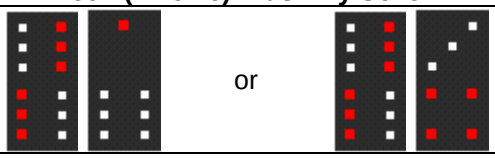
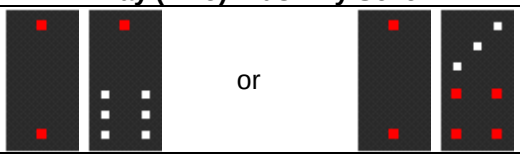
**Wongs:** Combinations include the 2 or the 12 point tile and any 9 point tile.

| Teen Wongs<br>Teen (Twelve) Plus Any Nine | Day Wongs<br>Day (Two) Plus Any Nine |
|---|---|
|  |  |

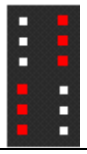
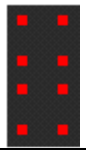
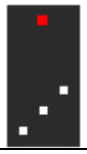
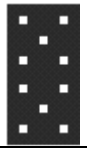
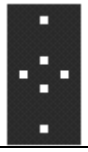
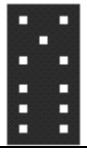
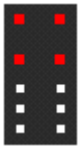
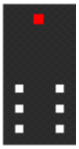
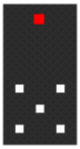
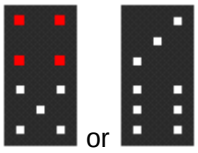
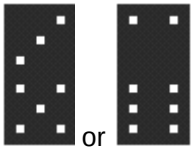
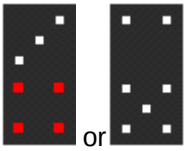
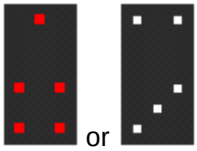
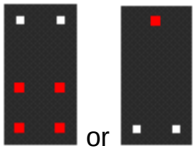
**Gongs:** Combinations include the 2 or the 12 point tile and any 8 point tile.

| Teen Gongs<br>Teen (Twelve) Plus Any Eight | Day Gongs<br>Day (Two) Plus Any Eight |
|---|---|
|  |  |

**High Nines:** Combinations include the 2 or the 12 point tile and any 7 point tile.

| Teen High Nines<br>Teen (Twelve) Plus Any Seven | Day High Nines<br>Day (Two) Plus Any Seven |
|---|---|
|  |  |

**Individual Rankings:**

| Rank | Combination | Rank | Combination | Rank | Combination | Rank | Combination |
|---|---|---|---|---|---|---|---|
| 1 | Teen  | 2 | Day | 3 | Yun  | 4 | Gor  |
| 5 | Mooy  | 6 | Chong  | 7 | Bon | 8 | Foo  |
| 9 | Ping  | 10 | Tit  | 11 | Look  | 12 | Gow – Nine  or |
| 13 | Bot – Eight  or | 14 | Chit – Seven  or | 15 | NG – Five  or | 16 | Six or Three  or |

# Normandie Casino
# Pai Gow Tiles Qualifier

***Dealing procedures:***

- The tiles are mixed/shuffled by the Casino dealer. The Casino dealer then places the tiles in eight (8) stacks of four (4) tiles each.

- 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 tiles (chosen by the player/dealer in the previous step) and the action button. The player-dealer is located at seat one (1), and the table positions proceed counterclockwise from the player-dealer. The player-dealer receives tiles first when the dice points total 1, 9, or 17, and the player to the right of the player-dealer receives the action button.

- Each seated-position receives a stack of four tiles, face down. If there is no wager at a seated position, the stack of tiles will be retrieved by the Casino dealer and will be placed in the discard tray.

- The players will rank their tiles and set the two combinations (two tiles per combination) side by side face down in front of their bets. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. Every tile has a corresponding 'twin', eleven of which are "identical twins." The other five pairs do not look alike, but have the same number of dots and the same ranking value.

- Once all the players have set their hands, the player/dealer's hand is opened and set. Each player in turn, starting with the action button, will expose their hands and compare them to the player/dealer's hands to determine the winners, losers, or tie hands.

***Number of players in the game:***

A maximum of seven players including the player/dealer position.

***How and when are house fees collected:***

House fees are collected after the tiles have been dealt and prior to the player/dealer's hand being opened and set.

***Betting scheme:***

Players may place wagers bearing in mind the posted table minimum and maximum. The player/dealer may place a wager to cover some or all of the action on the table.

***How winners determined and paid:***

- Once all the players have set their hands, the player/dealer's hand is opened and set. Each player in turn, starting with the action button, will expose their hands and compare them to the player/dealer's hands to determine the winners, losers, or tie hands.

# Normandie Casino
# Pai Gow Tiles Qualifier

- The player wins if both of his/her hands are ranked higher than the hands of the player/dealer. The player/dealer wins when both of the player's hands are ranked lower than the player/dealer's hands and when the player/dealer's hands and the player's hands have the same ranking combinations (i.e., tie). The winning bets are paid even money to the extent that money covers.

- If the player/dealer's three (3) out of four (4) tiles have the exact face value of 4,6,7 or 4,6,8, then all player's wagers will receive ½ of their wager total if they have a better hand and will lose ½ of their wager if they have a losing hand.

***Round of Play***

- The game begins with a player/dealer being selected. (Once a player/dealer is selected, the position will be rotated in clockwise manner around the table after two consecutive hands have been played by a selected player/dealer).

- Each player and the player/dealer put up any bets they wish to place for the next hand.

- The player/dealer selects a specific stack of four tiles to be given out first on the deal (the action 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 tiles (chosen by the player/dealer in the previous step) and the action button. The player-dealer is located at seat one (1), and the table positions proceed counterclockwise from the player-dealer. The player-dealer receives tiles first when the dice points total 1, 9, or 17, and the player to the right of the player-dealer receives the action button.

- Each seated-position receives a stack of four tiles, face down. If there is no wager at a seated position, the stack of tiles will be retrieved by the Casino dealer.

- The players will rank their tiles and set the two combinations (two tiles per combination) side by side face down in front of their bets.

- Once all the players have set their hands, the player/dealer's hand is opened and set. Each player in turn, starting with the action button, will expose their hands and compare them to the player/dealer's hands to determine the winners, losers, or tie hands.

- The player wins if both of his/her hands are ranked higher than the hands of the player/dealer. The player/dealer wins when both of the player's hands are ranked lower than the player/dealer's hands and when the player/dealer's hands and the player's hands have the same ranking combinations (i.e., tie). The winning bets are paid even money to the extent that money covers.

- If the player/dealer's three (3) out of four (4) tiles have the exact face value of 4,6,7 or 4,6,8, then all player's wagers will receive ½ of their wager total if they have a better hand and will lose ½ of their wager if they have a losing hand.

# Normandie Casino
# Pai Gow Tiles Qualifier

- All wagers are settled.
- The tiles 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. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

***Type of gaming table utilized for this game:***

An industry standard Pai Gow Tiles table will be uses to play PGTQ.

***Other equipment used:***

An industry standard dice cup with three dice will be utilized.

***Glossary of terms used in the controlled game:***

| | |
|---|---|
| **Action Pile** | The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup. |
| **Action Button** | A token used to designate where the settling of bets will begin (the action). |
| **Action** | The player position where the settling of bets begins. |
| **Player/Dealer** | Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/Dealer position is/are also referred to as the Player/Dealer(s). |
| **Qualifier** | A specific set of card(s) that a player and/or the Player/Dealer |
| **Seated-positions** | The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand. |
| **House Way** | A predetermined strategy for setting a hand into two and five card hands which may vary from house to house. |
| **Copy** | When a players hand is ranked equally to the player/dealers hand. |
| **Push** | When a player wins either the high or the low hand and the player/dealer wins the other. |

Normandie Casino

# Pai Gow Tiles Qualifier

## Table Limits & *Collection Fees*

| Table Limits | Player Fee (per bet) | P/D Fee (per hand) |
|---|---|---|
| $5 - $25 | $0.50 | $1.00 |
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $25 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $300 - $500 | $3.00 | $5.00 |

House fees are collected after the cards have been dealt and prior to the player/dealer's hand being opened and set.

If the minimum limit changes and the maximum stays the same, the collection will stay the same as the maximum limit collection rate.

**Application for Gaming Activity Review**

# Normandie Casino
## Pure 21.5 Blackjack Bonus Bet

**BONUS BET RULES**

The Bonus Bet is an optional bet for players that placed a Pure 21.5 base game wager. The rules are as follows:

1. Bonus bets must be placed prior to the initial deal.
2. Bonus bets can be any amount between $5-$100 with a maximum payout of $20,000 per seated player in any round.
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: Base Game Wager, 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 Normandie 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.

# Rules of Pai Gow Gold

1. A 53-card deck is used when playing Pai Gow Gold. It consists of a conventional poker deck with one Joker that is completely wild.

2. This game requires two different dealer buttons, an action button, dice and a shaker. Dealer button #1 shall be white and dealer button #2 shall be red so that they are easily distinguishable.

3. The object of the game is to make two winning poker hands from a player's seven cards. Making a two-card poker front hand and a five-card poker back hand. The two-card poker hand is placed in front of the five-card poker hand and it must be of lesser value than the five-card poker hand.

4. There may be from two to seven seated players per hand. Backline betting is not allowed.

5. All of the existing rules of Pai Gow Poker, as played in individual casinos, are in effect, with the following exceptions:

    A. It is a poker style game in which there is no player/dealer position or third party provider involved in the play of the game.

    B. If the player with dealer button #1 holds a hand that is beaten by another player, the player holding the winning hand is paid 1:1 and receives the dealer #2 button. The player with dealer button #2 will then use their original wager against other players until their hand is beaten and the dealer button #2 is awarded to another player. This will continue until all players at the table have received action.

    C. This rumble-type of play gives the player with the best hand the opportunity, depending on his/her position from the action button, to play against any players following him/her in action.

    D. Each player can hold the dealer button #1 button one time per turn.

    E. No player may win an amount that is greater than his or her original bet from any other player. For example, if the player with dealer button #1 who is sitting in seat 2 bets $10 holds a better hand than a player in seat 4 who had bet $100, only $10 would be paid to the that player with the #1 dealer button in seat 2 and the remaining $90 from the player in seat 4 would be given back to them.

6. Pai Gow Gold uses a payoff that allows a player to win up to 6 times their original bet without making them responsible for any more than their original wager.

**APPLICATION FOR GAME REVIEW (con't)**

Like most Poker games played in the casino, Pai Gow Gold is a traditional Poker Game, with no banking required.
Players win according to their bets.
The object of the game is to make two hands that are higher in rank than the succeeding opponent's hand.
Hands are played and ranked accordingly; the 2 cards in front have a lesser value than the 5 cards in back.
Each player's bet will remain live until lost; meaning that any player holding the best or highest hand stays as the main competitor to the succeeding players until his/her hand becomes dominated by or loses his/her hand and bet to the next succeeding player until the end of each round of game.

a. Pai Gow Gold uses a standard deck of 52 cards and 1 Joker (53 standard deck). The value of the Joker is completely wild.

b. ***Dealing Procedure:***
A professionally trained casino card dealer specifically for this game deals and takes charge in the game. As a dealer, he/she must know and understand all the rules and procedures, from scramble to the pay-off of the game. When dealing in the casino, he/she should also be well oriented on the rules and procedures of the casino regarding the game.

Before the start of the game, the dealer scrambles the deck (53 cards with the Joker). He/she gathers and spreads the cards face down, in order to determine who will be the first player to hold the dealer button #1. Each seated player will then pick up one card and open up, so that the dealer could see who gets the highest card. The player who gets the highest card will then be the dealer button #1. Holder of the dealer button #1 has the advantage of selecting the first pile of cards and shakes the shaker with the three dice, in order to determine the first action. The dealer button #1 also is the first player to compete with the first action player as the game goes on.

In starting the game, the dealer announces to the players to '*place their bets and collections*' as he/she scrambles the cards face down (it should be a major scramble, so that the cards get a good mix). He/she then: shuffle, shuffle, box, shuffle the cards. Shuffle should be low and there should be no slugs or noise. The deck must be in clear view of the players at all times. The box should be divided into 4 equal sections. The cut is done by splitting the card equally and putting the first half on top of the bottom card and the second half on top of the first half. The cards are then placed into 7 separate piles (with the placement starting from the left going to the right). There should be 7 cards in each pile with

4 remaining cards. The 4 remaining cards will then be counted and placed on the left hand side to show the players that the deck used is complete (a total of 53 cards). Dealer once again reminds the players '*to place their bets*' if any player has not already done so. Dealer then calls: '*selection please*' addressing the player who holds the dealer button #1. The holder of the dealer button #1 announces his chosen pile number, the dealer places the action button on the selected numbered pile. Dealer then turns the pile *(that is before the chosen pile with the action button)* horizontally, which becomes the last action. Dealer then shakes the dice, hands it to the holder of the dealer button #1 to re-shake the shaker. Once the dealer button #1 player shakes the shaker, the dealer opens the cup of the shaker and announces '*the total number of the dice*'. The dealer once more reminds the players: "*No more bets*"; meaning that no more extra bets will be accepted (or betting on that particular round is over). Cards are then distributed to the players in a clockwise manner, by pushing a pile of cards to each individual player with one hand. Players are numbered by their seating order, 1-7. (The left hand distributes the pile of cards for seat #1, #2 and #3; and the right hand distributes the pile of cards for seat #4, #5, #6 and #7).
(Cards should be pushed and not picked up, to avoid exposing any cards.)
The first *hand* dealt has the action button placed on top of the pile of cards.
The pile with the action button is delivered to the player according to the dice total.
Note that the holder of dealer button #1 is always 1, 8, and 15.
Example: If the dice number is 13, the dealer will count starting from the holder of the dealer button #1 as 8, (continuing to the next player as 9, then consecutively on to the next players as 10, 11, 12, 13). Therefore, the action starts on the 5$^{th}$ player from the dealer button #1.
After delivering the 7 piled cards to each of the players, the dealer will then announce for them to '*set their hands*'; meaning to arrange the cards in the right position and best ranks. (Note: on the layout, there is a horizontal and vertical diagram where arranged hands should be placed).
Example: Pair of Jacks is placed on the vertical, and two pairs of any cards plus 1 card (which is a total of 5 cards) are placed on the horizontal.
While players are setting their cards, the dealer collects all the collections making sure that all players have placed their collections according to their bets. Dealer then mentally counts the total collections, changes it into a higher denomination and places it on top of the retractor (which gets dropped after the game is over). He/she announces: "*All hands set*". He/she then gets ready to read the hands and determines each player's hand, if they win, lose or push.

Note that 2 *dealer buttons* are used in this game: dealer button #1 and dealer button #2. The player in possession of the dealer button #1 (as determined by a draw prior to the game) has the highest position and selects the first card to be the first action. To insure that each player has the optimum opportunity to compare his hand to dealer button #1 hand, a random selection device (shaker with 3 dice) is used to start the deal. All action moves clockwise, starting from the action button. The dealer button #1 hand is then compared in sequence to each individual

player's hand. If the dealer button #1 hand wins again against the next hand from him/her, the dealer button #1 remains in the same position. Then his/her hand is again compared to the next player in sequence. If the next player has the same rank with the dealer button #1, the dealer declares a push; meaning that no action has taken place and the bet is returned to the player. The dealer button #1 still remains with the same player. Dealer then compares the next player. If such player has the same or ties his/her hand with the holder of the dealer button #1, the holder of dealer button #1 wins and dealer button #1 remains as the best hand. When another player beats the player holding dealer button #1, the winning player will then receive dealer button #2 and that hand becomes the highest hand. The dealer then compares the rank of dealer button #2 holder to the next succeeding hand in clockwise rotation until all seats have received action. If the succeeding players hand wins, he/she then takes the dealer button #2 and the action continues until the round of the game is over.

c. The game is played with a minimum of 2 and a maximum of 7 players as designated on the table layout.

d. House fees are collected in advance from each player according to their limited bets. For example: a *$5.00 (minimum)* bet to a *$50.00 (maximum)* bet is a $0.50 collection or according to the casino requirements.
After the 7 piles of cards have been distributed to the designated players, collection is gathered and counted according to the number of players and their bets. The total collection will then be changed to a higher denomination and then be dropped to the retractor after each round of the game.

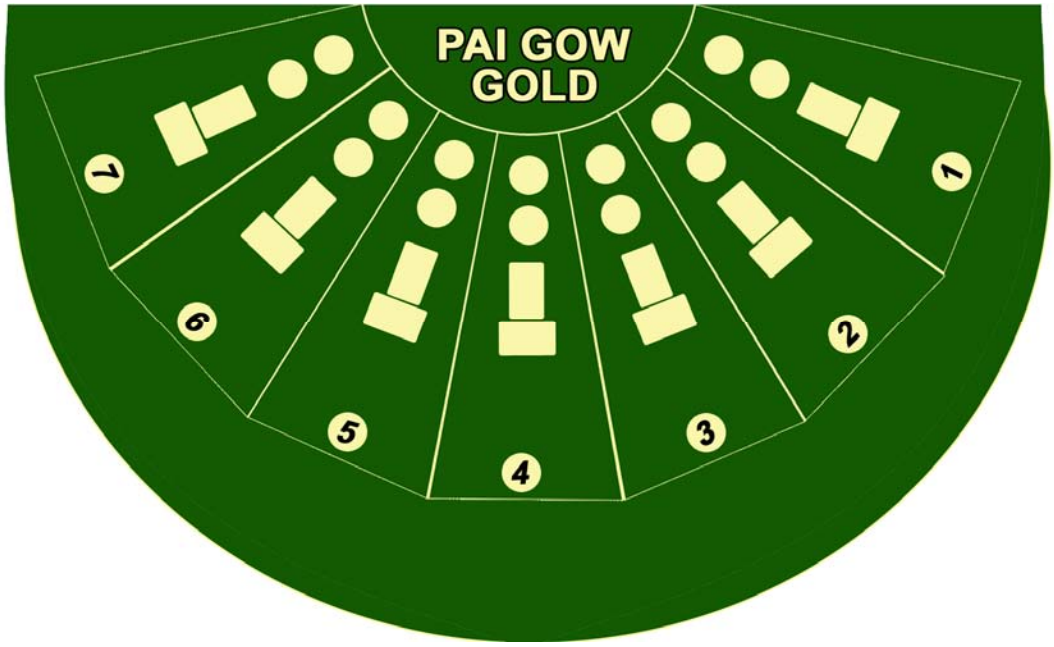
e. Each player must bet at least the table's minimum limit up to the maximum limit. Any player betting less than the table limit is a no action bet.

f. ***Betting Scheme:***
Betting is made according to the minimum and maximum or as required by the rules of the casino. In a small game: a $5.00 (minimum) bet to a $50.00 (maximum) bet with a collection of $0.50 or in a higher game: a $10.00 (minimum) bet to a $100.00 (maximum) bet with a $1.00 collection is required. Players can only bet on the circle provided for them. There is one betting spot for each player located as shown on the layout.
There is no back line bet allowed; meaning no player is allowed to bet behind the player's bet on the circle. There are no Kum-Kum bets or partnership bets. A player who bets in a circle provided to his seating area cannot bet on any other seat. Only one player to a hand; meaning no other player can arrange or set his/her hand. Only seated players can play or join the game. Players must have the maximum buy-in to play.

g. Winners in this game are determined according to the highest ranking hand. Any player with the best or highest hand compared to the succeeding players hand is paid according to their live bets.

h. ***Round of Play:***
There are 7 piles of cards. Each pile consists of 7 cards. Before the pile is delivered, the dealer shakes the shaker (with 3 dice inside). He/she then hands the shaker to dealer button #1. Dealer button #1 shakes the shaker. The total number shown on the dice will be counted to determine the first action. The count starts after the dealer button #1.
*The dealer button #1 is always number 1, 8 or 15*.
For example: If the dice total is 17, the dealer will count the dealer button #1 as 15 continuing to the next player as 16 and the next as 17 who will then receive the first pile of cards with the action button on top of the pile. Then the remaining piles will be delivered to each corresponding position in a clockwise order until all the piles are delivered.
The players will set their cards according to their best ranks while the dealer gathers all the collection, making sure that each player has placed their bets and collections accordingly.
The dealer will then announce or call, "*All hands set*". If no response or answer is heard, the dealer will say, "All hands set". He/she opens the first card in action (which has the action button) and continuously determines the player's hand to be a win, lose or push.

i. The gaming table used in this game is a high table where the dealer stands when dealing the cards. It is a half moon shaped table with a layout designed exclusively for Pai Gow Gold. The design is divided into 7 spaces and numbered according to the player's position. Each space has a horizontal and vertical diagram where the cards are arranged according to its rank. (Horizontal for the best 2 cards and vertical for the best 5 cards). There are 2 circles that designate the place for the live bet and the time collection.



## TERMS USED:

*** Misdeal:** If one of the following occurs, a *misdeal* is declared.
- The Joker or Ace is boxed or exposed.
- Two or more cards are boxed or exposed.
- One or more cards are on file.

*** Irregularities:** The following are *irregularities* but can be corrected.
- Wrong delivery of piles to the action button.
  (Becomes a misdeal if two players look at the hand.)
- The action button is out of position.
- Dealer (casino) error.

*** Foul Hand:** The following are examples of a *foul hand* (automatic loss).
- 2 card (front hand) is superior to the behind (5 card hand).
- A player does not hold 2 cards in the front and 5 cards in the back.
- Wrong setting of hands.

*** Copy (Tie):**
- The "dealer button" wins all *copy (tie)* hands.

*** Betting:** Each player's *bet* must be at least the table limit minimum.
- Any player *betting* less than the table limit minimum will receive no action.

*** Seating:**
- A new player cannot take the "dealer button". New players will have to wait until one round of play is complete.
- A player who is not 'active' on the previous hand cannot take the "dealer button".
- The "dealer button" will be awarded to the 'active' player.
- The "dealer button" *always* moves forward.

*** Showdown:** Players are responsible for the final setting of their own hands.
- No house way. All hands must be set.
- The "dealer button" position is not to be revealed until all other hands are set.

## *Other Rules:*

* Side bets and proposition bets are not permitted.

* Players are forbidden to exhibit or discuss their hands with any other player(s).

* No wager can be removed until all hands have been opened.

## EQUIPMENT USED:

* **Table Layout:** A half moon table with designed layout especially for Pai Gow Gold.

* **Shaker with 3 dice:** Used to determine the number in action.

* **Dealer Button #1:** The fist button to compete in action.

* **Dealer Button #2:** Given to the next succeeding winner hand, which rotates in the round of play.

* **Dealer Button Hand:** Used as a mark to the best hand position.

* **Action Button:** Marks the first player in action.

* **Security Card or Bottom Card:** Protects the exposure of the card.

## GLOSSARY:

* **Action:** The first active player.

* **Boxed Card:** Exposed card.

* **Circle:** Bet placement.

* **Drop or Collection:** A fee charged for each hand dealt.

* **Gold Hand:** The best hand in the round of play.

* **Kum-Kum Bet:** Two or more player bet(s) / partnership bet(s).

* **Live Bet:** Continuous ongoing play.

* **Pile:** Consists of seven cards.

* **Side Bet:** Illegal bet.

* **Superior Position:** Best position.

# PAI GOW GOLD COLLECTION FEES

The fee collections are collected after the cards have been dealt and prior to the player with the dealer button #1 being opened and set.

| Table Limit | Player Position Collection |
|---|---|
| $5 - $25 | $0.50 |
| $5 - $50 | $0.50 |
| $10 - $100 | $1.00 |
| $25 - $100 | $1.00 |
| $50 - $300 | $2.00 |
| $300 - $500 | $3.00 |

**Normandie Casino**

**Three Card Poker**

| Limit | Player Collection Fee | Player/Dealer Collection Fee |
|---|---|---|
| *$1 - $10* | *$0.50* | *$1.00* |
| $5 - $25 | $0.50 | $1.00 |
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $3.00 |

10/15/2008

# Normandie Casino

**Blackjack & Variations** ( No Bust 21st Century Blackjack, Pure 21.5 Blackjack, etc.)

| Limit | Player Collection Fee | Player/Dealer Collection Fee |
|---|---|---|
| *$1 - $25* | *$0.50* | *$1.00* |
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $25 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $100 - $300 | $2.00 | $4.00 |
| $300 - $500 | $3.00 | $5.00 |

10/15/2008

# 21st CENTURY

# BACCARAT

5.0 Version

# *21st CENTURY BACCARAT 5.0*

## SUMMARY OF GAME

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

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

## BASIC CONCEPT& RULES

1) The object of the game is to form a hand that equals nine (9) or as close to it as possible

2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.

4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.

5) Cards between 1 and 9 have face value.

6) Picture cards and 10's are counted as 0.

7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

8) Prior to the deal, all players must place a wager in accordance with table limits.

9) Players have the following options when placing their bet:

   a) Player line which pays 1 to 1
   b) Player/dealer line which pays 19 to 20 or 9 ½ to 10
   c) Early tie bet which pays 8 to 1
   d) Late tie bet which pays 7 to 1

10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.

11) The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.

12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the player/dealer line. The player/dealer's first card is dealt face up and the second card is face down.

13) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

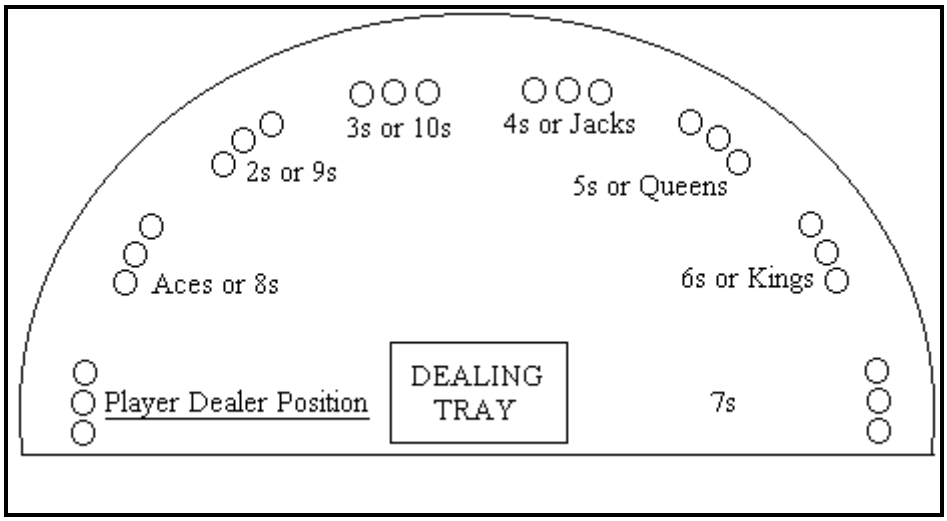
14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

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

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



17) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18) The player hand must stand when the cards dealt are valued between 6 and 9.

19) The player hand must hit when the cards dealt are valued between 0 and 4.

20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

21) The player/dealer hand must hit when the hand is valued at five (5) or below.

22) The player/dealer hand must stand when the hand is valued at six (6) or more.

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

24) The player/dealer hand wins all ties on zero (0) and one (1) on the base game.

25) The player/dealer will lose all ties to any player that made a tie wager.

26) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.

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

28) Backline betting is allowed. Each seat has betting circles for the player line, player/dealer line, and tie bets.

29) All bets for the base game and tie bet must be between the minim and maximum table limit.

## EARLY TIE BET

1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The tie wager must be within table limits and may not exceed the base game wager.
3) Players must place a wager for the base game to be able to wager on the tie bet.
4) There is no collection for the tie bet.
5) All winning early tie bets will be paid 8 to1
6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

## LATE TIE BET

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

## BONUS PAIR BET

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

1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The bonus pair wager may be any amount between the minimum of $10 and the maximum of $300.
3) Players must place a wager for the base game to be able to wager on the bonus pair.
4) There is no collection for the bonus pair bet.
5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
6) Bonus Pair Bets pay as follows:

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

## PLAYER- DEALER & DEAL

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

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

## VALUE OF CARDS

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

**Ranking Chart**

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

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

## D E A L E R

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

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

## P L A Y E R S

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

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

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

## TABLE LIMITS & COLLECTION RATES

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

| Table Limit | Player Collection Fee | Player/Dealer Collection Fee |
|---|---|---|
| $50 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $3.00 |
| $100 - $500 | $3.00 | $5.00 |

# TRIPLE ACES CARD GAME II

**GAME RULES:**

1. The game of Triples Aces II is played with a standard deck of 52 playing cards having four suites of Ace,2,3,4,5,6,7,8,9,10,J,Q,K. Triple Aces II is played on a standard poker style table with ten (10) seated positions or on a standard Baccarat or Pai-Gow style table with eight (8) seated positions.
2. Triple Aces II is a CA/Asian style game, which utilizes a player/dealer position, an 'action' button and a 'start button.' Triple Aces II utilizes a dice cup with three dice in determining where the payoff (action) begins. The house dealer shakes the dice cup and then hands the dice cup to the player/dealer who shakes the dice cup, which signifies the beginning of the hand. The cards are dealt starting at the position where the start button is placed by the player/dealer. The player/dealer position, which starts at seat #1 when the game first commences, is offered in a continuous and systematic manner after every two (2) hands.
3. Starting from the player/dealer position the button moves one seat at a time giving each player the option to be player/dealer after the completion of two hands.
4. The first player, after the button has the option to purchase as many open spots as they choose or they may purchase none. Any open spots left are offered to the next player, and so on. All hands with 'open spot' wagers placed by any player will have their hands set the 'house way' by the dealer.
5. The player/dealer has the option to allow the house dealer to cut the cards. Cards are dealt to seated positions with wagers only.
6. Collection fees are paid prior to the start of each hand in accordance with the approved limits and collections listing.
7. After each player looks at his/her, the player has the option to change one card to improve the hand. The players must then arrange their cards into the best three (3) card hand based on the following classes: Highest Special Hand, Second Highest Special Hand, and Standard Hand.

   **Highest Special Hand:**
   - Any Three of a Kind

   *Example: A-A-A being the best hand and 2-2-2 being the lowest.*

   **Second Highest Special Hand:**
   - Any Three face cards.

   *Example: K-Q-J*

   **Standard Hands:**
   - (1st) Any three card hand that contains two (2) face cards and has a point total of 9.

   *Example: K-Q-9 = 29, with only the right hand digit used = 9*

   - (2nd) Any three card hand that contains one (1) face card and has a point total of 9.

   *Example: Q-7-2 = 19, with only the right hand digit used = 9*

   - (3rd ) Any three card hand with a point value of 9.

   *Example: 8-7-4 = 19, with only the right hand digit used = 9*

   - (4th) Any combination three-card hand.

   *Example: 2-3-A = 6; the total of the hand is 6.*

   **House Way:**
   - Must stand on any 9-point hand.
8. The player/dealer compares hands clockwise against each player to decide a winner based on hand ranking.

# TRIPLE ACES CARD GAME II

**GAME RULES Cont'd:**

9. If the player and the player/dealer's hand have the same point total, the winner is determined by comparing the third card in each hand. The hand whose third card has the highest face value is the winner.

   *Example: A player's hand is a 4, 5, Q and the player/dealer's hand is a 3, 6, J. Both hands have a numerical total of nine (9). The Jack and Queen are considered the kicker cards of each hand, because they have the highest face value. With the Queen being higher, the player wins the point total tie.*

10. If both the player and player/dealer have the same point total and a third card of the same face value, the hand is a tie and the Player/Dealer wins. The player/dealer wins <u>all</u> face value/point total ties.

    *Example: A player's hand is a 4, 5, Q and the player/dealer's hand is a 3, 6, Q. Both hands have a numerical total of nine (9). The Queens are considered the kicker cards of each hand, because they have the highest face value. Since the Queen is of the same value, the hand is a tie. The player/dealer wins <u>all</u> face value/numerical total tie.*

11. The house dealer is not included for the purpose of playing the game. The house does not participate in the actual play of the game and has no interest in the outcome of the game. The player/dealer pays all winning hands and collects all losing hands.

12. Any attempts to switch, pass or hold out cards will cause a hand to be fouled and the forfeiture of the wager.

13. All players are prohibited from showing or discussing their hands with any other players. If players have discussed their hands, the player's hand will be played house way.

14. Management has the right to make decisions which are in the best interest of the game.

**Triple Aces II Collection Fees**

Each table has a spread limit defining the amounts that may be wagered in each spot. This spread limit shall be displayed at each table.

| Table Limit | Player Collection (per betting spot) | Player/dealer (per hand) |
|---|---|---|
| $5 - $50 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $1.00 |
| $25 - $100 | $1.00 | $1.00 |

# Baccarat Rules

**DETAILED DESCRIPTION**

***Standards of play:***

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager 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.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the banker hand and the hand closest to "9" wins.

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.

***Type of gaming table utilized for this game:***

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

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

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

***Number of players in the game:***

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

***Type of card deck used:***

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between four and ten decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

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

***Betting scheme:***

1. All wagers in this game shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing."

4. At the beginning of each round of play, players have the following options when placing their wager(s):

   a. Player line which pays 1 to 1
   b. Dealer line which pays 9 ½ to 10
   c. Tie bet which pays 8 to 1
   d. Pair Bet which pays 11 to 1

   ***TIE BET***

   The Tie Bet is an optional wager that both the Player and Banker hands will have the same total. This wager must be placed prior to any cards being dealt and must have a base wager to qualify. All winning Tie Bets will be paid eight times (8 to 1) the amount wagered in the "tie" box designated on the layout. This wager wins or loses independent of the base game bet. No additional collection will be taken for the Tie Bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets.

   ***PAIR BET***

   The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet.

***Dealing procedures:***

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal four cards initially. The 1st card will be dealt face up to the designated "Player" box on the table. The 2$^{nd}$ card will be dealt face up to the designated "Banker" box. The 3$^{rd}$ card will be dealt face up to the "Player" box. Finally, the 4$^{th}$ card will be dealt face up to the "Banker" box. The player and banker hands will hit or stand according to traditional guidelines.

***HIT/STAND GUIDELINES***

After both the “Player” box and the “Banker” box have received two cards, a third card may be dealt to either position based on the following rules:

**Player's third-card-rule**

- If either the player or the bank have a total of 8 or 9 on the first two cards no further cards are drawn. The resulting hand is called a natural and the hand is over.
- If the player's total is less than or equal to 5 the player's hand draws a third card.
- If the player does not draw a third card, then the bank's hand stands on 6 or more and takes a third card on a total of 5 or less. If the player does take a third card then the Bank's third-card-rule below will determine if the bank takes a third card.

**Bank's third-card-rule**

- If the banker’s total is 2 or less then bank draws a card, regardless of what the player’s third card is.
- If the banker’s total is 3 then the bank draws a third card unless the player’s third card was an 8.
- If the banker’s total is 4 then the bank draws a third card unless the player’s third card was a 0, 1, 8, or 9.
- If the banker’s total is 5 then the bank draws a third card if the player’s third card was 4, 5, 6, or 7.
- If the banker’s total is 6 then the bank draws a third card if the player’s third card was a 6 or 7.
- If the banker’s total is 7 then the bank stands.

***Determining and Paying Winners:***

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie.

The Player/Dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer’s wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

***Round of play:***

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.

5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in “Determining and Paying Winners”.

6. After all wagers are settled, the cards are collected and discarded. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.

7. The next round of play begins.

***Other Equipment:***

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an “Action” button, used as described above.

**GLOSSARY OF TERMS**

Action: The amount of money wagered by a player and the player/dealer or where the round of play begins.

Push: A push is any hand in which money is not exchanged.

Tie Bet: An optional wager that both the player and banker hands will have the same total.

Pair Bet: An optional wager that either the Player Hand or Banker Hand has a pair on the first two cards.

***How and when house fees are collected:***

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table.

**COLLECTION SCHEDULE:**

| Base Game Limit | Tie Bets Limit | Pair Bets Limit | Player Collection | Player/Dealer Collection |
|---|---|---|---|---|
| $5-$25 | $1-$25 | $1-25 | $.50 | $1.00 |
| $10-$100 | $1-$100 | $1-$100 | $1.00 | $2.00 |
| $25-$100 | $1-$100 | $1-$100 | $1.00 | $2.00 |
| $50-$300 | $1-$300 | $1-$300 | $2.00 | $3.00 |

# NORMANDIE CASINO
## Ultra Baccarat™

### SUMMARY OF THE GAME

Ultra Baccarat™ is played almost the same as traditional Baccarat with a few exceptions. The game may also utilize a patent pending qualifier on both Banker and Player hands to decide the amount paid to all winning hands where only the player/dealer pays collection. Furthermore, the game follows all hitting/standing procedures that are traditionally found in baccarat.

### DETAILED DESCRIPTION

***Standards of play:***

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager 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.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the banker hand and the hand closest to "9" wins.

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.

***Type of gaming table utilized for this game:***

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

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

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

***Number of players in the game:***

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

***Type of card deck used:***

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between four and ten decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

# NORMANDIE CASINO
## Ultra Baccarat™

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

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

***Betting scheme:***

1. All wagers in this game shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing."

4. At the beginning of each round of play, players have the following options when placing their wager(s):

   a. Player line which pays 1 to 1
   b. Dealer line which pays 9 ½ to 10
   c. Tie bet which pays 8 to 1
   d. Pair Bet which pays 11 to 1

   ***TIE BET***

   The Tie Bet is an optional wager that both the player and banker hands will have the same total. This wager must be placed prior to any cards being dealt. All winning Tie Bets will be paid eight times (8 to 1) the amount wagered in the "tie" box designated on the layout. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets.

   ***PAIR BET***

   The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet.

***Dealing procedures:***

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal four cards initially. The 1st card will be dealt face up to the designated "Player" box on the table. The 2nd card will be dealt face up to the designated "Banker" box. The 3rd card will be dealt face up to the "Player" box. Finally, the 4th card will be dealt face up to the "Banker" box. The player and banker hands will hit or stand according to the guidelines below:

***HIT/STAND GUIDELINES***

After both the "Player" box and the "Banker" box have received two cards, a third card may be dealt to either position based on the following rules:

# NORMANDIE CASINO
## Ultra Baccarat™

**Player's third-card-rule**

- If either the player or the bank have a total of 8 or 9 on the first two cards no further cards are drawn. The resulting hand is called a natural and the hand is over.
- If the player's total is less than or equal to 5 the player's hand draws a third card.
- If the player does not draw a third card, then the bank's hand stands on 6 or more and takes a third card on a total of 5 or less. If the player does take a third card then the Bank's third-card-rule below will determine if the bank takes a third card.

**Bank's third-card-rule**

- If the banker's total is 2 or less then bank draws a card, regardless of what the player's third card is.
- If the banker's total is 3 then the bank draws a third card unless the player's third card was an 8.
- If the banker's total is 4 then the bank draws a third card unless the player's third card was a 0, 1, 8, or 9.
- If the banker's total is 5 then the bank draws a third card if the player's third card was 4, 5, 6, or 7.
- If the banker's total is 6 then the bank draws a third card if the player's third card was a 6 or 7.
- If the banker's total is 7 then the bank stands.

***Determining and Paying Winners:***

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two or three card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie.

The Player/Dealer position pays all winning bets and collects from all losing bets to the extent that money covers. An action button is utilized to determine which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero (0). Other seats, in clockwise rotation, respectively represent the other numbers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

***BANKER HAND QUALIFIER RULE***

**When the Banker hand achieves a non-qualifying three card hand total of zero, the payoffs are as follows, based on the outcome of the Player hand:**

1. Player hands with a total of one through five will receive half action on its original wager to the extent that money covers.

2. Player hands with a total of six through nine will receive full action on its wager to the extent that money covers.

3. Player hands with a total of zero will push and no money is exchanged.

***PLAYER HAND QUALIFIER RULE***

**When the Player hand achieves a non-qualifying three card hand total of zero, the payoffs are as follows, based on the outcome of the Banker hand:**

1. Banker hands with a total of one through five will receive half action on its wager to the extent that money covers.

# NORMANDIE CASINO
## Ultra Baccarat™

2. Banker hands with a total of six through nine will receive full action (9 ½ to 10) on its wager to the extent that money covers.

3. Banker hands with a total of zero will push and no money is exchanged.

***Round of play:***

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.

5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in “Determining and Paying Winners”.

6. After all wagers are settled, the cards are collected and discarded. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.

7. The next round of play begins.

***Other Equipment:***

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an “Action” button, used as described above.

**GLOSSARY OF TERMS**

Action: The amount of money wagered by a player and the player/dealer or where the round of play begins.

Push: A push is any hand in which money is not exchanged.

Tie Bet: An optional wager that both the player and banker hands will have the same total.

# NORMANDIE CASINO

## Ultra Baccarat™

***How and when house fees are collected:***

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino and can be up to five separate rates per table. All collection rates and wagering limits for the game will be posted at each gaming table.

**COLLECTION SCHEDULE**

| Wager Limit | Player Collection (taken per circle) | Total Action on Table | P/D Collection (taken per hand) |
|---|---|---|---|
| $10 - $100 | $1.00 | N/A | $2.00 |
| | | N/A | $3.00 |

| All Betting Must Be Made in $5 Increments | | | |
|---|---|---|---|
| **Wager Limit** | **Player Collection** (taken per player) | **Total Action on Table** | **P/D Collection** (taken per hand) |
| $5 - $100 | $0.50 | $5 - $100 | $2.00 |
| | | $105 - $200 | $3.00 |
| | | $205 - $300 | $4.00 |
| | | $305+ | $5.00 |
| $5 - $100 | $0.00 | $50 - $100 | $2.00 |
| | | $105 - $200 | $3.00 |
| | | $205 - $300 | $4.00 |
| | | $305 - $400 | $5.00 |
| | | $405+ | $6.00 |
| $10 - $100 | $0.50 | $10 - $200 | $3.00 |
| | | $205 - $400 | $4.00 |
| | | $405 - $700 | $6.00 |
| | | $705+ | $8.00 |
| $10 - $100 | $0.00 | $10 - $200 | $3.00 |
| | | $205 - $400 | $4.00 |
| | | $405 - $600 | $6.00 |
| | | $605 - $800 | $8.00 |
| | | $805+ | $10.00 |
| $20 - $100 | $0.50 | $20 - $800 | $7.00 |
| | | $805 - $1200 | $10.00 |
| | | $1205 - $1600 | $14.00 |
| | | $1605+ | $18.00 |
| $20 - $100 | $0.00 | $20 - $1100 | $10.00 |
| | | $1105 - $1300 | $12.00 |
| | | $1305 - $1500 | $14.00 |
| | | $1505 - $1700 | $16.00 |
| | | $1705+ | $18.00 |

# NORMANDIE CASINO

## Ultra Baccarat™

| All Betting Must Be Made in $25 Increments | | | |
|---|---|---|---|
| **Wager Limit** | **Player Collection** (taken per player) | **Total Action on Table** | **P/D Collection** (taken per hand) |
| $25 - $100 | $0.00 | $25 - $100 | $2.00 |
| | | $125 - $200 | $3.00 |
| | | $225 - $300 | $4.00 |
| | | $325 - $400 | $5.00 |
| | | $425+ | $6.00 |
| $25 - $100 | $0.00 | $25 - $500 | $5.00 |
| | | $525 - $1000 | $8.00 |
| | | $1025 - $1500 | $13.00 |
| | | $1525 - $2000 | $18.00 |
| | | $2025+ | $23.00 |
| $25 - $100 | $0.00 | $25 - $2000 | $15.00 |
| | | $2025 - $3000 | $25.00 |
| | | $3025 - $4000 | $35.00 |
| | | $4025 - $5000 | $45.00 |
| | | $5025+ | $55.00 |
| $25 - $100 | $0.00 | $25 - $5000 | $45.00 |
| | | $5025 - $8000 | $65.00 |
| | | $8025 - $11,000 | $95.00 |
| | | $11,025 - $14,000 | $125.00 |
| | | $14,025+ | $160.00 |

# 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 game 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 dealer's left 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 seats. That money will be used to pay the winners and will set the amount that he/she can collect from 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 they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, 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 from seat one, 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.

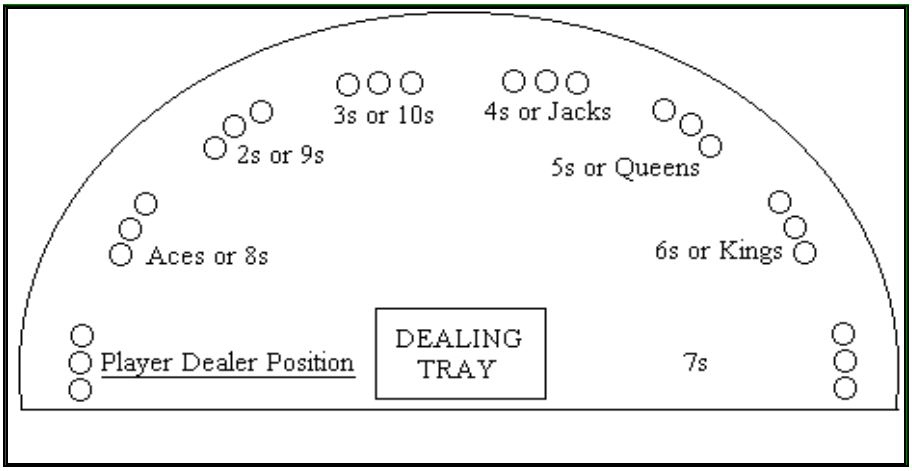
10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.

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.

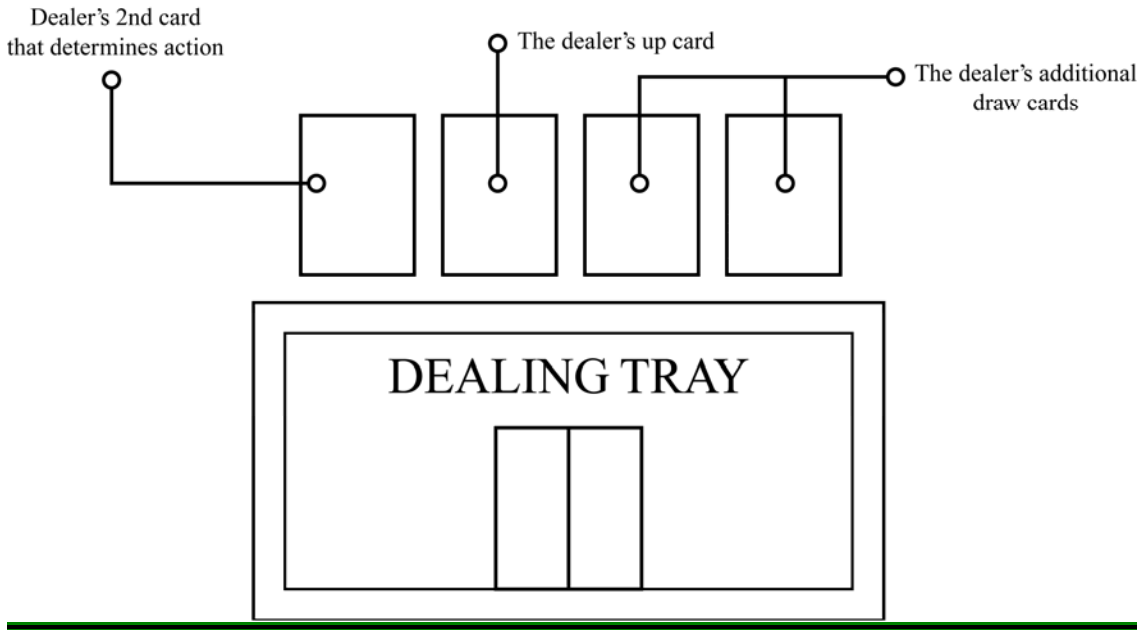
    1. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted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

2. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, all wagers receiving no action will get a free collection button.

## DIAGRAM #1



## DIAGRAM #2




3. 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**

4. 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.

5. 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 | Must Hit on | Have Option on |
|---|---|---|
| **Hard 17 or more** | **Soft 17 or less** | **None** |

# GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, 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 the Player/Dealer has a suited three card bust (e.g., 5 of hearts, King of hearts, 10 of hearts) then all player hands whose total value is over 21.5 are considered a push

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. If the player/dealer's card up card is an ace, all players will have the option to place a separate insurance wager. The player is wagering that the player/dealer's under card is a bonus card, giving the player dealer a pure 21.5 blackjack. Winning insurance wager pay two to one (2 to 1).

14. In conjunction with offering insurance, when the player/dealer's up card is an ace, player that have a pure 21.5 Blackjack (a" bonus" card and an ace on the first two cards) may opt to take even money on their wages before the player dealer's under card is checked for a "Bonus" card, making a Pure 21.5. The player is actually making an insurance wager equal to half of the original wager. If the player/dealer has a "Bonus" card as the under card, the player wins the insurance bet and pushes on the original wager. If the player/dealer does not have a "Bonus" card as the under card, the player will lose the insurance bet and is paid six to five (6to5) on the original wager. The result in each case is the same as the player winning an amount equal to the original wager (Even Money).

15. Third Party Providers of Proposition Players 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 split any pair (including Aces) or any two card combination of the same value (e.g., Jack and Queen). The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.

2. When splitting two Aces, a player may only receive one additional card per Ace. Aces may be split up to three times giving a player up to four hands. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 6 to 5.

3. A maximum of 3 splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

4. Players can surrender after having multiple numbers of hit cards dealt to them as long as their hand does not exceed 21.5. 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. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

7. 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.

## Pure 21.5 Blackjack Collection Fees

| Table Limit | Player Fee | Player/Dealer Fee |
|---|---|---|
| $1 - $25 | $0.50 | $1.00 |
| $5 - $25 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $25 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $100 - $300 | $2.00 | $4.00 |
| $300 - $300 | $3.00 | $5.00 |

## LEGAL

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

# Rules of Pai Gow Gold Bonus

***Standards of play:***

Pai Gow Gold Bonus 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.

***Type of card deck used:***

Pai Gow Gold Bonus is played with a standard 52 card deck including a joker for a total of 53 cards. The joker is completely wild.

The hand rankings are as follows:

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

***Dealing procedures:***

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

Before the start of the game, the dealer scrambles the deck (53 cards with the Joker). He/she gathers and spreads the cards face down, in order to determine who will be the first player to hold the dealer button #1. Each seated player will then pick up one card and open up, so that the dealer could see who gets the highest card. The player who gets the highest card will then be the dealer button #1. Holder of the dealer button #1 has the advantage of selecting the first pile of cards and shakes the shaker with the three dice, in order to determine the first action. The dealer button #1 also is the first player to compete with the first action player as the game goes on.

# Rules of Pai Gow Gold Bonus

***Type of gaming table utilized for this game:***

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

***Number of players in the game:***

Pai Gow Gold Bonus is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position.

***How and when house fees are collected:***

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

***Betting scheme:***

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Pai Gow Gold Bonus wager as well.

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

1. This game requires two different dealer buttons, an action button, dice and a shaker. Dealer button #1 shall be white and dealer button #2 shall be red so that they are easily distinguishable. Dealer button #1 is the player/dealer for the base game and will be systematically and continuously offered after every two hands. Dealer button #2 will be placed with the person receiving the action pile.

2. The object of the game is to make two winning poker hands from a player's seven cards. Making a two-card poker front hand and a five-card poker back hand. The two-card poker hand is placed in front of the five-card poker hand and it must be of lesser value than the five-card poker hand.

3. There may be from two to seven seated players per hand. Backline betting is not allowed for the bonus wager. Only the seated player may make a bonus wager.

4. All of the existing rules of Pai Gow Poker, as approved in the cardroom, are in effect for the base game. Once the base game wagers are settled, the following will take place for those who placed a bonus wager.

    A. To insure that each player has the optimum opportunity to compare his hand to dealer button #2 hand, a random selection device (shaker with 3 dice) is used to start the deal. All action moves clockwise, starting from the action button. The dealer button #2 hand is then compared in sequence to each individual player's hand. If the dealer button #2 hand wins again against the

# Rules of Pai Gow Gold Bonus

next hand from him/her, the dealer button #2 remains in the same position. Then his/her hand is again compared to the next player in sequence. If the next player has the same rank with the dealer button #2, the dealer declares a push; meaning that no action has taken place and the bet is returned to the player. The dealer button #2 still remains with the same player. Dealer then compares the next player. If such player has the same or ties his/her hand with the holder of the dealer button #2, the holder of dealer button #2 wins and dealer button #2 remains as the best hand. When another player beats the player holding dealer button #2, the winning player will then receive dealer button #2 and that hand becomes the highest hand. The dealer then compares the rank of dealer button #2 holder to the next succeeding hand in clockwise rotation until all seats have received action. If the succeeding players hand wins, he/she then takes the dealer button #2 and the action continues until the round of the game is over.

B. If the player with dealer button #2 holds a hand that is beaten by another player, the player holding the winning hand is paid 1:1 and receives the dealer button #2. The player with dealer button #2 will then use their original bonus wager against other players until their hand is beaten and the dealer button #2 is awarded to another player. This will continue until all players at the table have received action.

C. This rumble-type of play gives the player with the best hand the opportunity, depending on his/her position from the action button, to play against any players following him/her in action.

D. No player may win an amount that is greater than his or her original bonus wager from any other player. For example, if the player with dealer button #2 who is sitting in seat 2 bets $10 holds a better hand than a player in seat 4 who had bet $100, only $10 would be paid to the that player with the #2 dealer button in seat 2 and the remaining $90 from the player in seat 4 would be given back to them.

5. Pai Gow Gold Bonus uses a payoff that allows a player to win up to 6 times their original bonus bet without making them responsible for any more than their original wager.

6. Each player's bonus bet will remain live until lost; meaning that any player holding the best or highest hand stays as the main competitor to the succeeding players until his/her hand becomes dominated by or loses his/her hand and bet to the next succeeding player until the end of each round of game.

# Rules of Pai Gow Gold Bonus

## TERMS USED:

* **Misdeal:** If one of the following occurs, a *misdeal* is declared.
  - The Joker or Ace is boxed or exposed.
  - Two or more cards are boxed or exposed.
  - One or more cards are on file.

* **Irregularities:** The following are *irregularities* but can be corrected.
  - Wrong delivery of piles to the action button.
    (Becomes a misdeal if two players look at the hand.)
  - The action button is out of position.
  - Dealer (casino) error.

* **Foul Hand:** The following are examples of a *foul hand* (automatic loss).
  - 2 card (front hand) is superior to the behind (5 card hand).
  - A player does not hold 2 cards in the front and 5 cards in the back.
  - Wrong setting of hands.

* **Copy (Tie):**
  - The "dealer button" wins all *copy (tie)* hands.

* **Betting:** Each player's *bet* must be at least the table limit minimum.
  - Any player *betting* less than the table limit minimum will receive no action.

* **Seating:**
  - A new player cannot take the "dealer button". New players will have to wait until one round of play is complete.
  - A player who is not 'active' on the previous hand cannot take the "dealer button".
  - The "dealer button" will be awarded to the 'active' player.
  - The "dealer button" *always* moves forward.

* **Showdown:** Players are responsible for the final setting of their own hands.
  - No house way. All hands must be set.
  - The "dealer button" position is not to be revealed until all other hands are set.

## *Other Rules:*

* Side bets and proposition bets are not permitted.

* Players are forbidden to exhibit or discuss their hands with any other player(s).

* No wager can be removed until all hands have been opened.

# Rules of Pai Gow Gold Bonus

## EQUIPMENT USED:

* **Table Layout:** A half moon table with designed layout especially for Pai Gow Gold.

* **Shaker with 3 dice:** Used to determine the number in action.

* **Dealer Button #1:** The fist button to compete in action.

* **Dealer Button #2:** Given to the next succeeding winner hand, which rotates in the round of play.

* **Dealer Button Hand:** Used as a mark to the best hand position.

* **Action Button:** Marks the first player in action.

* **Security Card or Bottom Card:** Protects the exposure of the card.

## GLOSSARY:

* **Action:** The first active player.

* **Boxed Card:** Exposed card.

* **Circle:** Bet placement.

* **Drop or Collection:** A fee charged for each hand dealt.

* **Gold Hand:** The best hand in the round of play.

* **Kum-Kum Bet:** Two or more player bet(s) / partnership bet(s).

* **Live Bet:** Continuous ongoing play.

* **Pile:** Consists of seven cards.

* **Side Bet:** Illegal bet.

* **Superior Position:** Best position.

# Rules of Pai Gow Gold Bonus

# Pai-gow Gold

## Table Limit and Collections

| | Standard Bet | | Gold Bet |
|---|---|---|---|
| Table Limit | Player | Player/Dealer | |
| $5-$25 | $0.50 | $1.00 | $0.50 |
| $5-$50 | $0.50 | $1.00 | $0.50 |
| $10-$100 | $1.00 | $2.00 | $0.50 |
| $25-$100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |

# PURE 21.5 BLACKJACK (3 to 2)

## OBJECT OF THE GAME

The object of Pure 21.5 Blackjack (3 to 2) 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 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “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 game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- 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 dealer's left 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 seats. That money will be used to pay the winners and will set the amount that he/she can collect from 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 they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, 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 from seat one, 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.

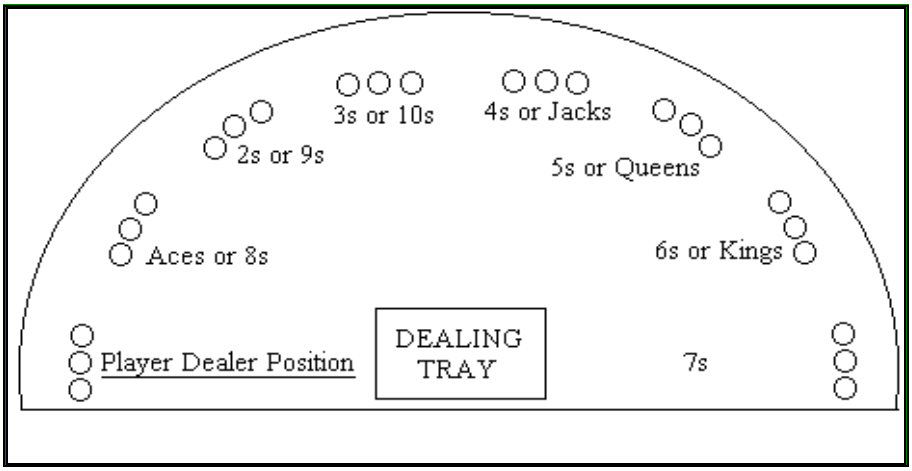
10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.

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.

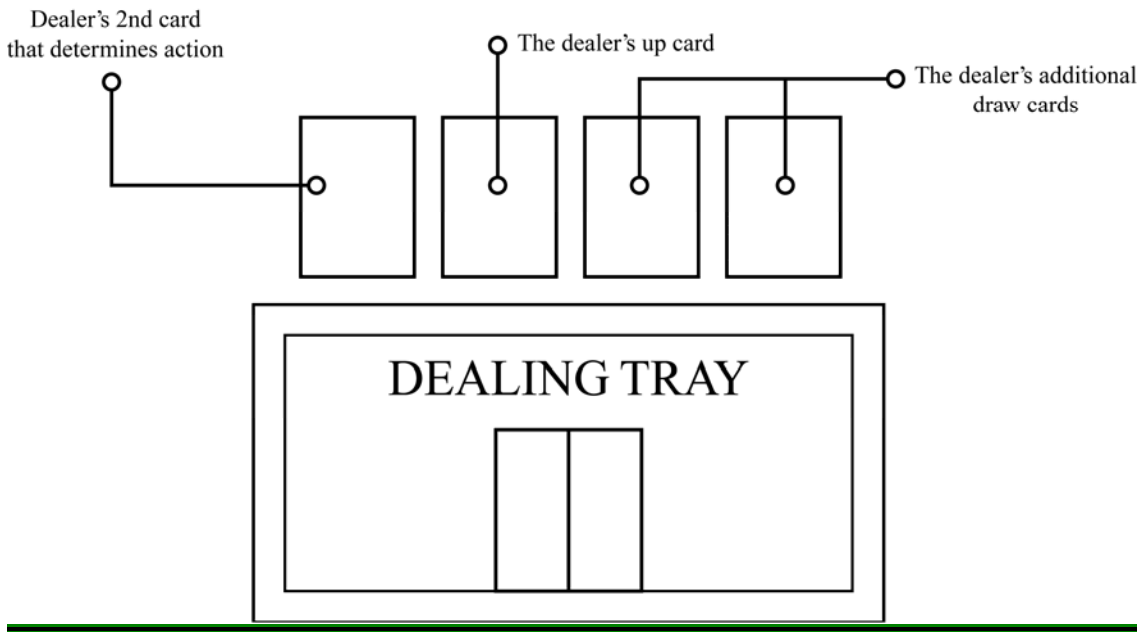
    1. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted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

2. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, all wagers receiving no action will get a free collection button.

## DIAGRAM #1



## DIAGRAM #2




3. 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**

4. 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.

5. 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 | Must Hit on | Have Option on |
|---|---|---|
| **Hard 17 or more** | **Soft 17 or less** | **None** |

# GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, 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 the Player and Player/Dealer total is more than a "Pure 21.5 Blackjack", then the Player/Dealer wins except when the Player/Dealer's hand has three eights (8-8-8) which in this case will be a "push".

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. If the player/dealer's card up card is an ace, all players will have the option to place a separate insurance wager. The player is wagering that the player/dealer's under card is a bonus card, giving the player dealer a pure 21.5 blackjack. Winning insurance wager pay two to one (2 to 1).

14. In conjunction with offering insurance, when the player/dealer's up card is an ace, player that have a pure 21.5 Blackjack (a" bonus" card and an ace on the first two cards) may opt to take even money on their wages before the player dealer's under card is checked for a "Bonus" card, making a Pure 21.5. The player is actually making an insurance wager equal to half of the original wager. If the player/dealer has a "Bonus" card as the under card, the player wins the insurance bet and pushes on the original wager. If the player/dealer does not have a "Bonus" card as the under card, the player will lose the insurance bet and is paid three to two (3 to 2) on the original wager. The result in each case is the same as the player winning an amount equal to the original wager (Even Money).

15. Third Party Providers of Proposition Players 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 split any pair or any two card combination of the same value (e.g., Jack and Queen). The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.

2. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

3. A maximum of 3 splits is allowed per hand (except Aces), giving a player up to 4 hands. Doubling-down is permitted after splitting.

4. Players can surrender on their initial two cards. 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. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.

6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

7. 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.

# Pure 21.5 Blackjack (3 to 2) Collection Fees

| Table Limit | Player Fee | Player/Dealer Fee |
|---|---|---|
| $1 - $25 | $0.50 | $1.00 |
| $5 - $25 | $0.50 | $1.00 |
| $10 - $100 | $1.00 | $2.00 |
| $25 - $100 | $1.00 | $2.00 |
| $50 - $300 | $2.00 | $4.00 |
| $100 - $300 | $2.00 | $4.00 |
| $300 - $300 | $3.00 | $5.00 |

# LEGAL

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

# DOUBLE JOKER'S WILD PAI-GOW POKER

"Double Joker's Wild Pai-Gow Poker" is a variation of the Bureau approved game "Pai-Gow Poker". It is played with a standard 52-card deck with 2 "Jokers" added making a total of 54 cards. The Jokers may be used as any card in the deck. The game is one-to-one, meaning that the player plays against the player/dealer, where each competes to make the best possible 2 card "Top Hand" and 5 cards "Bottom Hand" of the 7 cards provided to them.

# How To Play Double Joker's Wild Pai-Gow Poker

1. The casino dealer will arrange 7 piles consisting of 7 cards in each 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 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.

2. The table used for this game is a half moon design which allows for eight seated players.

3. Each seated player is then dealt seven (7) down cards on which each player is to make two separate poker hands, a 2-card hand and a 5-card hand. The object of the game is for the player to have both top and bottom hand to outrank the player-dealers top and bottom hand.

4. The procedure for dealing this game is that the cards are dealt one at a time to each pile, right to left, until each pile has seven cards. The dealer will retrieve the shuffled deck from the shuffle machine and then the cards are dealt, one at a time to each pile, dealing right to left, until each pile has seven cards. In the event of a hand shuffle, the dealer will shuffle , box shuffle, cut the cards and then the cards are dealt, one at a time to each pile, dealing right to left, until each pile has seven cards.

5. A player wins if both of his or her hands rank higher than those of the player-dealer. If the player wins on one hand, but loses on the other, it's a push and no money changes hands. The Player/Dealer wins if both of the Player/Dealer hands outrank the player's hand, or if one hand wins and the

other hand is a tie. Player/Dealer wins all ties. If the Player/Dealer loses on one hand, and ties with the player on the other, it's a push and no money changes hands. Winning hands are paid even money; losing hands lose the amount wagered.

6. The 5-card hand must always be higher or equal to the 2-card hand. For example, if the 2-card hand is a pair of fours, the 5-card hand must contain a pair of fours or better.

7. Backline betting is permitted, and backline bettors are eligible to place a bonus bettor is eligible to place a bonus bet.

8. The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The Double Joker's Wild Pai-Gow Poker hand rankings are as follows:

| Rank | Combination of Cards |
|---|---|
| 1st | Five Aces<br>(A-A-A-A-Joker) or (A-A-A-Joker-Joker) |
| 2nd | Five of a Kind<br>(K-K-K-K-Joker) or (2-2-2-Joker-Joker) |
| 3rd | Royal Flush<br>(10-J-Q-K-A of the same suit) |
| 4th | Straight Flush<br>(Five cards of the same suit ranked in order; for example, 6-7-8-9-10 of hearts) |
| 5th | Four-of-a-kind<br>(Four cards of the same rank; for example, 5-5-5-5)<br>Note: The highest-ranked cards would win should the Player/Dealerand player both have a four-of-a-kind |
| 6th | Full House<br>(Three-of-a-kind and one pair)<br>Note: Ties are broken by the highest-ranking three-of-a-kind; for example, K-K-K-7-7 beats a 10-10-10-A-A |
| 7th | Flush<br>(Five cards of the same suit, regardless of ranking; for example, 5-8-9-Q-K of spades) |
| 8th | Straight<br>(Five cards of different suits ranked in order) |

| | |
|---|---|
| 9th | Three-of-a-kind<br>(Three cards of the same ranking; for example, Q-Q-Q) |
| 10th | Two Pair<br>(Two sets of pairs) |
| 11th | A Pair<br>(Two cards of the same kind i.e. King of Heart and King of Diamond) |
| 12th | High Card<br>(If no one has at least a pair, then the highest-ranking card of each player's two-card or five-card hand decides the winning hand) |

| **Pai Gow Poker Double Joker's Wild Logical Way** | |
|---|---|
| **Hand Dealt** | **Logical Way Hand Setting** |
| No Pairs | Put 2nd and 3rd highest cards in front. |
| No Pairs plus the Joker | Put the 2nd highest card plus the Joker in the back, and the highest and the 3rd highest cards in the front. |
| One Pair | Put the pair in the back and the highest two other cards in the front. |
| Two Pairs | If one of the pairs is a pair of ace's, kings, or queens, the pairs must be split by putting the small pair in front and the higher pair in back. If one of the pairs is a pair of jacks, 10's, or 9's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least an ace. If one of the pairs is a pair of 8's, 7's, or 6's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a king. If one of the pairs is a pair of 5's, 4's, 3's, or 2's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a queen. |
| Two Pairs plus the Joker | Put the highest single card and the joker in front, unless either pair is larger than the singles largest card, then place the largest pair in front. |

| | |
|---|---|
| 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. |
| Three of a Kind – Kings or Lower | If three kings 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 plus the Joker | Always put a Joker and the highest single card in front and the three of a kind in the back. |
| Full House | Put the pair in front and the three of a kind in back. |
| Full House plus the Joker | Put the highest permissible pair in front. |
| Four of a Kind | If the four of a kind is aces, kings, or queens, always split. If the four of a kind is jacks, 10's, or 9's, the front hand must have at least an ace; otherwise the four of a kind should be split. If the four of a kind is 8's, 7's, or 6's, the front hand must have at least a king; otherwise the four of a kind should be split. If the four of a kind is 5's, 4's, 3's, or 2's, the front hand must have at least a queen; otherwise the four of a kind should be split. |
| Four of a Kind with a Pair | Always put a pair in front and the four of a kind in the back. |
| Four of a Kind plus the Joker | Put a joker and the highest single card in front and the four of a kind in the back. |
| Straight, Flush, or Straight-Flush with No Pair or One Pair | Always play the complete hand (straight or flush) in the back and the remaining single cards in front. |
| Straight, Flush, or Straight-Flush with Two Pairs | Play according to Two Pairs strategy. |
| Straight, Flush, or Straight-Flush with Straight and Flush | Play with whatever gives you the highest front hand. |

# Rules of Double Joker's Wild Pai-Gow Poker

1. All hands are compared to the player-dealer's hand, and all bets are paid or collected in a clockwise direction from the "Action" button.

2. A player may not display his or her hand to or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.

3. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the Player/Dealer shakes the cup, and the number of dice points revealed when the cup is opened is added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the Player/Dealer position is indicated. In those cases, the first player to the left of the Player/Dealer receives the action button.

4. The player-dealer's hand will not be opened until all other hands have been set. In the case in which the player-dealer's hand is opened before all hands are set, the Casino dealer will call a supervisor or a FLOORMAN immediately who will set the player's hand in the "logical way."

5. 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. No one may assume the Player/Dealer position unless he or she has made a non-bank bet in the last round. New players can assume the Player/Dealer position only if all other seated players refuse the Player/Dealer position in the round.

6. A misdeal will be declared if:

    a. The Joker or an ace is boxed or exposed on the deal.

    b. Two or more cards are boxed or exposed on the deal.

    c. The hands are delivered to the wrong spots, and two or more players have looked at their cards before the Casino dealer opens the player-dealer's hand.

    d. The hands are delivered to the wrong spots, and a player has looked at the player-dealer's hand.

7. In the event that the action hand is pushed to the wrong spot, and only one player has looked at the cards, the hands will be retrieved by a floor person and redelivered correctly. The hand for the player that looked at the cards will be played the"logical way."

8. A boxed card is replaced immediately with the very next card on the deck and exposed cards on the deal will be replaced, after the deal is finished with the first of the remaining five discards.

9. The Joker may be used as any card in the deck.

10. A player is responsible for the final setting of his hand. Upon request, the Casino dealer or Floor person will play the hand only according to the "logical way." The Casino cannot be held responsible for the logical way outcome.

11. Statements regarding the value of a hand are not binding. The cards read as their value states.

12. If a player sets his or her hands in such a way that the 2-card hand outranks the 5-card hand, the hand is fouled and the wager is forfeited to the extent that money covers.

13. If a player puts three cards in one hand and four in the other, or one card in one hand and six in the other, the hand is fouled and the wager is forfeited to the extent that money covers.

14. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.

15. When an active player fouls his or her hand, any backline wagers will be set to logical way and paid accordingly.

16. The player-dealer's hand is not set until the Player/Dealer has signaled his or her final decision in an obvious manner to the Casino dealer.

17. A hand that is misread by the Casino dealer will play at its true value if it can be retrieved intact.

18. When the Player/Dealer asks the Casino dealer to help set the hand, the Casino dealer cannot allow the Player/Dealer to set the hand fouled. If the Casino dealer mistakenly allows a fouled hand to be played, the Casino will set the hand in the "logical way" and play will continue. A Player/Dealer's hand can never be set fouled.

19. The Casino has the right to reset the Player/Dealer's hand if it is discovered that the Casino dealer did not show the best possible option, such that both the front and the back hands will increase in value, provided the payoffs have not started.

## Double Joker's Wild Pai Gow Poker Bonus Bet Rules

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 can be any amount up to the base game wager, but may not exceed it.
3. Jokers may not be used for Bonus Bets.
4. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
5. Backline betting is permitted, and backline bettors are eligible to place a bonus bet.
6. For each seated position at the table, one bonus bet wager may be placed.
7. The bonus bet has to be equal to or less than the base game wager.
8. The bonus bet wager wins or loses independent of the base game wager.
9. There is no collection fee for placing a bonus bet.
10. 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: Base Game Wager, Bonus Bet.
11. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
12. The procedure for reconciling wagers is that starting with the player with the action item, that player's base game wager will be settled and then their bonus bet; and in that order for each of the other players at the table.
13. Bonus Bets pay as follows:

| | |
|---|---|
| 7 Card Straight Flush | 2000 to 1 |
| Royal Flush + Pair of Jacks or better | 1000 to 1 |
| 7 Card Straight Flush | 750 to 1 |
| Royal Flush | 150 to 1 |
| Straight Flush | 75 to 1 |
| Four of a Kind | 25 to 1 |
| Full House | 5 to 1 |
| Flush | 4 to 1 |
| Three of a Kind | 3 to 1 |
| Straight | 2 to 1 |

Seven cards is a complete hand. However, on a Royal Flush, the base hand (5) cards would qualify as a royal or other flush.

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: base game wager, Bonus Bet side wager.

## Pai Gow Poker Double Joker's Wild
## Collection Rates

| Limit | Player | Player/Dealer | Jackpot |
|---|---|---|---|
| $5-$50 | $.50 | $1.00 | $1.00 |
| $10-$100 | $1.00 | $2.00 | $1.00 |
| $25-$100 | $1.00 | $2.00 | $1.00 |
| $50-$300 | $2.00 | $4.00 | $1.00 |

***Funtazee 21 General Rules :***

1. **Funtazee 21** is played using single fifty-two cards deck without joker.

2. An Ace is count as one or eleven, all face cards are counted as ten, rest of the cards worth their face value.

| Card | Value |
|---|---|
| King, Queen, Jack, Ten | 10 |
| Ace | 1 or 11 (always 11 if used in the two-card hand) |
| Two through Nine | Hold their face value |

3. **Funtazee 21** is played with a minimum of two players and with a maximum of eight.

4. One of the players will be designated as Player-dealer twice per round

5. Players are dealt in pile of five cards each clockwise starting from the action button. The player-dealer shakes a dice cup, which contains three (3) dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one (1), nine (9), and seventeen (17). Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice is nine or seventeen the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled starting with the player with the action button, then proceeding to all other players in a clockwise manner, in the following order: the Funtazee 21 base game wager from player to player and then the Bonus Hand wager from player to player.

6. The player set the hand in two segments, two cards front hand and three cards back hand. The object of the game is to set the hand as close to twenty-one without going over.

**Hand Ranking Chart**

| Hand Dealt | |
|---|---|
| **Double 21** | A two-card hand that has a value of 21 and a three-card hand that has a value of 21. |
| **5 Cards 21** | A two-card and a three-card hand whose value of cards equals 21 when added together. |
| **All other Hands** | A two-card hand and a three-card hand with each hand's value as close to the value of 21 as possible without going over in the following order: 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2 |

7. The total points of two cards front hand should be equal or less than the total points of three cards, back hand.

8. If the hand is set that the total points of two cards is higher than the three cards total,

It is a *foul hand*.

9. The following are *busted hands*:
   a) when no combination that will make the bottom three cards with a total of twenty-one or less.
   b) Any five cards with a total of forty-two without an ace.
   c) Any hand consists of three face cards or tens, the other two cards total should be either ten or eleven other wise it is a busted hand.

10. Players can *surrender* their hand anytime, as long as it is not a *busted hand*.

11. Ace is always count as eleven on the following:
   A) When use in two cards front hand
   B) In *surrender* hand only, if the player play the *house way*.

12. *Surrender hand* and *Busted hand* are qualified to win a bonus bet. *Bonus hand* should not contain any *Ace*.

13. Any hand can be set any way the player wish to do so as long as it conforms with the rules above.

14.The player-dealer can set their hand however they would like to as long as it is within the rules above or it may be set the “house way” for the player-dealer.

Back line is permitted on both wagers, as long as they place the main bet, to be able to wager a bonus bet.

The wagers are settled:
a) Starting from the action button clockwise.
b) Base game for all players and then the Bonus Bet for all players.

Player has to place a main bet in order to wager on bonus bet

Backline bettors place their base bet next to seated player's bet, but the bonus bet are put on the top of the seated player's bonus bet up to the table limit.

2. The following are the right way for a player places their card on the table:
   a) Surrender hand - place five cards together on the top square with the surrender label.
   b) House way hand - place five cards together on the bottom square with the house way label.
   c) Set the hand - place two card hand on the top square and place three card hand on the bottom square.

## Funtazee 21
## Payout Schedule

***Main Bet-***

The player-dealer and players follow the same rules, as shown below:

1. Win on one set and lose on another ……..push

2. Win on one set and tie on another…… .1**:** 1

3. Win on both sets…..…….....1**:** 1

4. Tie on both sets……..push

***The following hands the player wins regardless of player-dealer's hand***

1. Double twenty-one, player wins **6 to 5**
2. Five cards twenty-one, the player wins **3 to 2 ( no ace)**

***The following hands the player loses regardless of player-dealer's hand***

1. Busted hand, player loses the whole bet
2. Foul hand, player loses the whole bet
3. Surrender hand, player loses half of the bet

***Bonus Bet***

Five cards total ( ***no ace*** )

1. 11 …….....500**:** 1
2. 12……..... 200**:** 1
3. 13.……..…….....60**:** 1
4. 14-15. …….. …. ……30**:** 1
5. 50.…….....30**:** 1
6. 16-17.…….....20**:** 1
7. 18-19-20..……...…….....10**:** 1
8. 48-49.…….....5: 1
9. 45-46-47.…….....3: 1
10. 42,43,44.…….....2:1

***Note*****:** Busted hands, foul hands and surrender hands are qualified to win bonus.

The minimum bonus bet wager is $5 and the maximum is within the table limit.

***House Way To Play***

If the hand is not set by the player the following rules should apply:

1. Any 5 cards total points of **26** points or more should be split equally or closest to to equal. Example : If the total is **30** points, the hand should be play as follows:
   1) 15 / 15
   2) 14 / 16
   3) 13 / 17

2. Any 5 cards total points of **25** ,**24**,**23**, **22** should be split with the bottom 3 cards to the maximum total points up to 21 if attainable. If the total is **25** points, the hand should be play as follows:
   1) 4 / 21
   2) 5 / 20
   3) 6 / 19

3. Any 5 cards with a total point of **20** or less is a surrender hand. Ace always count as eleven in surrender hand, when playing the house way.

***Note***: Since Player-dealer can never surrender his or her hand the following rule should apply:

A) Any hand with a total of **20**, **19**, **18**, and **17** , should be set by maximizing the three cards back hand. Example: If the total is 20 hand should be play as follows:
   A. 4 / 16
   B. 5 / 15

B) Any hand with a total of **16** and below should be split equally or close to equal.
   Example: If the total is **16**, hand should play as follows:
   A. 8 / 8
   B. 7 / 9

Collection Fees:
For **schedule option 1 and 2**, a collection fee shall be taken per hand from the player-dealer position and per wagering spot, per wager from the player, prior to cards being dealt or any round of play being conducted. No collection fee shall be taken for placing a bonus bet.

| Schedule Option | Table Limit | Player Collection | Player-Dealer Collection |
|---|---|---|---|
| 1 | $10 - $100 | $1 | $2 |
| 2 | $50 - $300 | $2 | $3 |

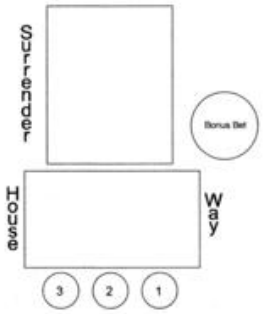
Funtazee 21
Double 21 Pays 6:5
5 Cards 21 (No Ace) Pays 3:2
BONUS BET
SURRENDER
HOUSE
PLAY
3 2 1
6
5
4
3
Bonus Hand
5 Cards Total (No Ace)
11.....500 to 1
12.....200 to 1
13.....60 to 1
14-15.....30 to 1
50.....30 to 1
16-17.....20 to 1
18-19-20.....10 to1
48-49.....5 to 1
45-46-47.....3 to 1
42-43-44.....2 to 1

TABLE LAYOUT

# Funtazee 21

5 Cards 21 (No Ace) Pays 3:2

Double 21 Pays 6:5




## Bonus Hand

5 Cards Total (No Ace)

| | |
|---|---|
| 11 | 500:1 |
| 12 | 200:1 |
| 13 | 60:1 |
| 14-15 | 30:1 |
| 50 | 30:1 |
| 16-17 | 20:1 |
| 18-19-20 | 10:1 |
| 48-49 | 5:1 |
| 45-46-47 | 3:1 |
| 42-43-44 | 2:1 |

Patent Pending:
Jasmarc Gaming, LLC

***Mortimer's Card Room - Poker Collection Rates***

***Limit Games***

| Table Limit | Small Blind/Big Blind | 7 or more players | 5 – 6 players | 4 or less players | Modified Fee (a) | Modified Fee (b) |
|---|---|---|---|---|---|---|
| $1 / $2 | $1 / $1 | $3 | $2 | $1 | $0 | $1 |
| $2 / $4 | $1 / $2 | $3 | $2 | $1 | $0 | $1 |
| $3 / $6 | $2 / $3 | $3 | $2 | $1 | $0 | $1 |
| $4 / $8 | $2 / $4 | $3 | $2 | $1 | $0 | $1 |
| $5 / $10 | $3 / $5 | $4 | $3 | $1 | $0 | $1 |
| $6 / $12 | $3 / $6 | $4 | $3 | $1 | $0 | $1 |
| $8 / $16 | $4 / $8 | $4 | $3 | $1 | $0 | $1 |
| $9 / $18 | $6 / $9 | $4 | $3 | $1 | $0 | $1 |
| $10 / $20 | $5 / $10 | $4 | $3 | $1 | $0 | $1 |
| $12 / $24 | $6 / $12 | $4 | $3 | $1 | $0 | $1 |
| $15 / $30 | $10 / $15 | $4 | $3 | $1 | $0 | $1 |

***Limit Games***

| Table Limit | | | – | | | | |
|---|---|---|---|---|---|---|---|
| $20 / $40 | $10 / $20 | $5 | $4 | $3 | $1 | $0 | $1 |
| $30 / $60 | $15 / $30 | $5 | $4 | $3 | $1 | $0 | $1 |
| $40 / $80 | $20 / $40 | $5 | $4 | $3 | $1 | $0 | $1 |
| $50 / $100 | $25 / $50 | $5 | $4 | $3 | $1 | $0 | $1 |
| $60 / $120 | $30 / $60 | $5 | $4 | $3 | $1 | $0 | $1 |
| $75 / $150 | $50 / $75 | $5 | $4 | $3 | $1 | $0 | $1 |
| $80 / $160 | $40 / $80 | $5 | $4 | $3 | $1 | $0 | $1 |
| $100 / **$**200 | $50 / $100 | $5 | $4 | $3 | $1 | $0 | $1 |
| $300 / $600 | $100 / $200 | $5 | $4 | $3 | $1 | $0 | $1 |
| $400 / $800 | $150 / $300 | $5 | $4 | $3 | $1 | $0 | $1 |

BGC ID: GEGA-003155 (March 2011)

***Pot Limit / No Limit***

| Small/Big Blind | 7 or more players | 6 or less players | Modified Fee (a) | Modified Fee (b) |
|---|---|---|---|---|
| $.50 / $1 | $2 | $1 | $0 | $1 |
| $1 / $1 | $2 | $1 | $0 | $1 |

| Small/Big Blind | 7 or more players | 5 – 6 players | 4 or less players | Modified Fee (a) | Modified Fee (b) |
|---|---|---|---|---|---|
| $1 / $2 | $3 | $2 | $1 | $0 | $1 |
| $1 / $3 | $3 | $2 | $1 | $0 | $1 |
| $2 / $3 | $3 | $2 | $1 | $1 | $1 |
| $2 / $4 | $3 | $2 | $1 | $1 | $1 |

| Small/Big | | – | | | | |
|---|---|---|---|---|---|---|
| $2 / $5 | $5 | $4 | $3 | $1 | $1 | $0 |
| $3 / $5 | $5 | $4 | $3 | $1 | $1 | $0 |
| $5 / $5 | $5 | $4 | $3 | $1 | $1 | $0 |
| $5 / $10 | $5 | $4 | $3 | $1 | $1 | $0 |
| $5 / $15 | $5 | $4 | $3 | $1 | $1 | $0 |
| $10 / $15 | $5 | $4 | $3 | $1 | $1 | $0 |
| $10 / $20 | $5 | $4 | $3 | $1 | $1 | $0 |
| $25 / $50 | $5 | $4 | $3 | $1 | $1 | $0 |
| $50 / $100 | $5 | $4 | $3 | $1 | $1 | $0 |
| $75 / $150 | $5 | $4 | $3 | $1 | $1 | $0 |
| $100 / $200 | $5 | $4 | $3 | $1 | $1 | $0 |

***Spread Limit***

| Table Limit | 7 or more players | 5 – 6 players | 4 or less players | Modified Fee (a) | Modified Fee (b) |
|---|---|---|---|---|---|
| $2 / $6 | $3 | $2 | $1 | $0 | $1 |
| $4 / $12 | $4 | $3 | $1 | $0 | $1 |

| Table Limit | 7 or more players | 5 – 6 players | 4 players | 2 - 3 players | Modified Fee (a) | Modified Fee (b) |
|---|---|---|---|---|---|---|
| $5 / $40 | $5 | $4 | $3 | $2 | $1 | $0 |
| $10 / $100 | $5 | $4 | $3 | $2 | $1 | $0 |
| $10 / $200 | $5 | $4 | $3 | $2 | $1 | $0 |

** For the game of Texas Hold'em the collection shall be taken from the house dealer from the pot after the cards have been dealt and the first round of betting has been completed, immediately following the flop. The appropriate fees are dependent on the small blind outlined in the chart above. However if the hand ends before the flop modified fee (a) shall be taken from the small blind provided there is action (bet, call and/or raise), otherwise there will be no collection taken. Additionally, if play continues to the turn or river, with a bet, modified fee (b) will be collected in addition to the regular collection fee.*

# *Monster & Buster™*

# *Pai Gow Poker*

**Monster & Buster™ Pai Gow Poker** features two optional side wagers in addition to the pai gow poker base game wager. It is played with a standard deck of 52 cards plus one joker. The joker is fully wild. Each player competes against the player-dealer to make the best possible hand.

Before any hand is dealt, each player can place the two side wagers - the Player Monster wager and the Banker Insurance & Buster wager - in conjunction with the base game wager. Each player and the dealer will receive seven cards face down.

An automatic shuffler is used to shuffle the cards. The cards shall be manually shuffled and dealt by the casino dealer when requested by a player.

- The joker is fully wild.
- The bonus bets operated independently of the base game wager.
- The outcome of the base game wager has no bearing on the bonus wagers.
- The backline betting permitted on the base game wager as well as the bonus bets.
- Any player can wager on available betting spots, but a player cannot player more than one hand.

The hand rankings for Pai Gow Poker are as follows:

The single-card rank shall be as follows: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

| Hand Dealt | Hand Requirements |
|---|---|
| **Five of a Kind** | A hand that consists of five cards of the same rank. Five Aces is the highest ranked five of a kind and five 2's is the lowest ranked five 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 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 second highest ranked straight flush. |
| **Four of a Kind** | A hand that consists of four cards of the same rank. Four Aces is the highest ranked four of a kind and four 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 Aces and two Kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house. |
| **Flush** | A hand that consists of five 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 cards that are in consecutive 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 second highest ranked straight. |
| **Three of a Kind** | A hand that consists of three cards of the same rank. Three Aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind. |
| **Two Pairs** | A hand that consists of two pairs. Two Aces and two Kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs. |
| **One Pair** | A hand that consists of two cards of the same rank. Two Aces is the highest ranked pair and two 2's is the lowest ranked pair. |
| **High Card** | A hand that consists of five 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. |

*Dealing procedures:*

- If an automatic shuffler is not used, the casino dealer should manually shuffle the deck as follows: The dealer deals the cards into seven piles of seven cards face down. 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 card 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 as described below. 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 and places them in the discard pile.

*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.

*Betting scheme:*

Players may place wagers within the posted table limits. Players who make the Pai Gow base game wager have the option to make a Player Monster wager and/or Banker Insurance & Buster wager as well.

The player-dealer may place a wager to cover some or all of the action on the table. Backline betting is permitted. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall 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 shall begin. Additionally, each player's wager receives action in the following order: all base game wages, then the Player Monster followed by the Banker Insurance & Buster wager.

*How winners determined and paid:*

- Once the player-dealer's hands are set, according to the 'House Way' chart below, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or tie hands, as described below, starting with the action button and moving clockwise from player to player.

- The base game wagers are settled (win, lose, tie/push) first, as follows:

- The base game wager wins if the two card hand and the five card hand held by the player rank higher than the player-dealer's respective two card hand and five card hand. The player-dealer will pay all winning base game wagers.

- The base game wager loses if the two card hand and the five card hand held by the player rank lower than the player-dealer's respective two card hand and five 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 corresponding hand and the player's other hand ranks lower than the player-dealer's corresponding 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 corresponding hand, it is a "copy hand." The player-dealer wins all copy hands.

- Once the base game wagers are settled, Player Monster and the Banker Insurance & Buster wagers will be settled, as follows:

  The casino dealer will determine if the player's hand qualifies for the Player Monster and/or Banker Insurance & Buster payouts.

- According to the pay table below, the player-dealer will pay or collect the Player Monster wager depending on whether the player's 7-card hand is at least 3 of a kind or better, regardless of how the player's hand is set:

| Winning Hand | Pays |
|---|---|
| AAAA + Any 3 of a Kind (no Joker) | 2000 |
| 5 Aces | 500 |
| 5 of a Kind | 250 |
| Royal Flush | 100 |
| Straight Flush | 50 |
| Straight Flush with Joker | 25 |
| 4 of a Kind | 10 |
| Full House | 5 |
| Flush | 3 |
| Straight | 2 |
| 3 of a Kind | 1 |

- According to the pay table below, the player-dealer will pay or collect the Banker Insurance & Buster wager depending on whether the player-dealer's 7-card hand qualifies as follows, regardless of how the player-dealer's hand is set:

| Player-dealer Hand | Pays |
|---|---|
| 5 of a Kind | 250 |
| Royal Flush | 100 |
| Straight Flush | 50 |
| Straight Flush with Joker | 25 |
| 4 of a Kind | 10 |
| 9 High | 100 |
| 10 High | 25 |
| J High | 10 |
| Q High | 5 |
| K High | 4 |
| A High | 3 |

❖ A player must place the Pai Gow base game wager in order to place a Player Monster and/or Banker Insurance & Buster wager.

❖ The Player Monster and Banker Insurance & Buster wager may be less than, equal to, or greater than the Pai Gow base game wager. However, the Player Monster and Banker Insurance & Buster wager may not exceed the table limit.

❖ There is no collection fee taken when a player places a wager on the Player Monster and/or the Banker Insurance & Buster wager.

- The Player Monster and Banker Insurance & Buster wager will win or lose independent of the outcome of the Pai Gow base game wager.

*Round of Play*

- Each player and the player-dealer put up any wagers they wish to place for the next hand. Players have the option of placing a Player Monster wager and/or a Banker Insurance & Buster wager at this time as well.
- The casino dealer will then follow the dealing procedures and standards of play, as described above.
- Once the player-dealer's hand is set, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or tie hands.
- The Pai Gow base game wagers are settled first.
- For all winning base game wagers, the players are paid 1 to 1 on their wager to the extent the player-dealer's wager covers the action.
- Wagers shall be settled starting with the player with the action button, then proceeding to the other players in a clockwise manner, from player to player.
- Once the Pai Gow base game wagers are settled, the casino dealer will determine (1) if the player's hand qualifies for the Player Monster payout and/or (2) if the player-dealer's hand qualifies for the Banker Insurance & Buster payout. The casino dealer then settles all Player Monster and/or Banker Insurance & Buster wagers.
- 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.

House Way Chart:

| Pai Gow Poker "House Way" | |
|---|---|
| Hand Dealt | Logical Way Hand Setting |
| No Pairs | Put 2nd and 3rd highest cards in front. |
| One Pair | Put the pair in the back and the highest two other cards in the front. |
| Joker Handicap | Put 1st and 3rd highest cards in the front unless the play has a queen, 8, 7, or less. |
| One Pair and a Joker | Pair-pair unless ace king with three of a kind 2's, 3's, or 4's. |
| Two Pairs | Please refer to the chart below. |
| Two Pairs and a Joker | Pair-trips, go three pair if the largest card is three points higher than the big pair. |
| Three Pairs | Put the highest pair in the front and the two lower pairs in the back. |

| | |
|---|---|
| Three of a Kind – Aces | If three aces, put one ace and the highest card in front and the pair of aces in the back unless the front hand is a king and queen. |
| Three of a Kind – Kings | If three kings, put one king and the highest card in front and the pair of kings in the back unless the front hand is a queen and jack. |
| Three of a Kind – Queens or lower | If three queens or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front. |
| Three of a Kind – Two Sets | Put the highest pair in front and put lower three of a kind in the back. |
| Three of a Kind with a Joker | Put the three of a kind in back and the pair in front. |
| Straight, Flush, or Straight-Flush with No Pair or and No Joker | Always play the complete hand (straight or flush) in the back and the remaining single cards in front. |
| Straight, Flush, or Straight-Flush with Joker and No Pair or with 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 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 and 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:

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

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

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

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

*Glossary of terms used in the controlled game:*

Action Pile — The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

| | |
|---|---|
| Action Button | A token used to designate where the settling of wagers will begin (the action). |
| Action | The player position where the settling of wagers begins. |
| Copy | When a players hand is ranked equally to the player-dealers hand. |
| Player-dealer | Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is 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. |

## Player Monster and Banker Insurance & Buster™ Wagers

Each player wagering in the base game has the option of placing a wager of $1 to $300, on the Player Monster wager and/or the Banker Insurance & Buster wager within the table limits, on the designated spots located next to each player's position on the gaming felt layout.

The rules are as follows:

1. Players must place a base game wager to be eligible to place the Player Monster and/or the Banker Insurance & Buster wager.
2. The Player Monster and Banker Insurance & Buster wagers must be placed prior to the initial deal of the cards.
3. Backline betting is allowed.
4. The base game wagers will be settled first, followed by the Player Monster and then the Banker Insurance & Buster wager.
5. There is no collection fee for the Player Monster and Banker Insurance & Buster wager.
6. The player-dealer will pay all Player Monster and Banker Insurance & Buster wagers and will collect all losing Player Monster and Banker Insurance & Buster 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.

### Player Monster Wager

The Player Monster wager allows the player to bet that he will receive a premium hand. The best 5 out of the player's 7 cards are used. The pay table is shown below (all payouts are "to 1"):

Joker Wild

| Winning Hand | Pays |
|---|---|
| AAAA + Any 3 of a Kind (no Joker) | 2000 |
| 5 Aces | 500 |
| 5 of a Kind | 250 |
| Royal Flush | 100 |
| Straight Flush | 50 |
| Straight Flush with Joker | 25 |
| 4 of a Kind | 10 |
| Full House | 5 |
| Flush | 3 |
| Straight | 2 |
| 3 of a Kind | 1 |

Banker Insurance & Buster Wager

The Banker Insurance & Buster wager allows the player to bet that the player-dealer will receive a premium hand or a poor hand. The best 5 out of the dealer's 7 cards are used. The pay table is shown below (all payouts are "to 1"):

Joker Wild

| Winning Hand | Pays |
|---|---|
| 5 of a Kind | 250 |
| Royal Flush | 100 |
| Straight Flush | 50 |
| Straight Flush with Joker | 25 |
| 4 of a Kind | 10 |
| 9 High | 100 |
| 10 High | 25 |
| J High | 10 |
| Q High | 5 |
| K High | 4 |
| A High | 3 |

The side wager wins if the player-dealer's seven-card hand is less than a pair. The poorer the player-dealer's hand is, the higher the payout will be. The side wager also serves as insurance against the player-dealer receiving a premium hand.

*Collection Fees for this game:*

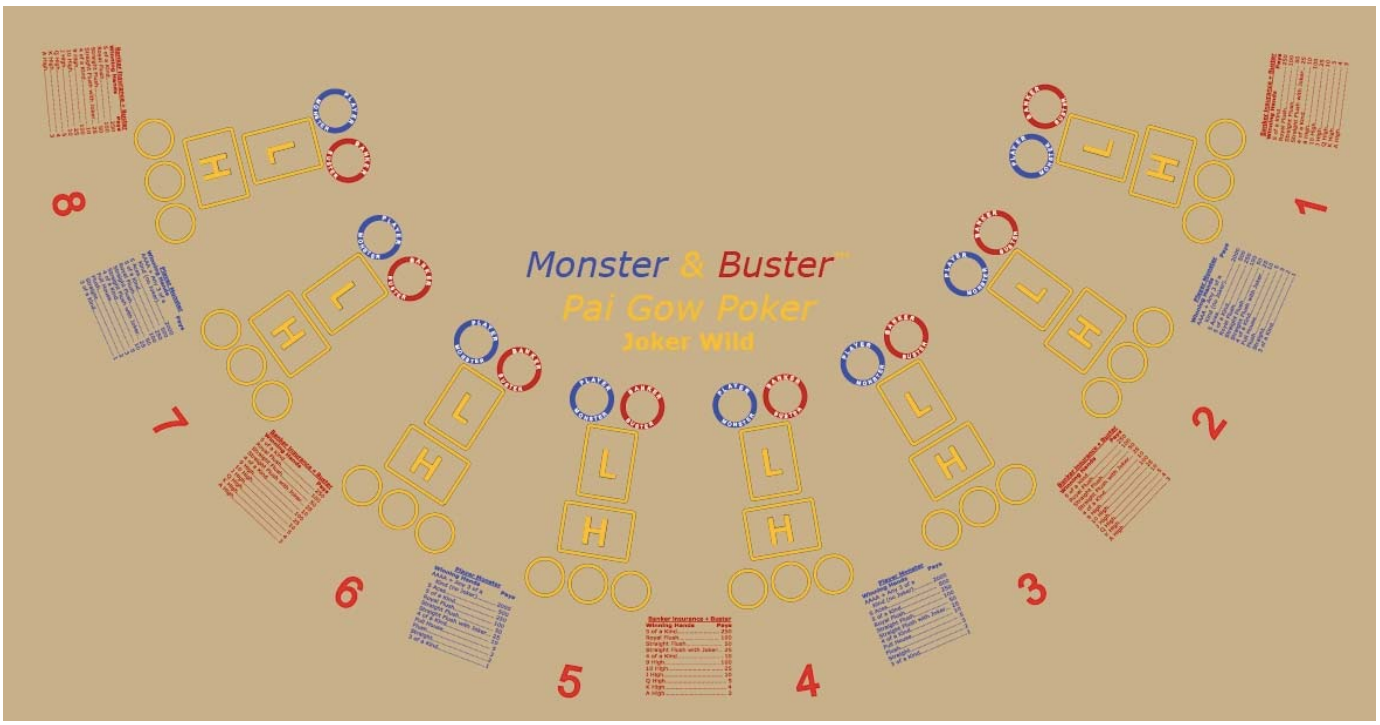
**For schedule options 1 through 4,** collection fees shall be taken per hand from the player-dealer and from each player for each base game wager placed before the start of the game. Players and the player-dealer must post the required collection prior to receiving any cards. Collection is based on the table limit. The collection fees shall 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 modified game of Monster & Buster Pai Gow Poker are as shown below:

| Schedule Option | Table Limit | Player Collection Fee (per bet) | Player-Dealer Collection Fee |
|---|---|---|---|
| 1 | $10 - $100 | $1 | $2 |
| 2 | $25 - $100 | $1 | $2 |
| 3 | $50 - $300 | $2 | $4 |
| 4 | $300 - $500 | $3 | $6 |

*Table Layout*

Backline betting wagers are placed behind every related circle.



# 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 $5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

***Type of card deck used:***
Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is fully wild.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker is fully wild. All suits shall be considered equal in rank.

The hand rankings for the game of Fortune Pai Gow Poker, in order of highest to lowest, are as follows:

| ***Hand Dealt*** | ***Hand Requirements*** |
|---|---|
| ***7 Card Straight Flush (No Joker)*** | *A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.* |
| ***7 Card Straight Flush (With Joker)*** | *A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.* |
| ***Five Aces*** | *A hand that consists of five cards containing all aces.* |
| ***Five of a Kind*** | *A hand that consists of five cards of the same rank. Five aces is the highest ranked Five of a Kind and five 2's is the lowest ranked Five of a Kind.* |

# Fortune Pai Gow Poker

| | |
|---|---|
| ***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 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 cards of the same rank. Four aces is the highest ranked Four of a Kind and four 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 aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.* |
| ***Flush*** | *A hand that consists of five 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 cards that are in consecutive 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 cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.* |
| ***Two Pairs*** | *A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.* |
| ***One Pair*** | *A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.* |
| ***High Card*** | *A hand that consists of five 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.* |

***<u>Dealing procedures:</u>***

- The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left,

# Fortune Pai Gow Poker

shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

- Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the “Action” button. The casino dealer identifies the hand by placing a button marked "Action” on this pile by pushing it forward and turning the pile behind it side ways.

- To determine the placement of the “Action” button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the “Action” button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer’s wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.

- Once the “Action” button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the “Action” button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

***Type of gaming table utilized for this game:***

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table

***Number of players in the game:***

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats up to six players and the Player-dealer position for a total of seven seated positions.

# Fortune Pai Gow Poker

***How and when are house fees collected:***

- Several Players may wager on the same hand, referred to as "back betting".

- Fortune Pai Gow Poker utilizes a Player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the Player-dealer position is identified with a “Bank” tile and is placed in front of that player’s seat position. The Player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer’s wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- A collection fee will be taken per hand from the player-dealer position and from each player for each Fortune Pai Gow Poker game wager placed. There is no collection fee taken when a player places a Player Bonus Bet wager or places a Player-dealer Bonus Bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

| Table Limit | Player Fee | Player-Dealer Fee | Bonus Bet Fee | Jackpot Fee |
|---|---|---|---|---|
| $10 - $100 | $1.00 | $2.00 | $0.00 | $1.00 |
| $25 - $100 | $1.00 | $2.00 | $0.00 | $1.00 |
| $50 - $300 | $2.00 | $4.00 | $0.00 | $1.00 |
| $100-$500 | $3.00 | $5.00 | $0.00 | $1.00 |

***Betting scheme:***

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

# Fortune Pai Gow Poker

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

***Round of Play***

- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

- The casino dealer will then follow dealing procedures and standards of play, as described above.

- Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

| HOUSE WAY CHART | |
|---|---|
| **Hand Dealt** | **Set Hand Accordingly** |
| **No Pair** | **2nd and 3rd highest cards in front** |
| **NO PAIR PLUS THE JOKER** | **Put the second highest card plus the joker in the back, the highest & the third highest cards in front.** |
| **One Pair** | **Pair in back, highest two other cards in front.** |
| **TWO PAIRS** | **(One pair plus the joker - Use two pairs rule.)** |
| **High Pairs: A's, K's, Q's** | **Small pair in front.** |
| **High Pairs: J's, 10's, 9's** | **Two pairs in back with at least an Ace in front: otherwise split.** |
| **High Pairs: 8's, 7's, 6's** | **Two pairs behind if King or Higher in front: otherwise split.** |
| **Big Pair is 5's, 4's, 3's, 2's** | **Needs at least a QUEEN in front; otherwise split.** |

# Fortune Pai Gow Poker

| | |
|---|---|
| **TWO PAIRS PLUS THE JOKER** | **Put the highest single card and the joker in front, unless either pair is larger than the single largest card, then place the largest pair in front.** |
| **Three Pair** | **Highest pair in front.** |
| **Three of a Kind—Aces** | **Ace + Highest card and pair Aces behind.** |
| **Three of a Kind—Kings and Below** | **Never split. Highest card in front. Trips in the back.** |
| **Two Sets** | **Split the highest one** |
| **THREE OF A KIND PLUS THE JOKER** | **Always put a joker and the highest single card in front, three of a kind in the back. Exception: *Play the complete hand with a pair in front If it is possible.*** |
| **Straight, Flush, Straight Flush/ No Pair** | **Always play the complete hand ( Straight or Flush).** |
| **Straight, Flush, Straight Flush/ One Pair** | **Always play the complete hand ( Straight or Flush).** |
| **Straight, Flush, Straight Flush/ Two Pair** | **Use Two Pair Strategies.** |
| **Straight, Flush, or Straight-Flush** | **Play what ever gives you the highest front.** |
| **Full House** | **Put the pair in front, the three of a kind in the back.** |
| **Four of a Kind: A's, K's, Q's** | **Always Split.** |
| **Four of a Kind: J's, 10's, 9's** | **Needs at least a Ace in front , otherwise split.** |
| **Four of a Kind: 8's, 7's, 6's** | **Needs at least a King in front, otherwise split** |
| **Four of a Kind: 5's and Below** | **Needs at least a Queen in Front, otherwise split.** |
| **Four of a Kind + Joker** | **Put the Joker and the highest single card in Front, Four of a Kind in the back.** |

- Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.

# Fortune Pai Gow Poker

- Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
  a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
  b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
  c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding 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.
  d. 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."

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.

- The Fortune Bonus bet considers the best hand possible among the player's seven cards.

- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
  - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino 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 Bet wager.
  - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

# Fortune Pai Gow Poker

- 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 hand or for the Player-dealer’s hand.

- The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.

- 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 position rotates clockwise around the table.

# Fortune Bonus Bet

***RULES OF PLAY***

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.

- Seated players as well as back-line bettors are eligible to place a Fortune Bonus Bet wager.

- The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no

opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

- The Joker is fully wild.

- The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.

- **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

- Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

# Envy Bonus

- A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than $5.

- Seated players as well as back-line bettors are eligible to receive an "Envy" button.

- The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has

# Fortune Pai Gow Poker

received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.

- **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all "Envy" buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

- Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

**Fortune Bonus Bet and Envy Bonus Paytable – Jokers Fully-Wild FPG-09**

| Hand Dealt | Fortune Bonus Bet | Envy Bonus |
|---|---|---|
| 7 Card Straight Flush (No Joker) | 500 to 1 | $250 |
| 7 Card Straight Flush (With Joker) | 500 to 1 | $250 |
| 5 Aces | 250 to 1 | $50 |
| 5 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 | N/A |
| Flush | 3 to 1 | N/A |
| Straight | 2 to 1 | N/A |

***Glossary of terms used in the controlled game:***

**Action Pile** The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

**"Action" button** A token used to designate where the settling of bets will begin (the action).

**Action** The player position where the settling of bets begins.

**Copy** When a players hand is ranked equally to the Player-dealers hand.

# Fortune Pai Gow Poker

| | |
|---|---|
| **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 paytable. |
| **Player-dealer** | Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer. |
| **Seated-positions** | The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand. |
| **Push** | When a player wins either the high or the low hand and the Player-dealer wins the other. |

# Bonanza Pai Gow Tiles

**Object of the Game**

The object of the game is for each player to set four tiles received on the deal into two hands that will respectively rank higher than the two hands set by the player-dealer. Each player receives four tiles and they must arrange the four tiles into two hands; a two tile 'high' hand and a two tile 'low' hand. Each hand ('high' and 'low') is considered a separate hand and will be compared against the two tile 'high' hand and two tile 'low' hand of the player-dealer. Both hands must be higher than the player-dealers hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player-dealer's hands, the player loses. When determining if a hand ranks higher or lower than the player-dealer's hand, a rating system which determines the value of each tile and hand will be used, as shown below.

**Table Used**

Pai Gow Tiles is played on a regular half-circle table which allows up to eight (8) seated players and no limit of backline players. All players may wager on the available betting circles.

**Deck Used**

Pai Gow Tiles is played with tiles set, which consists of 32 tiles. Sixteen of these combinations are pairs, either matched pairs or unmatched pairs. There are also four combinations of tiles that may be made which are called Wong and Gong.

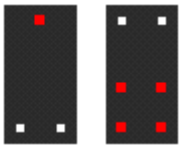
**Tile and Hand Ranking**

Each tile has a ranking as well as each hand made. The object of the game is to make the best possible two tiles hands (high and low), according to the rankings below, from highest to lowest:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less

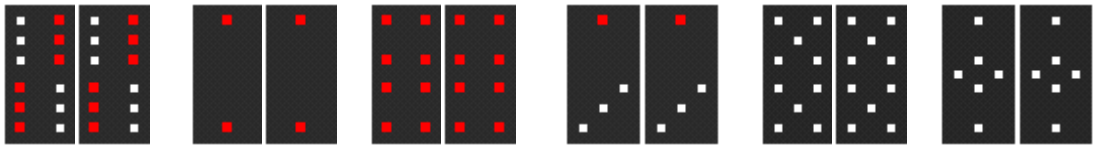
**Hand Rankings:** The color of the dots has no significance and does not change the value of any tile numerically or symbolically. The highest ranked hand is a Supreme Pair. For each category, the highest ranked hand starts on the left and moves to the right for each lower ranking hand.

**SUPREME PAIR**



Jee Goon

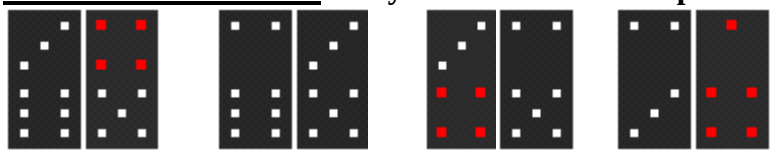
**MATCHED PAIRS:** Any matched pair.



Teen Day  Dey Dey  Yun Yun  Gor Gor  Mooy Mooy  Chang Chang

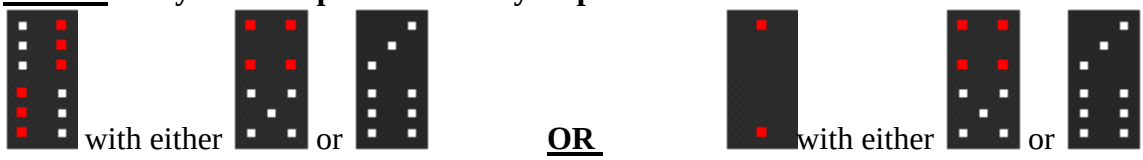
Bon Bon Foo Foo Ping Ping Tit Tit Look Look

**<u>UNMATCHED PAIRS</u>: Any of the below mixed pairs.**

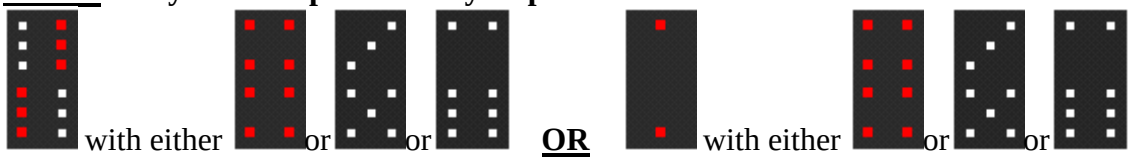


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

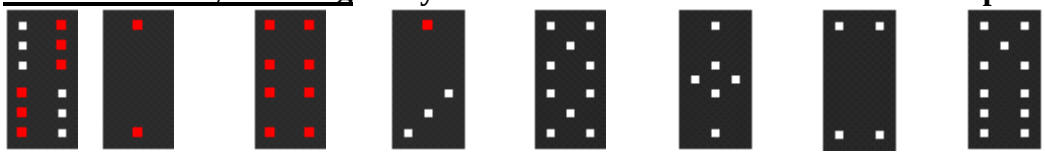
**<u>WONG</u>: Any 2 or 12-spot tile and any 9-spot tile.**



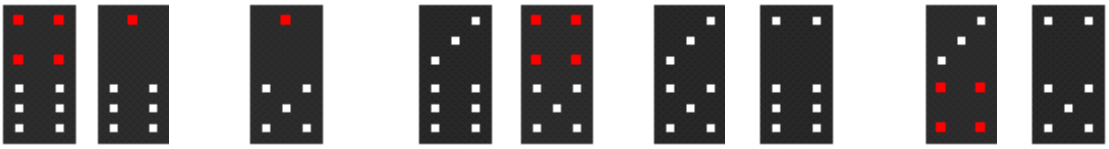

**<u>GONG</u>: Any 2 or 12-spot with any 8-spot tile.**



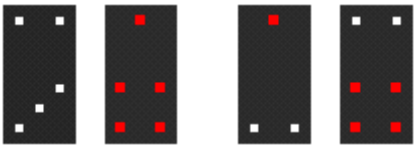

**<u>SINGLE Tile by Ranking</u>: Any Combination that totals as close to 9 as possible.**



1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo



9.Ping 10.Tit 11.Look 12. Chop Gow 13. Chop Bot 14. Chop Chit



15. Chop Ng 16. Jee Goon

If a player can't play one of the above mentioned combinations in their high hand, low hand, or either, (Supreme Pair, Matched Pairs, Unmatched Pairs, Wong, Gong) the object is to make the hand (low and high) as close to 9 as possible. This is determined by adding the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7.

**The player-dealer's hand required to be set according to the 'Logical Way' rules.** Players may also request that their hand be played according to the 'Logical Way' rules as well.
The most 'Logical Way' rules are:

1. Play the pairs
2. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
3. Play two small tiles that equal 7, 8, or 9.
4. Play the biggest tile with the smallest, making the low hand as high as possible

**Dealing Procedures**

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the casino dealer shall scramble and shuffle all of the 'tiles' on the table face-down. Once the tiles are thoroughly shuffled, the casino dealer shall stack the tiles in a row, with four tiles face-down in each row. Once there are eight stacks of four tiles, the player-dealer will randomly select one of the eight stacks of tiles. The 'action button,' which determines the first player to receive first action from the player-dealer, is placed on the selected pile and shall be the first stack of tiles distributed, once the placement of the 'action button' has been determined.

To determine the placement of the 'action button,' a dice cup which contains three six-sided dice is utilized. The dice cup and is used to determine which player receives the 'action button.' The player who receives the 'action button' shall receive the first set of four tiles, as well as receive first action on their wager(s) from the player-dealer. The player-dealer's position is always one, eight, and fifteen. Other seats, in counter-clockwise rotation of the player-dealer, respectively represent the other numbers. If the numerical total of the dice are one, eight, and fifteen, the player-dealer shall receive the first set of 'tiles' that the player-dealer randomly chose, and the player to the left of the player-dealer shall receive the 'action button.' Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a counter-clockwise manner around the table. Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager.

Once the 'action button' position is determined, the casino dealer shall distribute all eight (8) stacks of four tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position, starting with the 'action button' stack of tiles. Once the first stack of tiles has been distributed, the remaining stacks of tiles shall be distributed to each seat counter-clockwise of the player with the 'action button.' This procedure shall be followed, with each proceeding stack to right of the 'action button' stack of tiles being distributed to each seat counter-clockwise around the table, until each seat has a stack of tiles. The player-dealer shall receive the last stack of tiles unless the player-dealer position was chosen during the dice cup roll, in which case the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the 'action button.' The player-dealer's hand shall be placed in front of the casino dealer. All stacks of tiles shall be distributed face-down.

Once all of the stacks of tiles have been distributed, the casino dealer shall retrieve each stack of tiles that were distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down. Each player shall view their stack of four tiles and shall set their hands by arranging the four tiles into a two tile 'high' hand and a two tile 'low' hand. When placing the hands, the two tiles representing the 'high' hand must be stacked on top

of each other and the two tiles representing the 'low' hand must be stacked on top of each other to signify which two tiles comprise the hand. Furthermore, the 'high' hand must be placed behind the 'low' hand on the table, with all tiles face down. When setting the 'high' and 'low' hands, the two tile 'high' hand must rank higher than the two tile 'low' hand, according to the hand ranking and tile ranking chart above. Players may also request that their hand be played 'Logical Way' by leaving their four tile hand stacked in one stack. The casino dealer shall then set that player's hand according to the 'Logical Way,' as shown above.

Once all players have set their hands or their hands have been set according to the 'Logical Way' upon request, the casino dealer shall expose the player-dealer's hand, which shall be set according to the 'Logical Way' rules. The player-dealer is not permitted to set their hand in any other manner than the 'Logical Way.'

**The player-dealer's hand required to be set according to the 'Logical Way' rules.**
The most 'Logical Way' rules are:

1. Play the pairs
2. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
3. Play two small tiles that equal 7, 8, or 9.
4. Play the biggest tile with the smallest, making the low hand as high as possible

**<u>Determining a Winner</u>**
Once the player-dealer's hand has been revealed and set according to the 'Logical Way' chart above, each player shall compare their two tile 'high' hand and a two tile 'low' hand against the player-dealer's two tile 'high' hand and two tile 'low' hand. All wagers shall be settled in counter-clockwise rotation around the table, starting with the player that received the 'action button.' Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager. The following shall apply for each possible outcome when determining how each wager wins, loses, or if 'pushes' (tie).

- The Pai Gow Tiles game wager shall win if the two tile 'high' hand and the two tile 'low' hand held by the player ranks higher than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall pay the winning Pai Gow Tiles game wager (1 to 1).
- The Pai Gow Tiles game wager shall lose if the two tile 'high' hand and the two tile 'low' hand held by the player ranks lower than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall collect the losing Pai Gow Tiles game wager.
- The Pai Gow Tiles game wager shall 'push' if one of two hands held by the player, either the two tile 'high' hand or the two tile 'low' hand, ranks higher than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand, and the player's other, either the two tile 'high' hand or the two tile 'low' hand, ranks lower than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand. In this case, neither the player nor the player-dealer wins or loses; the Pai Gow Tiles game wager shall 'push,' no action shall be taken on the Pai Gow Tiles game wager, and it shall be returned to the player.
- If either the two tile 'high' hand or the two tile 'low' hand held by the player is identical in numeric value to the corresponding two tile 'high' hand or the two tile 'low' hand held by the player-dealer, the highest ranking tile in the hand will be used to determine which hand wins. If both tiles in the player and the player-dealers hand are identical, it is considered a 'copy hand.' The player-dealer wins all 'copy hands.'

# *Bonanza Pai Gow*

**U.S. Patent 5,931,472 and 6,811,153**

**BetWiser Games, LLC**
**21st Century Gaming, Inc.**

Bonanza Pai Gow is owned, patented and/or copyrighted by BetWiser Games LLC.
Patent Nos. 5,931,472 and 6,811,153 (November 2, 2004).

Bonanza Pai Gow is licensed by BetWiser Games, LLC and 21st Century Gaming, Inc.

BGC ID: GEGA-003321 (October 2011)

**BONANZA PAI GOW** is conventional Pai Gow tiles featuring two additional optional side bets: the Player Bonus Bet and the Player-dealer Bonus Bet. A player can make any combination of the side bets, and the bets need not be equal. No commission is charged on any winning bet. A player may only place a Player Bonus Bet, Player-dealer Bonus Bet, or both, if they have also placed a Pai Gow Tiles game wager prior to the initial deal. Seated players as well as back-line bettors may place a Player Bonus Bet wager, Player-dealer Bonus Bet wager, or both.

**PLAYER BONUS BET**

A player can place a Player Bonus Bet prior to the start of the game. If the player's four tiles can form any of the winning combinations shown below, the player is paid according to the following Bonus pay table (all payoff odds are "to 1"). The Player Bonus Bet wager takes into account all four 'tiles' dealt as that player's hand, regardless of how the player sets their two 'tile' high hand and two 'tile' low hand. If a player places a Player Bonus Bet wager and the player's hand contains a pre-determined and designated qualifying hand, as shown in the table below, then the player shall qualify for a Player Bonus Bet payout. The payoff shall vary based on the qualifying hand made by the player's four 'tiles.' If the four 'tiles' dealt as a player's hand do not make any of the qualifying hands, as listed below, the Player Bonus Bet wager shall lose. There is no opportunity for the Player Bonus Bet wager to tie as it is dependent on the four 'tiles' dealt to as the player's hand, not a comparison of 'tiles' or hands**.**

A Player Bonus Bet wager remains in action regardless of whether the player's Pai Gow Tiles game wager wins or loses.

There is no additional collection fee for placing a Player Bonus Bet wager.

**The player-dealer shall pay all qualifying Player Bonus Bet wagers and shall collect all Player Bonus Bet wagers that did not qualify.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Qualifying Player Bonus Bet wagers shall be paid according to the table, as shown below.

**Player Bonus Bet Pay Table**

| Winning Combinations | Pays |
|---|---|
| Gee Joon Pair + Teen Pair | 200 to 1 |
| Gee Joon Pair + Day Pair | 100 to 1 |
| Teen Pair + Day Pair | 50 to 1 |
| Lucky Duck | 20 to 1 |
| Two Pair | 10 to 1 |
| Gee Joon, Teen, or Day Pair | 4 to 1 |
| Any Wong or One Pair | 2 to 1 |

* For the Two Pair payout, the hand may only consist of matched pairs. Unmatched pairs do not qualify.
* For the Lucky Duck payout, the hand must consist of the highest ranking 6 tile the lowest ranking 6 tile, any 7 and any 4. No wild 6 can be included.
* For the Any Wong or One Pair payout, the player is eligible to win the bonus if **any two** of his four tiles can form a pair or Wong. However, only a matched pair will qualify. Unmatched pairs do not qualify. If the hand contains both one pair and Wong, then it is still paid 2 to 1.

**PLAYER-DEALER BONUS BET**

A player can place a Player-dealer Bonus Bet prior to the start of the game. If the four tiles can form any of the winning combinations shown below, the player is paid according to the following Bonus pay table (all payoff odds are "to 1"). The Player-dealer Bonus Bet wager takes into account all four 'tiles' dealt as the player-dealer's hand, regardless of how the player-dealer's two 'tile' high hand and two 'tile' low hand is set. If a player places a Player-dealer Bonus Bet wager and the player-dealer's hand contains a pre-determined and designated qualifying hand, as shown in the table below, then the player shall qualify for a Player-dealer Bonus Bet payout. The payoff shall vary based on the qualifying hand made by the player-dealer's four 'tiles.' If the four 'tiles' dealt the player-dealer's hand do not make any of the qualifying hands, as listed below, the Player-dealer Bonus Bet wager shall lose. There is no opportunity for the Player-dealer Bonus Bet wager to tie as it is dependent on the four 'tiles' dealt to as the player-dealer's hand, not a comparison of 'tiles' or hands.

A Player-dealer Bonus Bet wager remains in action regardless of whether the player's Pai Gow Tiles game wager wins or loses.

There is no additional collection fee for placing a Player-dealer Bonus Bet wager.

**The player-dealer shall pay all qualifying Player-dealer Bonus Bet wagers and shall collect all Player-dealer Bonus Bet wagers that did not qualify.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Qualifying Player-dealer Bonus Bet wagers shall be paid according to the table, as shown below.

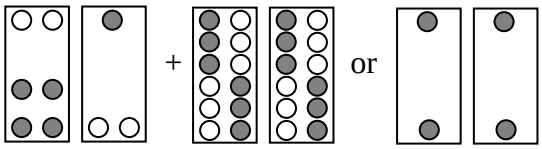
**Player-dealer Bonus Bet Pay Table**

| Winning Combinations | Pays |
|---|---|
| Gee Joon Pair + Teen Pair | 200 to 1 |
| Gee Joon Pair + Day Pair | 100 to 1 |
| Teen Pair + Day Pair | 50 to 1 |
| Lucky Duck | 20 to 1 |
| Two Pair | 10 to 1 |
| Gee Joon, Teen, or Day Pair | 4 to 1 |
| Any Wong or One Pair | 2 to 1 |

* For the Two Pair payout, the hand may only consist of matched pairs. Unmatched pairs do not qualify.
* For the Lucky Duck payout, the hand must consist of the highest ranking 6 tile the lowest ranking 6 tile, any 7 and any 4. No wild 6 can be included.
* For the Any Wong or One Pair payout, the player is eligible to win the bonus if **any two** of his four tiles can form a pair or Wong. However, only a matched pair will qualify. Unmatched pairs do not qualify. If the hand contains both one pair and Wong, then it is still paid 2 to 1.

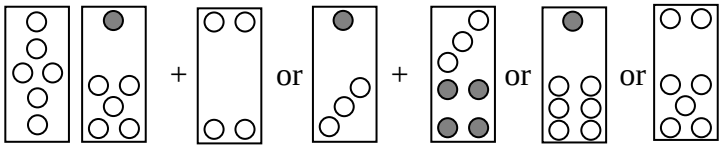
**Player and Player-dealer Bonus Bet Winning Tile Combinations**

Gee Joon Pair with Teen Or Day Pair

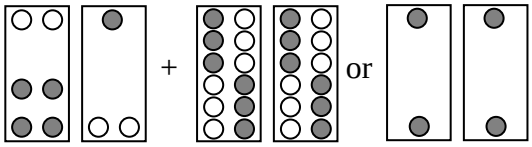



Lucky Duck

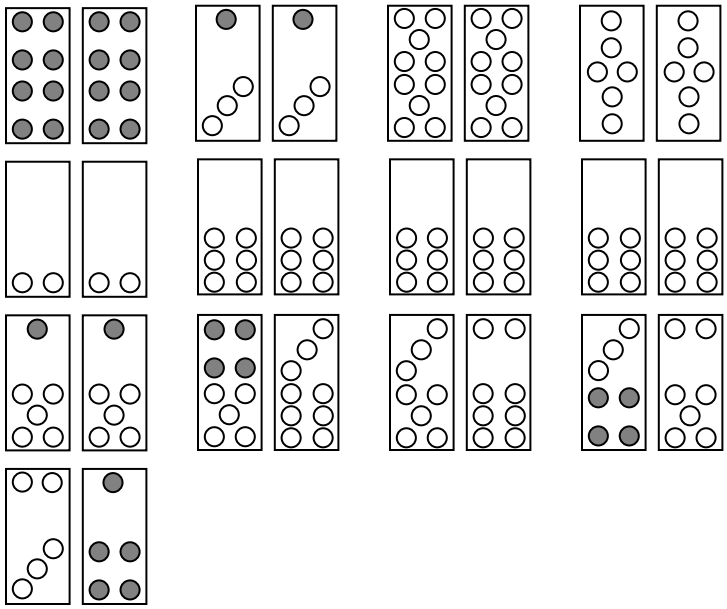
(a high 6, a low 6, any 4 and any 7)



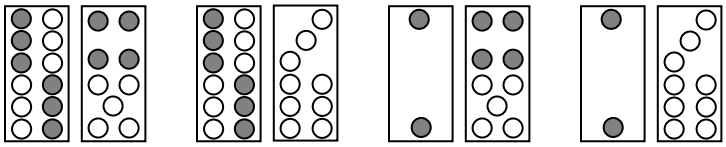

Gee Joon, Teen or Day Pair




One Pair



Wong



**<u>California Game</u>**

Pai Gow Tiles is played with the player-dealer system, in which each player plays against the player-dealer, whose hands and wager will play against the rest of the table and its players. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the player-dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player-dealer shall collect

all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

**Collection Fees**

A collection fee will be taken per hand from the player-dealer position and from each player for each Pai Gow Tiles game wager placed. There is no collection fee taken when a player places a Player Bonus Bet wager or places a Player-dealer Bonus Bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to tiles being dealt or any round of play being conducted.

| Table Limit | Player Fee | Player-Dealer Fee | Bonus Bet Fee | Jackpot Fee |
|---|---|---|---|---|
| $10 - $100 | $1.00 | $2.00 | $0.00 | $1.00 |
| $25 - $100 | $1.00 | $2.00 | $0.00 | $1.00 |
| $50 - $300 | $2.00 | $4.00 | $0.00 | $1.00 |
| $100-$500 | $3.00 | $5.00 | $0.00 | $1.00 |
| $300 - $500 | $3.00 | $6.00 | $0.00 | $1.00 |

*Ultimate Texas Hold'em is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

***Standards of play:***

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

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

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

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

***Type of gaming table utilized for this game:***

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

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";

2. For blind wagers on the word "Blind";

3. For trips bonus wagers on the word "Trips"; and

4. For play wagers on the word "Play."

***Number of players in the game:***

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

***Type of card deck used:***

1. ***Shuffling Machine:*** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;

    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

    d. The cards from only one deck shall be placed in the discard rack at any given time.

***Ranking of Hands:***

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

    a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

3. Hands of cards shall rank, from lowest to highest, as follows:

| | | |
|---|---|---|
| a. | 1 Pair | 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high. |
| b. | 2 Pairs | 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card. |
| c. | 3 of a Kind | 3 cards of the same value. |
| d. | Straight | 5 cards of any suit in sequence. An ace may be counted as high or low. |
| e. | Flush | 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on. |

f. Full House — 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.

g. 4 of a Kind — 4 cards of the same value.

h. Straight Flush — 5 cards of the same suit in sequence.

i. Royal Flush — Ace, king, queen, jack, and 10 of the same suit.

***Betting scheme:***

1. All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

3. Before the first card is dealt in a round, each player shall make either:

    a. An equal wager in the "Ante" and "Blind" circles; or

    b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus" wager.

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

    **Back-line betting is permitted for all wagers.**

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

5. The game does not utilize an "action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager, according to the rules of when the player-dealer hand qualifies or not, as shown below.

***Dealing procedures:***

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the house dealer shall:

    a. Call "No more bets"; and then

    b. Starting on his/her left and continuing clockwise around the table, deal the cards.

2. All cards shall be dealt face down.

3. When a card shoe is used the cards shall be dealt as follows:

   a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by

   b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by;

   c. 5 community cards in the center of the table.

4. The automatic shuffler shall deal cards as follows:

   a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

   b. 2 cards to the player-dealer, who receives their cards last; followed by

   c. 5 community cards in the center of the table.

5. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

***Round of Play***

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

2. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.

3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.

4. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).

5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.

6. A player who decides to fold shall place his/her cards face down on the table. The house dealer shall then, in relation to each player who has folded:

a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;

b. Individually spread out the cards, face down, and count them; and

c. Place the cards in the discard rack.

7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.

8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

**When the player-dealer does not qualify:**

9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. Starting with the player on the player-dealer's left, the house dealer shall:

    a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;

    b. Resolve the play, blind, and trips bonus bets normally (see below "When player-dealer qualifies"); and

    c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

**When the player-dealer qualifies:**

10. If the player-dealer's hand has a poker value of a pair or higher, the house dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player-dealer and moving clockwise around the table, the house dealer will:

    a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;

    b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);

    c. Compare the player's hand with that of the player-dealer; and

    d. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall:

    a. Win if it has a higher poker value than that of the player-dealer's hand;

    b. Lose if it has a lower poker value than that of the player-dealer's hand;

    c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.

    d. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the house dealer shall:

    a. Collect on behalf of the player-dealer, in order, the play, ante and blind wagers;

    b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player-dealer; and

    c. Collect, count and place the player's cards in the discard holder.

13. If a player's hand wins, the house dealer shall on behalf of the player-dealer:

    a. Pay the ante wager and play wager on the hand;

    b. Pay the blind wager if the hand is a straight or better;

    c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and

    d. Collect, count and place the payer's cards in the discard holder.

14. If a player's hand constitues a push, the house dealer shall:

    a. Pay any trips bonus wager if the hand is a 3 of a kind or better;

    b. Collect, count and place the player's cards in the discard holder.

15. Winning ante wagers and play wagers shall be paid 1 to 1.

16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.

17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

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

**Trips Bonus**

1. This is an optional wager for Ultimate Texas Hold'em.

2. Backline betting is permitted.

3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.

5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.

6. If the player's hand qualifies for payouts, the player-dealer pays him according to the posted paytable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.

7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

## Ultimate Texas Hold'em Paytables

| | UTH-02 | |
|---|---|---|
| **Hand** | **Trips Bonus** | **Blind** |
| Royal Flush | 50 to 1 | 500 to 1 |
| Straight Flush | 40 to 1 | 50 to 1 |
| Four of a Kind | 30 to 1 | 10 to 1 |
| Full House | 8 to 1 | 3 to 1 |
| Flush | 6 to 1 | 3 to 2 |
| Straight | 5 to 1 | 1 to 1 |
| Three of a Kind | 3 to 1 | |

**Collection Schedules and Fees**

A collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing the Blind wager, Play wager, or Trips Bonus wager. The Trips Bonus wager can be equal too, or more than the Ante wager, however, it shall be a minimum of $1.00 and a maximum of $100.00. The collection fees shall be collected from the player's and the Player-dealer and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager.

| Schedule Option | Table Limit | Player Fee | Player-Dealer Fee | Jackpot Fee |
|---|---|---|---|---|
| 1 | $5- $100 | $1.00 | $2.00 | N/A |

***Glossary of terms used in the controlled game:***

**Ante Wager** The initial wager placed by a player in the ante circle.

**Blind Wager** The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.

**Check** To pass on placing a play wager.

**Community Cards** Cards dealt face upward which can be used by all players to complete their best possible hand.

**Fold** In relation to a hand of cards, means to no longer continue with the hand.

**Play Wager** An additional wager made by a player on his/her hand.

**Player-Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.

**Poker Value** In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.

**Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.

**Trips Bonus Wager** An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

# EZ BACCARAT™

*EZ Baccarat is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

BGC ID: GEGA-002992 (October 2011)

# EZ BACCARAT

## Type of Game

The game of EZ Baccarat utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

## Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

## Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game.

## Card Values and Hand Rankings

The value of each card used in EZ Baccarat, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat, in order from highest to lowest rank, shall be:

| Hand Dealt | Hand Requirements |
|---|---|
| **Natural 9** | A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above. |
| **Natural 8** | A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above. |
| **Nine or Eight** | A three card hand that has a value of nine or eight. |
| **Seven through Zero** | A two or three card hand that has a value of seven, six, five, four, three, two, one or zero. |

## Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and

the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

## Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

## Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

| Banker's Score | Player's Third Card | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 7 | S | S | S | S | S | S | S | S | S | S |
| 6 | S | S | S | S | S | S | H | H | S | S |
| 5 | S | S | S | S | H | H | H | H | S | S |
| 4 | S | S | H | H | H | H | H | H | S | S |
| 3 | H | H | H | H | H | H | H | H | S | H |
| 2 | H | H | H | H | H | H | H | H | H | H |
| 1 | H | H | H | H | H | H | H | H | H | H |
| 0 | H | H | H | H | H | H | H | H | H | H |

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

## How Each Wager Wins, Loses, or Pushes

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

## Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.

- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

## Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

## Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

**Collection Fee Schedule: How and When are House Fees Collected**

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each EZ Baccarat game wager that they place. There shall be no additional collection fee required from a player when placing the Tie wager, unless a player did not place a EZ Baccarat game wager. There shall be no additional collection fee required from a player when placing the Panda 8 or Dragon 7 wagers. The Tie wager, Panda 8 wager, and Dragon 7 wager must be within the minimum and maximum wagering amounts as shown below. Additionally, a $1 jackpot collection fee shall be taken from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall 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 option, 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. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedule for the game of EZ Baccarat are as shown below:

| Schedule Option | Table Limit | Tie | Panda 8 and Dragon 7 | Player Fee | Player-Dealer Fee | Player-Dealer Jackpot Fee |
|---|---|---|---|---|---|---|
| 1 | $10 - $100 | $1 - $500 | $1 - $125 | $1 | $2 | $1 |
| 2 | $25 - $100 | $5 - $1,000 | $5 - $200 | $1 | $2 | $1 |
| 3 | $50 - $300 | $5 - $1,000 | $5 - $200 | $2 | $4 | $1 |
| 4 | $100 - $500 | $5 - $1,000 | $5 - $200 | $3 | $5 | $1 |
| 5 | $300 - $500 | $5 - $1,000 | $5 - $200 | $3 | $6 | $1 |

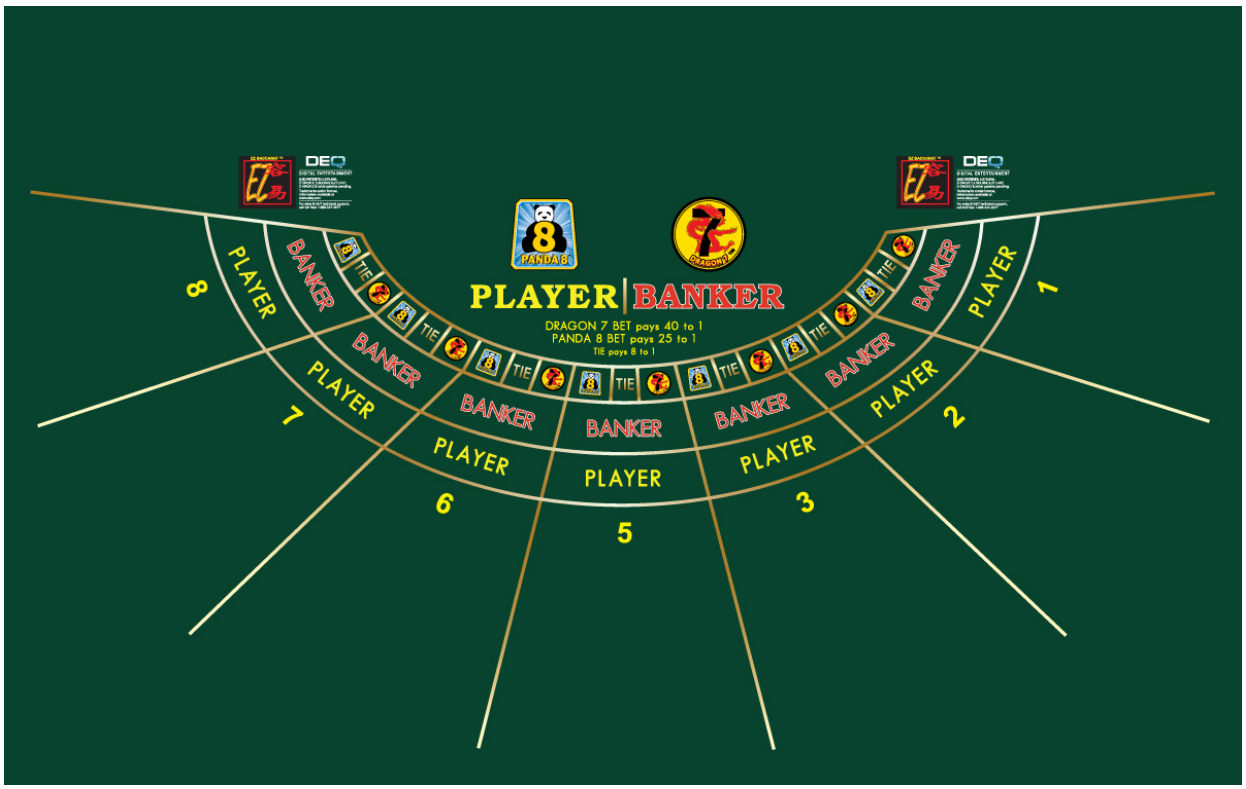
## PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for two hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of

play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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

## Table Layout



# EZ BACCARAT

## Equipment Used

**EZTRAK™: Baccarat Edition** is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

### Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.