

1. **DRAW POKER:** The object of the game of Draw Poker is to garner the betting pool or "pot" with the highest ranking five-card poker hand. The game can be played with from 2 to 8 players. At the start of play participants are required to post either antes or blinds in an amount which is relative to the betting increments of the game. Then, players are dealt five single cards in turn, with the deal rotating, in turn, to the next player at the completion of the hand. After the deal is completed and all the players have a five card playing hand, players determine whether to continue play by taking the appropriate betting action or whether to drop out of action by discarding or "folding" their hand. After the initial betting round, players who are still participating for the pot discard any undesired cards from their hands and draw replacement cards from the deck in order to improve their playing hands. "Draw" cards are distributed by the dealer to the remaining players as requested, from the remainder of the deck. Players must maintain a five-card playing hand and after the draw of replacement cards is completed there is a final betting round. At the end of the second betting round the pot is awarded to the remaining player with the highest ranking 5-card hand.

The game may be dealt by the players at the table or a House Dealer may be employed, depending on the level of play. At the end of each hand the deal rotates in clockwise order to the next active player. The game is played with a standard 52 card deck with a joker added, making 53 cards. The joker can be used as an Ace or a substitute card to complete straights or flushes.

Hand Rankings

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

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game. The ante acts as seed money for potential contenders for the pot.
- * Players are dealt five cards, in turn, in rotation, face down.
- * Round of betting. Players have an option of playing the hand by either betting or calling any bets that have already been made, or discarding their hand and discontinuing play for the pot.
- * Active Players may elect to discard any unwanted cards from their original hand and

receive replacement cards in an effort to improve their hand. Cards, as requested, are dealt to them by the dealer, in turn.

* Final round of betting. At the option of the active players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.

* Showdown. Active Players expose all of their cards. Best five-card hand, using traditional Poker rankings, wins the pot.

DRAW POKER VARIATIONS

MINIMUM OPENING REQUIREMENTS: Depending on the exact variation being played, there may be a minimum opening requirement, such as a Pair of Jacks (or other specified prerequisite). In these cases, a Player may initially "pass" but is allowed to call (and even raise) should another Player open the pot. Players may be required to show openers.

WINNER/KILL: Draw Poker can be played as a "Winner" or "Kill" game at the discretion of the House. In such forms, an additional blind or bet is required to be placed in the pot which effectively doubles the limit of the game for that particular hand.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the highest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

2. **LOWBALL DRAW POKER** is a form of five card draw poker, in which the object of the game is to garner the betting pool or common pot with the lowest ranking poker hand attainable. The game is played with a standard 52 card deck with the joker added, making 53 cards. The joker is wild and counts as the lowest missing card in the hand. Aces count as low, with straights and flushes ignored. The BEST hand is A, 2, 3, 4, 5.

Lowball can be played with from 2 to 8 players. At the start of play three players post blinds. The blinds are a substitute form of an ante. The players posting blinds are the dealer--with the dealer rotating to the left at the completion of each hand--and the two players to the left of the dealer. The blinds equal the amount of the limit of the game. For example, if the game is a 20 limit game, the blinds would equal \$20: \$5, \$5, and \$10. The \$10 blind is referred to as the "big blind". At the start of play, players are dealt five single cards in turn. After everyone has received their 5-card starting hand, the player to the left of the big blind must act on his hand by either discarding it, or placing a bet in the pot. The players act in turn, either discarding their hand (folding) or calling or raising the initial bet, until everyone has acted on their hand and placed an equal amount of bets in the pot. Like high draw poker, players then act on their hands, discarding any unwanted cards in an effort to make their best (lowest) hand. After everyone has had an opportunity to draw cards if they so desire, another round of betting occurs. Players still in action after the second betting round show down their hands and the pot is awarded to the player with the five lowest-ranking cards. The game may be dealt by the players at the table or a

House Dealer may be employed, depending on the level of play. At the end of each hand the deal rotates in clockwise order to the next active player.

LOWBALL DRAW POKER (WINNER): Winner Lowball is a variation of the traditional Lowball Draw Poker game. The game is played exactly like the game of Lowball Draw Poker with only one difference: The winner of the previous hand is required to post an additional blind or bet in the pot which effectively doubles the limit of the game for that particular hand.

WINNER/KILL: At the discretion of the House, the game can also be played as a "Winner" or "Kill" game. In such forms, a two-sided disc is included with the deck of cards. The disc has the word "Win" and the word "Kill" printed on opposite sides. After a player wins a pot, the disc is placed in front of the player with the word "Win" displayed, stipulating that he or she has won the hand. If the same player wins the next pot--two wins in a row--the disc is turned over and the word "Kill" is displayed. This means that the limit of play will be doubled on the next hand and will remain at that level as long as that player continues to win. The player who wins two in a row is also required to post an additional blind in the pot, which is the size of all of the other blinds combined, effectively doubling the limit of the game. Once that player loses and another player wins, the disc returns to the "Win" position and the blinds return to normal.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the lowest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades. The joker is the lowest card in the deck.

METHOD OF PLAY

- * Three players post blinds, which are another form of ante, prior to the start of play. The size of the blinds is relative to the stakes of the game. The blinds act as seed money for potential contenders for the pot.
- * Players are dealt five cards, in turn, in rotation, face down.
- * Round of betting. Players have an option of playing the hand by either betting or calling any bets that have already been made, or discarding their hand and discontinuing play for the pot.
- * Active Players may elect to discard any unwanted cards from their original hand and receive replacement cards in an effort to improve their hand. Cards, as requested, are dealt to them by the dealer, in turn.
- * Final round of betting. At the option of the active players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- * Showdown. Active Players expose all of their cards. Best five-card hand, in reverse standard order, using traditional Poker rankings, wins the pot.

3. **SEVEN CARD STUD POKER (HIGH)** uses a standard 52-card deck. Traditional rankings of hands apply. The object of the game is to garner the betting pool with the highest-ranking five-card poker hand. The game is normally played with an ante. To start the hand each player is dealt two down cards and one up card by a House Dealer. The low card determined by suit in alphabetical order (club, diamond, heart, spade) begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player to the left of the dealer position will act first. All active players will receive three more up cards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards--three cards face down and four cards face up. A player may use any combination of 5 cards to make their best high hand.

Seven Card Stud can be played with from 2 to 8 players and is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used initially, and the upper limit after the fifth card or an open pair after the fourth card as been dealt. On the showdown a player uses his best five-card poker hand selected from the seven cards he possesses.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the highest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in turn, in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up (4th).
- * Round of betting.
- * Active Players are dealt one card, face up (5th).
- * Round of betting.
- * Active Players are dealt one card, face up (6th).
- * Round of betting.
- * Active Players are dealt one card, face down (7th).
- * Final round of betting.

* Showdown. Active Players expose all of their cards. Best five-card hand, using traditional Poker rankings, wins the pot.

4. SEVEN CARD STUD POKER (LOW/RAZZ):

Seven-Card Stud Poker (Low/Razz) is played exactly the same as Seven-Card Stud Poker, except for the following:

The goal of Seven Card Stud Poker/Razz is to garner the betting pool or common pot with the lowest ranking five card poker hand attainable. At the showdown, when playing hands are exposed to determine the winner, the lowest ranking five card poker hand wins the pot. Thus, the lowest possible hand is A, 2, 3, 4, 5. Aces count as low with straights and flushes ignored. A pair of aces ranks lower than a pair of deuces.

Seven Card Stud Poker/Razz can be played with from 2 to 8 players. In Seven Card Stud Poker/Razz, the high card (Aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. The lower betting limit will be used on the third and fourth cards and the higher limit thereafter. The presence of an open pair does not effect the betting limit on the fourth card.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player with the lowest card, by suit, in their hand. The ranking of suits from lowest to highest is Clubs, Diamonds, Hearts, and Spades.

5. TEXAS HOLD EM POKER is a game played with a standard 52 card deck, or 53 cards when played with a joker. Hold'em Poker involves an individual player receiving two uninterrupted cards dealt face down followed by a round of betting. This is subsequently followed by the dealing of three community cards dealt face up in the center of the table followed by a second round of betting. At this point, each player has a total of five cards, two private personal cards dealt face down and three exposed community cards which he or she shares with the other active players at the table. Two additional community cards are then dealt face up at the center of the table with a round of betting following the dealing of each of these two cards. The goal of Hold'em Poker is to garner the betting pool or common pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available.

Texas Hold'em Poker can be played with from 2 to 10 players. All Hold'em games employ a House Dealer who uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are "live", meaning the player with a blind has the option

of raising the pot when the action reaches him even if there has been no previous raise.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each player is dealt two cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned face up next to the initial three (Fourth Street).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned face up next to the previous four cards (The River Card). These five cards are common to all active Players.
- * A final betting round.
- * Active Players now expose their cards. The best High hand wins the pot using traditional Poker Hand rankings.

Traditional poker hand rankings apply.

OVER BUTTONS: "Over" buttons are available to customers participating in designated Hold'em Poker games. These buttons provide players the option of playing at the established betting limit, or doubling the limit for a particular betting round. The game must be the biggest game of its type in progress and provides customers who normally play at a higher limit, the convenience of play in a smaller game. In order for an "Over" button to be active, all players in the hand must possess an "Over" button at the start of any particular betting round. If this is not the case, then the betting limit remains at the established level of play.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. If a pot is split as a result of a tie and there is an odd chip, the odd chip will be awarded to the player who is in the seat closest to the button, clockwise.

6. **PANGUINGUE (PAN)** is a game of Mexican origin which was a predecessor to the game of rummy. The game is played with 6 to 12 decks of cards with 8's, 9's, and 10's removed. There is NO Joker. The sequence of cards is A, 2, 3, 4, 5, 6, 7, J, Q, K. Each player is dealt 10 cards. The game may be played with from 2-7 players.

The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first Player doing so is the winner and receives from each Player with cards and chips the total value of his melds as they lay, two for winning the hand plus the tops (antes), which must be given to him last. He is the first Player dealt to on the next hand.

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

The Shuffle: The PAN dealer (mucker) gives each Player ten cards, in two rounds of five at a time, beginning with winning Player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top: Before play starts each Player places an ante on the table. The ante is usually in the amount of the betting increment for the particular game. All the ante chips are gathered from the participating players and normally placed on top of the block supporting the deck. These antes are commonly called the "tops". At the start of play, after all the players have received their cards, each Player beginning with the "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring Players are not returned to the deck, but are set aside so that they may not be drawn in play. The "tops" go to the Player who goes out.

The Play: Each active Player, in turn, draws one card from the top of the deck or from the top of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding Player and (2) he can immediately meld this card in a combination.

After drawing and before completing his turn by discarding one card face up, the Player may meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first Player to do so wins the game.

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

Sequences: Any three cards in sequence of the same suit, as Heart Q, J, 7.

Set: Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club Q,Q,Q. In addition, any three Aces or any three Kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and Kings are called non-comoquers.)

Conditions: Certain melds are called conditions. On melding a condition, the Player immediately collects chips from every other Player as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

The conditions are:

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

Going Out: When a Player shows eleven cards in melds, he collects 2 chips from every Player and also collects all over again for each condition in his cards.

TIE HANDS: The only time a pot may be split by participating players is in the event of a tie hand(s). No exceptions. There are no tie hands in Pan.

7. **PAI GOW** is an ancient Chinese game played with a set of 32 domino type tiles. Literally translated, it means "Cards-Nine". The tiles are shuffled by the House Dealer and placed in 8 stacks of 4 each. A dice cup is shaken for the sole purpose of determining which player is dealt the first stack of tiles. From two to eight players are dealt one stack (4 tiles). The object of the game is to set the tiles into the two best combinations of two tiles.

After all tiles are set, Players' tiles are compared to the Player Dealer's tiles. A player wins if both sets are of higher value when matched to the Player Dealer's combinations. If both are lower, the Player Dealer wins. If one set is superior and the other is not, it is a "push" and neither wins. When the Player Dealer and a Player have the same ranking combinations, it is called a "COPY" and the Player Dealer is the winner.

A round of play terminates either when all Player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets. Each player has the opportunity to act as Player Dealer for up to two consecutive hands, if they choose, or they may decline and the next qualifying player has the option. The normal rotation of play in Pai Gow is counterclockwise.

METHOD OF PLAY

Players make a bet.

The House Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.

To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed. The person who receives

the first set of tiles will also be the first to have his bet resolved. The Player to his right will receive the second set of tiles and his is the second bet to be resolved, and so on around the table.

The first stack of tiles to be distributed is determined by the Player Dealer. This is the "Action" stack. Starting with the "Action" stack and progressing to his left, the House Dealer "deals" out each stack of tiles.

The House collection is taken before play begins.

Each Player arranges his tiles to make the two highest combination of rankings. Assistance is available from the House Dealer or Floor Supervisor in setting the tiles according to pre-established ranking, using centuries-old ranking charts.

When all Players' tiles have been set, the Player Dealer exposes his tiles, indicates to the House Dealer how they should be set, and tells the House Dealer to continue.

The Dealer then exposes each Player's tiles, one Player at a time, and compares their rankings with the Player Dealer's ranking to determine the winner.

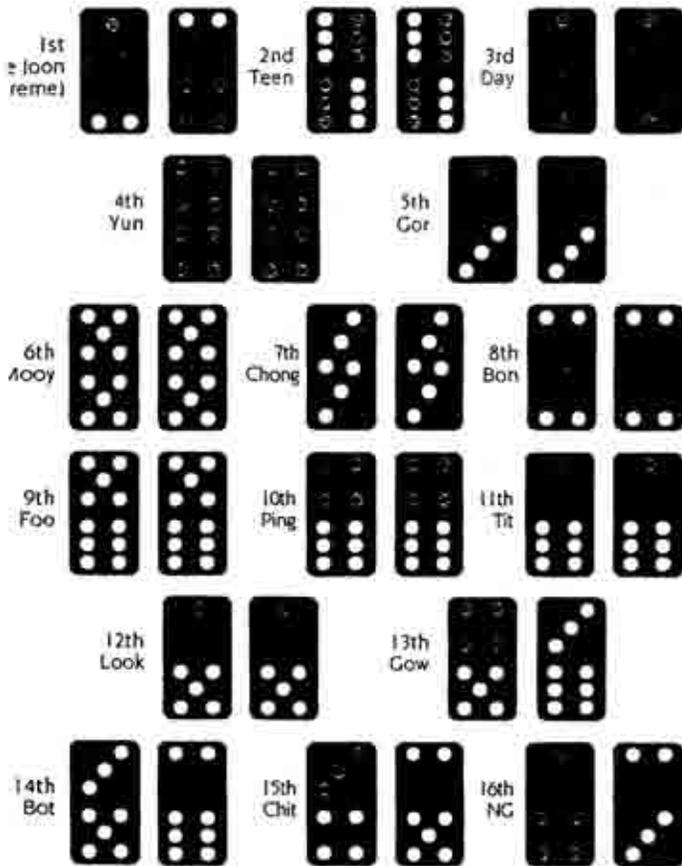
When all tiles have been exposed, and each player's hand compared to the Player Dealer's, payoffs start. Bets are collected and paid only to the extent that the Player Dealer's wager is in action.

See Pai Gow Tile Ranking Chart (following page).

PAI GOW RANKING CHART #1

(Pair Rank)

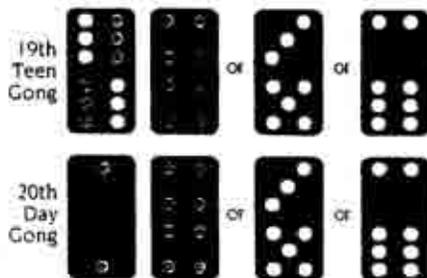
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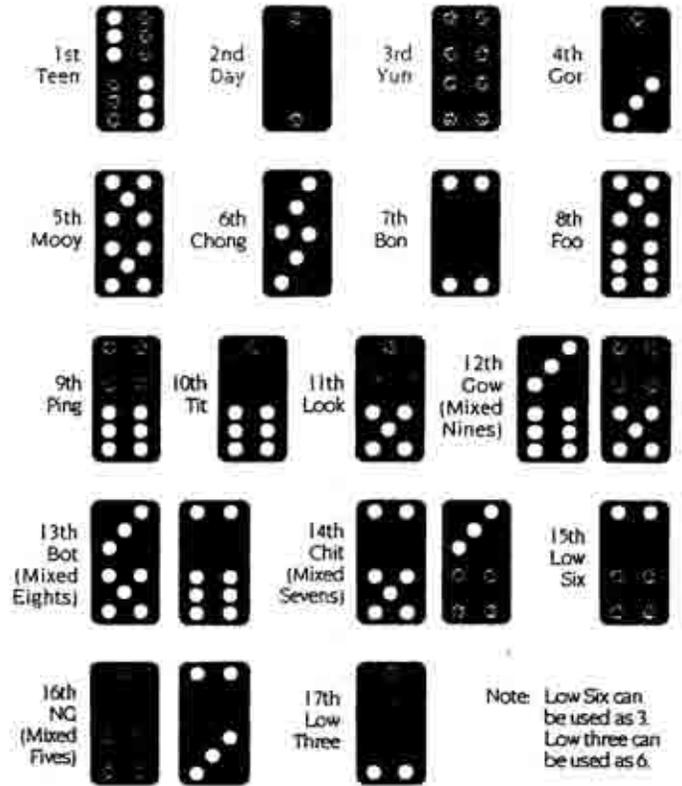


"GONG"



PAI GOW RANKING CHART #2

(Single Rankings)



PROPER ORDER OF WINNING COMBINATIONS

1. Play the pairs (combinations 1 thru 16)
2. Play a 2 or 12 with a 7, 8 or 9 (combinations 17 thru 20)
3. Play two small cards that equal 7, 8 or 9
4. Play the biggest card with the smallest card

8. **DOUBLE HAND POKER** is played with a standard 52-card deck, and the Joker (total of 53 cards): The Joker can be used as an Ace or a substitute card to complete a straight or a flush. The card game is dealt on a poker table to a maximum of seven positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the Player Dealer will select the hand to be distributed first. The dice cup will then be shaken by the Player Dealer to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2 card hand in front and the 5-card hand in back. The 5-card hand must be of a higher rank than the 2 card hand. The ranking of hands is the same as in Draw Poker.

After all hands are set, Players' hands are compared to the Player Dealer's hands. A player may win by beating the Player Dealer with both hands, lose by having both hands lose to the Player Dealer, or push by winning with one hand and losing with the other. The Player Dealer position moves clockwise around the table. A round of play terminates either when all Player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets.

Play rotates clockwise. Each Player has the following options: 1. To be the Player Dealer for two consecutive hands, 2. For only one hand then pass that privilege, or 3. Refuse the option entirely, in which case it is offered to the next Player.

METHOD OF PLAY

Players make a bet.

The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.

The Player Dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".

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 (identified in the previous step) will be distributed.

Each pile of seven cards is distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.

Players form two hands, a two-card hand and a five-card hand.

When all Players' hands have been "set", the Dealer exposes the Player Dealer's hand, and sets it

according to the Player Dealer's instructions.

Each Player's hands are compared to the Player Dealer's hands to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent that the Player Dealer's money covers.

9. **SUPER PAN 9** is played with eight standard decks, with the Sevens, Eights, Nines, and Tens removed. There is no Joker. The cards are dealt from a shoe. The object of the game is for a player to have cards whose sum total (numerical count) is closer to NINE than the sum total of the cards held by the Player Dealer. Only the last digit is used. For example, a hand with two 6's and a 4 would total 16, but its card count would be 6. A hand with two 5's and a king would have a card count of 0. From two to eight players are each dealt three cards face down, one at a time, in turn, in rotation. Players may stand pat or exercise their option of drawing a fourth card in an attempt to improve their hands. The Player Dealer is last to play.

A series of showdowns follows between the Player Dealer and each of the other players in turn according to the order of play established at the beginning of the hand. All action starts with the position of the action button (the position that receives the first hand to be distributed). The Player Dealer position cannot win or lose more than the original wager. There is no obligation to cover any other bets. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

METHOD OF PLAY

- * After all bets have been placed, the Player Dealer shakes the dice cup to determine the position of the Action Button.
- * House Dealer delivers three cards to each player, one card at a time in clockwise rotation beginning at the Action Button position.
- * Players set their hand and place them in either the Hit or Stand box depending on whether or not they want to draw an additional card.
- * After all the players have completed their hands, the House Dealer exposes the Player Dealer's hand.
- * The Player Dealer's hand is handled according to the following guidelines:
 - Player Dealer receives a card automatically on totals of 0, 1, 2, or 3.
 - Player Dealer has option on totals of 4, 5, or 6.
 - Player Dealer must stand on any total of 7, 8, or 9.
- * Once Player Dealer's hand is set, House Dealer will settle all wagers starting from the Action Button and moving clockwise. Winning hands will be placed face up on the table in front of the wager and losing hands will be placed face down. If the result of the play is a push, the

cards will be removed and placed in the discards.

* Player Dealer will win or lose wagers to the extent that his wager covers.

10. **CALIFORNIA ACES** is played with a standard deck of cards (52) with four aces added for a total of 56 cards. Single and/or multiple deck systems are used. The object of the game is to have cards whose face value totals "22", or as close to "22" as possible. If the face value of a player's cards is closer to 22 than the Player Dealer's total, he wins. If a player's card total and the Player Dealer's card total is the same, neither wins, and the player's bet is returned. All active players are dealt two cards face down, one at a time, in turn, in rotation. The Player Dealer is dealt one card face down and one face up. Each player and the Player Dealer can elect to draw additional face up card(s) in an attempt to improve their total. The card game is dealt on a poker table to a maximum of 7 (seven) positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play. The Player Dealer position moves clockwise around the table. A round of play terminates either when all player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. In any given round of play, anywhere from only two hands to all 7 hands dealt may actually be played. The Player Dealer cannot win or lose more than his original wager. He has no obligation to cover any other bets. A Player Dealer can exercise the option to retain the wagering position for two consecutive hands, or may pass the Player Dealer position to the next clockwise seated player. Any seated player may pass his rights to the Player Dealer position.

11. **21ST CENTURY BLACKJACK (NO BUST)** is a game wherein Players make wagers against another Player in the game who is the "Player Dealer". The Player Dealer will win or lose individual bets up to the amount that his wager covers.

The Player Dealer cannot win more than he has wagered nor can he lose more than he has wagered. The card game is dealt on a poker table to a maximum of 8 (eight) positions. A House Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game and collects time charges based on a fixed fee schedule. At no time does the House Dealer participate in the actual play of the game and has no interest in the outcome of the play.

All active players are dealt two cards face up, one at a time, in turn, in rotation. The Player Dealer is dealt one card face up on the initial round of dealing. Each player can elect to draw additional face up card(s) in an attempt to improve their total. When all the active players have completed the draw of additional cards, the Player Dealer is dealt their second card face up. A round of play terminates either when all player's hands are played and wagers are settled, or when the Player Dealer position wins or loses the amount it wagered, whichever comes first. The Player Dealer position moves clockwise around the table.

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 needed. In addition, players are responsible for protection and correct playing of their hands.

PLAYERS

MUST HIT: 11 OR LESS
OPTION: 12-19
MUST STAND: Soft & Hard 20
Soft & Hard 21
Natural 22

VALUES OF CARDS

The game is played with eight standard 52-card decks and the addition of eight jokers to each playing set-up resulting in a total of 424 playing cards.

All cards have their face value.

Joker is a "Wild" Card. Aces are 1 or 11.

Face cards have a value of 10.

<u>Cards</u>	<u>Value</u>
1. Ace:	1 or 11
2. Two:	Two
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

OBJECT OF THE GAME

The object of No Bust 21st Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards and:

Draw additional cards if needed.

Achieve the best possible point total (Natural 22).

GAME RULES

The following are some game rules for No Bust 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, the 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", the PLAYER WINS.

If the Player's total is more than "Natural 22", and the Player Dealer's total is more than "Natural 22":

Player Dealer is closer to Natural 22, Player Dealer WINS.

Player is closer to "Natural 22", PUSH.

Player Dealer win all ties over "Natural 22".

PLAYER/DEALER & DEAL

1. The Player Dealer position for this game rotates in a systematic and continuous way so that the deal does not constantly remain with a single person for many hands.

2. There must be intervening Player Dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App.4th 1397,1408-09. 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 player's wagers. The house never participates as a Player Dealer. The House never takes a percentage of the game.

There is no maximum amount on the Player Dealer's wager.

The following chart outlines all rules regarding the hit cards subsequent to all players receiving hit cards. After all players have drawn additional cards, the Player Dealer may receive its hit cards. Player Dealer may also draw as many cards as needed.

RULES FOR PLAYER/DEALER

MUST HIT: SOFT 17 OR LESS

OPTION: NONE

MUST STAND: HARD 17 AND ABOVE

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

Players can double down on any two cards and take one card.

Players can split any pair or any two cards of 10 point value and receive multiple draw cards (with the exception of Aces). Multiple splitting is permitted.

Players may double down after split.

Joker-Joker pays 2 to 1.

Players can surrender on their first 2 cards and forfeit half their wager, except when Player Dealer has a Joker showing.

If the Player Dealer's hand is a Natural, double down and split wagers receive no action.

Players cannot split, double down or surrender any hand with a Joker.

All pay-offs to the extent that money covers.

Option: Natural hands will be Joker-Joker and Ace-Joker only. Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.

NO BUST

21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES
NATURAL	22	JOKER JOKER
		JOKER 2♣
2	21	JOKER ANY CARD
		2♣ 10♥
		10♠ 10♠ 10♠
3	20	10♠ 10♠
		10♠ 10♥
4	19	10♠ 10♥
5	18	10♠ 10♥
6	17	10♠ 10♥
7	16	10♠ 10♥

HAND RANKING	COUNT VALUE	EXAMPLES
8	15	10♠ 5♣
9	14	10♠ 4♠
10	13	10♠ 3♠
11	12	10♠ 2♠
12	22	10♠ 10♠ 2♠
		10♠ 10♥ 2♠
13	23	10♠ 10♥ 3♠
		10♠ 10♠ 3♠
14	24	10♠ 10♥ 4♠
		10♠ 10♠ 4♠
15	25	10♠ 10♥ 5♠
		10♠ 10♠ 5♠
16	26	10♠ 10♥ 6♠
		10♠ 10♠ 6♠
17	27	10♠ 10♥ 7♠
		10♠ 10♠ 7♠

12. **ASIAN 5 CARD STUD POKER** is played with a 32 card deck that is a standard 52 card deck with the Twos, Threes, Fours, Fives, and Sixes removed, and without Jokers. From two to seven players are dealt two cards (one face down and one face up) by the House Dealer followed by a round of betting. Three more cards are dealt face up with a betting round after each card. The goal of each player is to garner the betting pool or common pot with the highest ranking poker hand. It is played similar to FIVE CARD STUD, one of the oldest forms of poker.

However, because of the missing cards, two significant variations apply. These differences are:

- 1) An Ace can be used as a six to complete a 10 high Straight, or after a King to complete an Ace high Straight; and
- 2) A Flush is of higher ranking than a Full House.

Other than these variations, traditional Poker hand rankings apply. Asian Stud is played as a High only game.

METHOD OF PLAY

Players ante or post blinds, the size of which is determined by the limit of the game being played.

Players are each dealt two cards, in turn, one at a time, one down and one up. (Second Street).

A round of betting ensues for Players who wish to continue and contend for the pot.

Active Players receive a third card, face up. (Third Street).

A round of betting ensue for Players who wish to continue and contend for the pot.

Active Players receive a fourth card, face up. (Fourth Street).

A round of betting ensue for Players who wish to continue and contend for the pot.

Active Players receive a fifth card, face up. (Fifth Street).

A final round of betting ensues for Players who wish to continue and contend for the pot.

Active Players now expose their cards (showdown). The best hand is declared the winner.

RANKING OF HANDS

1. Royal Flush
2. Straight Flush
3. Four of a kind
4. Flush
5. Full House
6. Straight

- 7. Three of a kind
- 8. Two pair
- 9. One pair
- 10. High card

13. **OMAHA POKER (HIGH):** Omaha is a form of Texas Hold'em, except players are dealt four uninterrupted cards face down as their initial starting hand. The game is played with a standard 52-card deck. Omaha Poker involves an individual player receiving four uninterrupted cards dealt face down followed by a round of betting. This is subsequently followed by three community cards being dealt face up in the center of the table followed by a second round of betting. Subsequently, two additional community cards are dealt face-up, one at a time, in the center of the table followed by a round of betting. Omaha Poker requires that players must use exactly two cards of their initial four down cards, along with three of the community cards exposed on the table, in order to form their five-card poker hand. The traditional rankings of hands apply. The object of Omaha Poker is to garner the betting pool with the highest ranked poker hand. Omaha Poker is normally played in two variations: High, or Hi-Lo Split.

All Omaha games employ a House Dealer who uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each player is dealt four cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned face up next to the initial three (Fourth Street).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned face up next to the previous four cards (The River Card). These five cards are common to all active Players.

- * A final betting round.
- * All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

OMAHA HI-LO SPLIT

Omaha Hi-Lo Split Poker is played exactly the same as Omaha Poker with the exception of the following:

The object of Omaha Hi-Lo Split Poker is to win at least half of the betting pool with either the highest or lowest hand. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better" to qualify for the Low end, the entire pot is awarded to the best exposed High hand. Omaha Hi-Lo Split requires that players must use exactly two cards from their four card hands (hole cards), along with three of the community cards exposed on the board, in order to form their five card poker hand. Players may use a different set of two cards to form each hand, therefore it is possible for a single player to win the entire pot by having both the best high and low hand.

ODD CHIP RULE: In the event a pot has a high and a low hand and there is an odd chip, the high hand is awarded the odd chip. In the event of a tie hands (more than one high hand or more than one low hand): the player nearest the button (clockwise) receives the odd chip.

14. 13 CARD POKER: The game is played with a standard 52-card deck, and standard poker rankings apply. From 2 to 4 players are dealt 13 cards each by the House Dealer and must arrange those cards to form three poker hands: a three-card "front" hand (straights and flushes do not count in the three-card hand), a five-card "middle" hand, and a five-card "back" hand. To be valid, the front hand may not rank higher than the middle hand, and the middle hand may not rank higher than the back hand. The object of the game is for a player to set his three hands in such a manner that they beat the respective hands of his opponents. Should a player fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents.

When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares his three hands against the hands of his opponents, one player at a time, beginning with the player to the left of the dealer button and moving clockwise around the table.

The game can be played using three different systems (versions) for awarding points: Western, Eastern, and Mandarin.

POINT SYSTEM

Settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three hands is worth one (1) point, and each point is given a monetary value that depends on the table limit. The player who has the higher ranking for each hand wins one point from his

opponent(s). Players then settle their wagers according to the point difference between them.

In addition to the basic point system, three variations may be utilized for awarding points: Mandarin, Western, and Eastern:

Mandarin Version

In this version, the bonus hands and their values are identical to those in the Eastern version, but points for the bonus hands are tallied in a different way. A player earns one point for each winning hand, and if a bonus hand is present, the points for that bonus hand are then added on. The Mandarin version also includes two special bonus situations --the "Shot" and the "Home run".

The shot occurs when a player wins all three hands against an opponent. When the Shot takes place, the regular point value for each hand is double, and if a bonus hand is involved, the points for the bonus hand are then added to the total. As an example, if a player "shots" an opponent and has three of a kind in the front, he will win a total of nine (9) points from that opponent. The three winning hands are worth three (3) points, which are doubled to six (6) points because of the Shot, and three (3) points are added for the bonus hand.

b. The Home run, which is applicable only in a four-handed game, occurs when a player wins all three hands on the showdown against all three of his opponents. When the Home run takes place, the regular point value for each hand is tripled, and if a bonus hand is involved, the points for the bonus hand are then added to the total. For instance, if a player "home runs" his three opponents and has three of a kind in the front, he will win a total of twelve (12) points from each opponent. The three winning hands are worth three (3) points, which are tripled to nine (9) points because of the Home run, and three (3) points are added for the bonus hand.

Eastern Version

In addition to the basic point system, the Eastern version for awarding points follows:

This version uses a "bonus" system, which awards additional points for making certain hands in the front, middle, and back positions. Bonus hands and points earned are as follows:

- a. Bonus point hands in the back:
 1. Straight flush--five (5) points;
 2. Four of a kind--four (4) points.
- b. Bonus point hands in the middle:
 1. Straight flush--ten (10) points;
 2. Four of a kind--eight (8) points;
 3. Full house--two (2) points.
- c. Bonus point hands in the front:
 1. Three of a kind--three (3) points.

In the Eastern version, if a player wins two out of the three hands, he is awarded two points for his winning hands and loses one point to his opponent, for a total win of one point from that opponent. When a bonus hand is involved, the winning hand earns only the bonus hand points.

For example, if a player wins all three hands and has four of a kind in the back, he is awarded a total of six (6) points.

Western Version

In addition to the basic point system, the Western version for awarding points follows:

This point system awards one additional point to the player who wins the majority of hands. If a player beats his opponent two out of the three hands, he receives two points for his winning hands, loses one point to his opponent, and gains one point for winning the majority of hands. The player thus wins a total of two points from that opponent.

CLEAN SWEEP HANDS

“Clean Sweep”, used in all versions of Chinese Poker, is a hand with a special ranking that wins automatically. All Clean Sweep hands must be declared before the showdown and are worth different points depending on the version being played. The higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted.

When a player declares a Clean Sweep hand, the house dealer will verbally confirm this with the player. The Clean Sweep hand is not viewed until the showdown, and the player collects its value in order. If more than one player has a Clean Sweep hand and the hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. If a Clean Sweep hand is not declared prior to the showdown, it will be played as a regular hand.

SURRENDER

Chinese Poker permits one player to surrender his or her hand by verbal declaration before the showdown. In this case, the player's hand will not be compared with other players' hands, but the player who surrendered must pay each opponent three (3) points. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once the intention to surrender has been confirmed, the player does not have to set the hand and it will be placed face down on the table.

NO BUST

21st

CENTURY

BLACKJACK

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 needed.

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

21st Century Blackjack

VALUES OF CARDS

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

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

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
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 some 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

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 intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09.

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' wager. The house never participates as a player/ dealer. The house never takes a percentage of the game.

There is no maximum amount on the player /dealers wager.

The following chart outlines all rules regarding the hit cards subsequent to all player receiving hit cards. After all players have drawn additional cards, the player dealer may receive its hit cards. Player/ dealer may also draw as many cards as needed.

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

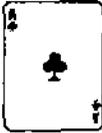
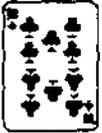
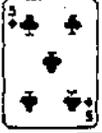
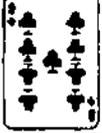
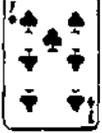
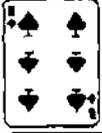
DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

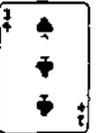
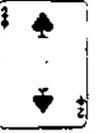
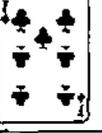
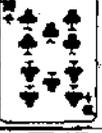
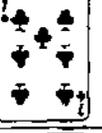
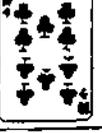
1. Players can double down on any two cards and take one card.
2. Players can split any pair or any two cards of 10 point value and receive multiple draw cards (with the exception of Aces). Multiple splitting is permitted.
3. Players may double down after split.
4. Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 cards and forfeit half their wager, except when Player/Dealer has a Joker showing.
6. If the Player/Dealer's hand is a Natural, double down and split wagers receive no action.
7. Players cannot split, double down or surrender any hand with a Joker.
8. All pay-offs to the extent that money covers.
9. Option: Natural hands will be Joker-Joker and Ace-Joker only. Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.

NO BUST

21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES	
NATURAL 22		 	
		 	
2	21	 	
		 	
		  	
3	20	 	
4	19	 	
5	18	 	
6	17	 	
7	16	 	

HAND RANKING	COUNT VALUE	EXAMPLES		
8	15	 		
9	14	 		
10	13	 		
11	12	 		
12	22	  		
13	23	  		
14	24	  		
15	25	  		
16	26	  		
17	27	  		

NO BUST

21ST CENTURY BLACKJACK

With: Double-Down, Split, & Surrender

HOW TO PLAY

1. All cards have face value.
2. A Joker with any card is a Hard 21. Players may not draw any further.
3. Aces have a value of 1 or 11. Two Aces count as 2 or 12, only.
4. All face cards have a value of 10.
5. The value of each hand is the sum of its cards.
6. All player's hands are compared with the Player/Dealer's hand.
7. Player's objective is to form a hand with a sum that does not exceed "Natural 22" points.
8. Each player will receive two cards, face-up, on the initial deal.
9. Players have the option of drawing additional cards.
10. The Player/Dealer will receive one card face-up, and after the last position has completed their draw, will receive a second card, face-up.
11. A "Natural" hand beats all other hands. Players are required to declare "Naturals" prior to start of draw. A "Natural" consists of:
 - a) Two Jokers;
 - b) One Ace and one Joker.

RULES FOR PLAYER/DEALER

MUST STAND

HARD 17
AND ABOVE

MUST HIT

SOFT 17
OR LESS

HAVE OPTION

NONE

RULES FOR PLAYERS

MUST STAND

SOFT & HARD 20
SOFT & HARD 21
NATURAL 22

MUST HIT

11 OR LESS

HAVE OPTION

12 THROUGH 19

NO BUST 21ST CENTURY BLACKJACK

With: Double-Down, Split, & Surrender

GAME RULES

1. If a player's total is more than "Natural 22", and the Player/Dealer's total is "Natural 22" or less, the **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", the **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. **THE PLAYER/DEALER WINS ALL TIES OVER "Natural 22"**.
5. **Players may double down on any two cards and receive one card. Players may also double down after a split.**
6. **Players may split any pair or any two cards of 10 point value and receive multiple draw cards. Multiple splitting is permitted. Natural hands cannot be split.**
7. **Players cannot split, double-down or surrender any hand with a Joker.**
8. **When a player has Joker-Joker they receive 2-1 odds to the extent that money covers.**
9. **Players may surrender on the first 2 cards and forfeit half their wager to the extent that money covers. The only exception is if the Player/Dealer is showing a Joker.**
10. **If the Player/Dealer's hand is a Natural, double down and split wagers receive no action.**
11. **Two Aces can be counted as 2 or 12. Players can split Aces and receive one draw card only for each split Ace.**
12. **Natural hands will be Joker-Joker and Ace-Joker, only.**
13. **All pay-offs to the extent that money covers.**

HOUSE RULES

1. **Time collections are taken in advance.**
2. **Players must wager within the designated betting limits of the table.**
3. **Players removing their wager prior to completion of the pay-off may lose the maximum bet or win the minimum bet amount.**
4. **Players are not allowed to handle cards.**
5. **If a player inadvertently misplays a hand, the draw cards may not be readjusted. That player will automatically lose to the extent that money covers and all other hands will play as is.**
6. **The management reserves the right to make decisions which are in the best interest of the games. Under special circumstances, a decision may be rendered that is contrary to the technical interpretation of these rules.**

OAKS CARD CLUB

♠ 4097 San Pablo Ave. ♥ Emeryville, CA ♣ (510) 653-4456 ♦

POKER GAMES SCHEDULE OF COLLECTIONS

<u>LIMIT</u>	<u>BUY IN</u>	<u>BLINDS</u>	<u>HOLD'EM</u> <u>DROP COLLECTION RATES</u>		
			<u>TOTAL FEE PER HAND</u>		
			<u>7-10</u>	<u>6</u>	<u>5 OR LESS</u>
1/2	\$10	.50-1	\$3.00	\$2.00	\$1.00
2/4	\$20	1-2	\$4.00	\$3.00	\$1.00
3/6	\$30	1-3	\$4.00	\$3.00	\$1.00
6/12	\$60	4-6	\$4.00	\$3.00	\$1.00
9/18	\$90	6-9	\$4.00	\$3.00	\$1.00
10/20	\$100	5-10	\$4.00	\$3.00	\$1.00
12/24	\$120	6-12	\$4.00	\$3.00	\$1.00
15/30	\$150	10-15	\$4.00	\$3.00	\$1.00
20/40	\$200	10-20	\$4.00	\$3.00	\$1.00
30/60	\$300	20-30	\$5.00	\$3.00	\$1.00
40/80	\$400	20-40	\$5.00	\$3.00	\$1.00
60/120	\$600	30-60	\$5.00	\$3.00	\$1.00
100 Maximum	\$100	1 up to 20	\$4.00	\$3.00	\$1.00
200 Maximum	\$200	2 up to 20	\$5.00	\$3.00	\$1.00

(Fee collected from the center of the pot after the flop.)

<u>LIMIT</u>	<u>BUY IN</u>	<u>BLINDS</u>	<u>HOLD'EM</u> <u>TIME COLLECTION RATES</u>	
			<u>FULL TIME</u>	<u>SHORT TIME</u>
15/30	\$150	10-15	\$7.00	\$5.00
20/40	\$200	10-20	\$8.00	\$5.00
30/60	\$300	20-30	\$9.00	\$6.00
40/80	\$400	20-40	\$9.00	\$6.00
60/120	\$600	30-60	\$10.00	\$6.00

(Time collections taken on the hour and half-hour.)

(Short time collection taken if game is 5 or less players.)

STUD

DROP COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>ANTE</u>	<u>FORCE</u>	<u>TOTAL FEE PER HAND</u>		
				<u>NO. OF PLAYERS</u>		
				<u>7-8</u>	<u>6</u>	<u>5 OR LESS</u>
2/4	\$20	\$0.50	\$1.00	\$3.00	\$2.00	\$1.00
4/8	\$40	\$0.50	\$1.00	\$4.00	\$3.00	\$1.00
6/12	\$60	\$1.00	\$2.00	\$4.00	\$3.00	\$1.00
9/18	\$90	\$1.00	\$3.00	\$5.00	\$3.00	\$1.00
10/20	\$100	\$1.00	\$3.00	\$5.00	\$3.00	\$1.00
12/24	\$120	\$1.00	\$3.00	\$5.00	\$3.00	\$1.00
15/30	\$150	\$2.00	\$5.00	\$5.00	\$3.00	\$1.00
20/40	\$200	\$2.00	\$10.00	\$5.00	\$3.00	\$1.00

(Fee collected from the center of the pot after the fourth card has been delivered.)

OMAHA HI-LO

DROP COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>BLINDS</u>	<u>TOTAL FEE PER HAND</u>		
			<u>NO. OF PLAYERS</u>		
			<u>7-10</u>	<u>6</u>	<u>5 OR LESS</u>
2/4	\$20	1-2	\$4.00	\$3.00	\$1.00
2/4 (1/2 Kill)	\$20	1-2	\$4.00	\$3.00	\$1.00
3/6	\$30	1-3	\$5.00	\$3.00	\$2.00
4/8	\$40	2-4	\$5.00	\$3.00	\$2.00
4/8 (1/2 Kill)	\$40	2-4	\$5.00	\$3.00	\$2.00
6/12	\$60	4-6	\$5.00	\$3.00	\$2.00
6/12 (1/2 Kill)	\$60	4-6	\$5.00	\$3.00	\$2.00
9/18	\$90	6-9	\$5.00	\$3.00	\$2.00
10/20	\$100	5-10	\$5.00	\$3.00	\$2.00
10/20 (1/2 Kill)	\$100	5-10	\$5.00	\$3.00	\$2.00
15/30	\$150	10-15	\$5.00	\$3.00	\$2.00

(Fee collected from the center of the pot after the flop.)

LOWBALL
TIME COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>BLINDS</u>	<u>FULL TIME</u>	<u>SHORT TIME</u>
20	\$100	5-5-10	\$5.00	\$3.00
30	\$150	5-10-15	\$5.50	\$3.50
40	\$200	10-10-20	\$6.00	\$4.00
40 Winner	\$200	5-5-10-20	\$6.00	\$4.00
60	\$300	10-20-30	\$8.00	\$4.50
60 Winner	\$300	5-10-15-30	\$8.00	\$4.50
80	\$400	20-20-40	\$9.00	\$5.00
120	\$600	20-40-60	\$11.00	\$6.00

(Time collections taken on the hour and half-hour.)
(Short time collection taken if game is 4 or less players.)

PAN
DROP COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>ANTE</u>	<u>TOTAL FEE PER HAND</u>
			<u>NO. OF PLAYERS</u>
\$2.00	\$40	\$2.00	5 or more \$2.00
			4 or less \$1.00
\$5.00	\$100	\$5.00	5 or more \$4.00
			4 or less \$2.00
\$10.00	\$200	\$10.00	5 or more \$5.00
			4 or less \$2.00

TIME COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>ANTE</u>	<u>TIME</u>	
\$20	\$400	\$20	\$10.00	DOUBLES: \$14.00
\$40	\$800	\$40	\$14.00	DOUBLES: \$20.00
\$100	\$2,000	\$100	\$20.00	DOUBLES: \$35.00
\$200	\$4,000	\$200	\$35.00	N/A

(Time collections taken on the hour and half-hour.)

DRAW POKER
TIME COLLECTION RATES

<u>LIMIT</u>	<u>BUY IN</u>	<u>BLINDS</u>	<u>FULL TIME</u>	<u>SHORT TIME</u>
2-20	\$20	1-1-2	\$3.00	\$2.00
4-40	\$40	1-1-2	\$4.00	\$3.00
8-80	\$80	2-2-4	\$5.00	\$4.00
10-100	\$100	2-3-5	\$6.00	\$4.00
20-200	\$200	5-5-10	\$7.00	\$5.00

(Time collections taken on the hour and half-hour.)
(Short time collection taken if game is 4 or less players.)



1.3

Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only “bank” the hand (including Bonus Bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a Royal Flush.

Type of gaming table utilized for this game:

Three Card Poker may be played on either a standard blackjack table having eight places on one side for the players and the player/dealer, a standard poker table that seats up to nine players and a player/dealer for a total of ten seated players, or a standard baccarat style table which seats up to thirteen players and a player/dealer for a total of fourteen seated players.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled ‘Ante’ and ‘Play’ for the placement of bets, as well as a separate circle for the placement of an Bonus Bet.

Number of players in the game:

A maximum of eight, ten or fourteen players including the player/dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a multiple deck automatic card shuffling device (‘shuffler’) or shoe.
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Three Card Poker may be played with one (1) to eight (8) standard fifty-two (52) cards with backs of the same design.

Betting scheme:

1. All wagers in Three Card Poker 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. At the beginning of each round of play, each player shall be required to place an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.



1.3

4. Each player at a Three Card Poker table, who has placed the ante wager required above, shall also have the option to make an Bonus Bet that awards an additional payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. The dealer shall wait for each player to place their ante bets as well as any Bonus Bets. After each player has had the opportunity to place his/her Bonus Bet, the dealer will announce "No more bets."
 - a. The dealer shall deliver then deal each seated player with a wager three cards, face-down, starting to the left of the player/dealer, then in turn to each of the other players, including the player/dealer, moving clockwise around the table. The stack given to the player/dealer shall be delivered face down after which one card will be turned face up.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his/ her participation in the round of play. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.
 - a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit both the ante wager and the bonus wager.
4. After each player has either placed a wager on the table in the play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The dealer shall then reveal the remaining player/dealer's cards and place the cards so as to form the highest possible ranking hand. The player/dealer must qualify to play with a minimum of 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. However, if the player/dealer's hand did not qualify, the player/dealer will automatically pay each ante (the ones not surrendered by folding) even money regardless of whether the player's hand ranks higher than the player/dealer's or not.
 - b. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the Ante.
 - i. If the player's hand beats the player/dealer's hand, the player wins even money.
 - ii. If the player/dealer's hand beats the player's hand, the player loses.
6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.
7. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.



1.3

8. The player/dealer will first collect all losing wagers and then pay all winning wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
9. 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.
10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

The Bonus Bet is an optional side bet for Three Card Poker. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets may be made at any amount within table betting limits to qualify for an Bonus Bet payoff.
3. The Bonus Bet only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player/dealer.
5. If the player's hand does not qualify for payouts, the player/dealer collects the Bonus Bet.
6. The player/dealer will pay all winning Bonus Bets and will collect all losing Bonus Bets.
7. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
8. 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



1.3

How and when are house fees collected:

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.

Glossary of terms used in the controlled game:

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.
Bonus Bet	An optional bet for players who place an ante bet. See Bonus Bet pay chart in rules.
Ante	The mandatory wager players make before seeing their hand.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is also referred to as the Player/dealer.
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
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.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

SECTION III – GAME INFORMATION/SPECIFICS

Name of the controlled game.

Answer: Pure 21.5 Blackjack

Standards of play.

Answer: PURE 21.5 BLACKJACK is a game wherein players make a wager against another player in the game who is the “Player/Dealer. The Player/Dealer will win or lose individual bets up to the amount that his wager covers. The Player/Dealer cannot win more than he has wagered nor can he lose more than he has wagered. The object of the game is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

Value of Cards

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards, (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “BONUS” card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A “BONUS” card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- “BONUS” cards have a value of 10 unless dealt with an Ace on the initial deal.

Ranking Chart

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

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 the Rules For Players Chart, below. The Player/Dealer's down card will be checked, by the House dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.

RULES FOR PLAYERS

Must Stand On
Hard 19 or more

Must hit On
Hard 11 or less

Have Option On
All other counts

3. After all Players have been given a chance to act on their hands, the Player/Dealer's hand will be completed in accordance with the Rules For Player/Dealers Chart, below.

RULES FOR PLAYER/DEALERS

Must Stand On
Hard 17 or more

Must hit On
Soft 17 or less

Have Option On
None

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

8. If a Player's total and the Player/Dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:

- a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push.
- b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose.

9. All collection fees will be collected by the House dealer, prior to the start of play. Collection fees will be determined by the House and can be up to three separate rates per game.

10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per Ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand. Exception: Aces may be split only one time. Players may double down after splitting. A split Ace and a Bonus card is worth 21 and does not pay 6-5.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease. This is not allowed if the Player/Dealer has a PURE 21.5 Blackjack.
5. The House will take no extra collection fee on double downs or splits from the Player or Player/Dealer.

“Standard” 52-card deck or other type of card deck.

Answer: 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, up to a maximum of eight decks totaling 416 cards.

Describe dealing procedures.

Answer: (Dealing procedures are fully explained in section #4, description of a “round of play.”)

Number of players in the game.

Answer: Pure 21.5 Blackjack is played on a raised gaming table where up to eight primary players can be seated. The eight players face the dealer in a 180-degree seating arrangement. Backline betting is allowed.

Description of how and when are house fees collected.

Answer: 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 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 House dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

Betting limits.

BGC ID: GEGA-001183 (April 2011)

(See Modification #2.)

Betting scheme.

Answer: All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed as well as the collection fee for the players and the Player/Dealer. A maximum of three collection rates is allowed in compliance with the California Penal Code.

How winners determined and paid.

Answer:

1. After all players have acted on their hands and indicated to the dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
2. 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. (See Chart, below.)

Action Button Placement Chart for Eight Handed Table

Seat #1: Player/Dealer Position;	Seat #5: 4's or Jacks Bonus;
Seat #2: Aces or 8's;	Seat #6: 5's or Queens Bonus;
Seat #3: 2's or 9's;	Seat #7: 6's or Kings Bonus;
Seat #4: 3's or Tens Bonus;	Seat #8: 7's

(Seat #1 is the first seat to the left of the House Dealer with seats graduating in clockwise order.)

3. The Player/Dealer's hand will then be completed according to the RULES FOR PLAYER/DEALERS Chart. 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 and to the extent that the Player/Dealer's wager covers.

4. In the event that the Player/Dealer's wager is not large enough to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the cardroom or the Player/Dealer.

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

Answer:

1. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place a wager (chips) in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect from the losers. The cardroom 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 of the Player/Dealer in the banking position. The Player/Dealer will place the collection

fee in front of his/her betting circle.

2. 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".
3. 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 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 House dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
4. After the fees have been collected, the House 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 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 hand motion, indicating the desire to stand. The dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clockwise 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 dealer.
5. The House dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering have been previously outlined.)
6. Players must follow the Rules For Players and the Rules For Player/Dealers Charts, below, in deciding whether to hit or stand on a particular hand.

RULES FOR PLAYERS

Must Stand On
Hard 19 or more

Must hit On
Hard 11 or less

Have Option On
All other counts

RULES FOR PLAYER/DEALERS

Must Stand On
Hard 17 or more

Must hit On
Soft 17 or less

Have Option On
None

7. The Player/Dealer's initial two cards will always be dealt and placed directly in front of the House dealer's tray. Any additional draw cards will be placed, in order, to the right of the initially dealt cards. The placement of the Player/Dealer's cards is standard in all games.

8. 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. A player must have played the previous hand in order to be eligible to assume the Player/Dealer position.

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

Answer: Pure 21.5 Blackjack is played on a raised gaming table where up to eight primary players can be seated. The eight players face the House dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the cardroom industry. The dealer stands opposite the players, and in the center of the table. The dealer's chip tray is set in front of the dealer.

6. List other equipment used.

Answer: The game uses a fifty-two card deck with Aces through nines and sixteen Bonus cards (four "KING" bonus cards, four "QUEEN" bonus cards, four "JACK" bonus cards, and four "10" bonus cards). The standard suits of spades, hearts, clubs, and diamonds are used. Industry standard blackjack shoes and discard racks will also be used.

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

Answer: Most of the terms used in this game are the same industry standard words such as double down, split, hit, stand, and surrender. However, there are two new terms that are unique to this game.

Pure 21.5 Blackjack- The highest possible hand. It can only be made when a Player or the Player/Dealer is dealt a Bonus Card and an Ace on the first two cards dealt. If a Player is dealt a Pure 21.5 Blackjack he/she will be paid 6 to 5 on his/her wager.

Bonus Card- There are sixteen Bonus Cards per deck. Four "KING" bonus cards, four "QUEEN" bonus cards, four "JACK" Bonus cards, and four "10" bonus cards. The value of each Bonus card is ten unless dealt with an Ace on the initial two cards to a Player or the Player/Dealer when it will be worth ten point five (10.5).

MODIFICATION #1

Buster Blackjack



Buster Blackjack Bonus Bet

Buster Blackjack is a side game that complements Pure 21.5 Blackjack. It features a bonus bet that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional bet.

Rules of Play

1. The Buster Blackjack bonus bet is an optional bet offered to all players who placed a Pure 21.5 Blackjack wager. A player must participate in the base game in order to make the additional bet.
2. Buster Blackjack bonus bets must be placed prior to the initial deal.
3. The Buster Blackjack bonus bet cannot exceed the Pure 21.5 Blackjack original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the

Pure 21.5 Blackjack wager is paid and the player's cards are put away. The Buster Blackjack bonus bet remains in action whether or not the player busts or is dealt a Natural.

5. Once all players have made the decisions concerning their hands according to the rules for Pure 21.5 Blackjack, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.

If the Player-Dealer hand busts, all Buster Blackjack bonus bets will be paid according to the posted Buster Blackjack pay table. If the Player-Dealer does not bust, all Buster Blackjack bonus bets will be collected in rotation to the extent of the money in action.

6. The Player-Dealer will pay all winning Buster Blackjack bonus bets and will collect all losing Buster Blackjack bonus bets.

7. In the event that the Player-Dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Pure 21.5 Blackjack wager, Buster Blackjack bonus bet.

Back line betting on the base game wager is allowed.

Back line bettors are permitted to place a wager on the Buster Bonus Bet as long as they placed a base game wager, first. It should be noted that there are 8 seats at the 21.5 Pure Blackjack table with 6 betting squares in front of each seat and one square to place a Buster Bonus bet. If I'm the seated player and I place a Buster Bonus bet in the square in my designated seat, another player wagering in one of my betting squares must find an open Buster Bonus bet wagering spot in order to place a Buster Bonus bet. Buster Bonus bets cannot be commingled.

The Buster Bonus bet minimum bet is \$5 and the maximum bet is \$50 as long as the Buster bet does not exceed the base game wager.

Action is settled from player to player all Pure 21.5 wagers and then from player to player all Buster Bonus bets.

Note: If there are no Pure 21.5 Blackjack wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack bonus bets, the Player-Dealer must complete his hand, if not 17 or greater.

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

Number of Cards in

<u>Dealer's Busted Hand</u>	<u>Payout</u>
3	1
4	3
5	6
6	25
7	100
8 or more	250

MODIFICATION #2

Pure 21.5 Blackjack Table Fees and Betting limits

<u>TABLE LIMITS</u> MINIMUM/MAXIMUM	<u>COLLECTION</u>
\$5 -- \$100	\$1.00 PLAYER, \$2.00/\$1.00 PLAYER-DEALER
\$10 -- \$100	\$1.00 PLAYER, \$2.00/\$1.00 PLAYER-DEALER
\$40 -- \$100	\$1.00 PLAYER, \$3.00/\$1.00 PLAYER-DEALER
\$100 -- \$200	\$2.00 PLAYER, \$3.00/\$1.00 PLAYER-DEALER

Buster Bet Table Fees and Betting limits

<u>TABLE LIMITS</u> MINIMUM/MAXIMUM	<u>COLLECTION</u>
\$5 -- \$50	No Collection
\$5 -- \$50	\$1.00

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion. 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.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
(End)

If the Bureau requires any additional information in order to process this request, please advise.

Thank you.

Yours truly,

John Tibbetts
General Partner
Oaks Card Club

Baccarat Gold 2.0

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. The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as 10 and the others, their face value.

When combined cards have a total sum greater than ten, the last digit of the total sum is deemed the value of the hand. Therefore, a hand with the sum of eighteen will actually be counted as eight.

GAME RULES

Each participant in the game must place a wager on either the bank or the player position in accordance with the table limits.

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 in accordance with posted table limits.

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

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. A third card may be required later for either hand. The house dealer takes a collection from each player for every bet prior to the start of each hand. Collections are posted and collected prior to the start of each hand or round of play based on the table limit of the game.

Both of the player's cards are dealt face up and serve as a community hand for the players wagering in the 'Player' position. The player/dealer gets their first card dealt face down and their second card dealt face up.

Players have the following options when placing a bet:

- a) Player bet which pays 1 to 1.
- b) Bank bet which pays 1 to 1.
- c) Tie Bet which pays 10 to 1.
- d) Gold Bonus Bet which pays 40 to 1

All base game wagers and Tie Bet wagers must be between the minimum and maximum table limit.

PLAYER HAND:

Players with hand valued at 6 to 9 must stand. Players with hands valued at 0 to 4 must hi.

Players have an OPTION ON 5: Stand by having a ‘Stand on 5’ plaque placed on wager or HIT and take a community card. There will only be one decision per seat as to Hit or Stand. The participant with the largest wager will make the decision.

PLAYER/DEALER HAND:

The player/dealer will lose all ties to player’s tie wager. Tie Bets will be paid nine to one. If the player/dealer hand is 3 and the player hand is 6, the player will lose the tie hand wager. If the player/dealer hand is 3 and the player hand is 6, the player will win the base game wager.

The player/dealer must hit on 0-3 and stand on 6-9 or more. If the player takes a third card and the player/dealer has a 4 or 5, the player/dealer must take a hit if the player’s third card is a 3, 4, 5, 6 or 7. If the player’s third card is a 0, 1, 2, 8 or 9, the player/dealer must stand.

If the player/dealer has a 4 or 5 and the player hand is a 6 or a 7, the player/dealer must hit.

If the player or player/dealer receives a hand with a value of ‘8’ or ‘9’ on their first two cards, a ‘Natural’, the hand is over. The player and player/dealer cannot draw an additional card.

Wagers are collected or paid, to the extent that the player/dealer’s wager covers, in order, from the action button, seat by seat. The player/dealer’s down card will determine the action button. When the player/dealer’s wager covers all wagers the house dealer will pay from left to right, starting at Seat #1.

In the event that the player/dealer’s wager is not large enough to cover all wagers on the table, wagers will be settled in the following order: Player wagers, Player/dealer wagers and Tie Bet wagers.

TIE BETS:

Before any cards are dealt, person’s who have made a wager on the base game will have the option to wager on the tie. All Tie Bets will be paid at 9 to 1. All Tie Bets must be within table limits and may not exceed the base game wager.

Tie wagers will be based on the final totals of all the cards in play for the player’s hand and the player/dealer’s hand.

All ties are 0-9 are a push and base game wagers are called off. (Pay Tie Bets ONLY)

HOUSE WAY:

Players hit on a 5 or below and stand on 6 or above. Wagers on the player/dealer hand will be settled ‘House Way’ in the event the player hand is an ‘Option on 5’ hand.

Player Hand Rules

Must Hit:	Must Stand:	Have Option On:
0-1-2-3-4	6-7-8-9	5

Player/Dealer Hand Rules

Must Hit:	Must Stand:	Have Option On:
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0-1-2-3-4

6-7-8-9

*Player 3rd card is 3-4-5-6-7 Player/dealer must HIT

*Player 3rd card is 0-1-2-8-9 player/dealer must stand on 4 or 5

GOLD BONUS BET

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated Gold Bonus Bet spot located next to each player's position on the gaming felt layout.

1. For each seated position, there shall be one (1) separate and specifically designated area for the placement of a Gold Bonus Bet wager. A player may only place a Gold Bonus Bet wager if they have also placed a wager on either the player line or on the bank line prior to the initial deal. Players may only make one bonus bet wager for each base game wager placed.

2. Seated players as well as back-line bettors may place a Gold Bonus Bet wager.

3. The Gold Bonus Bet may be less than, equal to, or greater than the base game wager. However, the Gold Bonus Bet must be within the minimum and maximum table limits.

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Gaming Activity Amendment

April 15, 2011

4. If the banker's hand has a point value of seven (7) using three (3) cards and the player's hand has a value of six (6) or less, regardless of the number of cards, the Gold Bonus Bet wins. The Gold Bonus Bet shall lose on all other outcomes.

5. Winning Gold Bonus Bets shall be paid forty to one (40 to 1).

6. The player/dealer will pay all winning Gold Bonus Bet wagers and will collect all losing Gold Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

For the game of Baccarat Gold 2.0 for **schedule options 1 through 5**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken, per base game wager, Tie Bet wager, and Gold Bonus wager from each player. The collection fees shall be collected and dropped by the casino dealer immediately after cards have been distributed to each player. 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 may be used at a table at any one time.

Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Baccarat Gold 2.0 are as shown below:

Schedule Options	Wager	Wager Limit	Player Fee	Player-dealer Fee
1	Game	\$10 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	N/A	
	Gold Bonus	\$5 - \$50	N/A	
2	Game	\$10 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	
3	Game	\$40 - \$100	\$1	\$3
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	
4	Game	\$40 - \$200	\$2	\$5
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$100	\$1	
5	Game	\$100 - \$200	\$2	\$5
	Tie Bet	\$5 - \$50	\$1	
	Gold Bonus	\$5 - \$50	\$1	

CASINO RULES

1. The player/dealer position rotates in a systematic and continuous way so that everyone has the opportunity to act as the player/dealer.
2. The Oaks Card Club does not participate in the actual play of the game and has no interest in the outcome of the play. No player ever plays against or makes a wager against the Oaks Card Club.
3. All cash must be changed to chips.
4. No player is allowed to place a bet on top of another player's wager. Once the first card is dealt, no more bets will be allowed. Player must not touch their wagers once the first card is dealt.
5. The House does not recognize 'kum-kum' bets.
6. A player must have played the previous hand in order to be eligible to assume the player/dealer position.

7. Players removing their wager prior to completion of the pay-off may lose the maximum bet or win the minimum bet amount.
8. Players are responsible for the protection of their own wagers.
9. Management reserves the right to make decisions that 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.

Oaks Card Club California Games Collection Rates

Collection Schedules and Fees

Three Card Poker 1.3 (GEGA-002847)

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Bonus Bet Collection	Jackpot Fee
1	\$5 - \$60	\$1	\$2	\$1	N/A
2	\$5 - \$60	\$1	\$2	N/A	
3	\$5 - \$100	\$1	\$2	\$1	
4	\$10 - \$100	\$1	\$2	\$1	

Baccarat Gold 2.0 (GEGA-003229)

Schedule Options	Wager	Wager Limit	Player Fee	Player-Dealer Fee	Jackpot Fee
1	Game	\$10 - \$100	\$1	\$3	N/A
	Tie Bet	\$5 - \$50	N/A		
	Gold Bonus	\$5 - \$50	N/A		
2	Game	\$10 - \$100	\$1	\$3	N/A
	Tie Bet	\$5 - \$50	\$1		
	Gold Bonus	\$5 - \$50	\$1		
3	Game	\$40 - \$100	\$1	\$3	N/A
	Tie Bet	\$5 - \$50	\$1		
	Gold Bonus	\$5 - \$50	\$1		
4	Game	\$40 - \$200	\$2	\$5	N/A
	Tie Bet	\$5 - \$50	\$1		
	Gold Bonus	\$5 - \$100	\$1		
5	Game	\$100 - \$200	\$2	\$5	N/A
	Tie Bet	\$5 - \$50	\$1		
	Gold Bonus	\$5 - \$50	\$1		

21st Century Blackjack (GEGA-001669), 21st Century Blackjack (Face Down, w/Double-down, Split, & Surrender (GEGA-001670), and No Bust 21st Century Blackjack (GEGA-001671)

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Jackpot Fee
1	\$10 - \$100	\$1	\$2	N/A
2	\$10 - \$200	\$2	\$2	

Oaks Card Club California Games Collection Rates

Pai Gow Poker (Double Hand Poker) (GEGA-001681) and Pai Gow Poker with a Joker (GEGA-001682)

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Jackpot Fee
1	\$10 - \$600	\$1	\$2	\$1.00
2	\$10 - \$1,200	\$1	\$2	
3	\$10 - \$3,000	\$1	\$2	
4	\$10 - \$6,000	\$1	\$2	
5	\$100 - \$6,000	\$1	\$2	

Pai Gow Tiles (GEGA-001683)

Schedule Options	Table Limit	Player Wager	Player Collection	Player-Dealer Action	Player-Dealer Collection	Jackpot Fee
1	\$10 - \$2,000	\$10 - \$1,000	\$1	\$10 - \$200	\$1	\$1.00
		\$1,001 - \$2,000	\$2	\$200 +	\$4	
2	\$20 - \$2,000	\$20 - \$1,000	\$1	\$10 - \$200	\$2	
		\$1,001 - \$2,000	\$2	\$200 +	\$4	
3	\$10 - \$5,000	\$10 - \$1,000	\$1	\$10 - \$200	\$2	
		\$1,001 - \$2,000	\$2	\$200 +	\$4	
		\$2,001 - \$5,000	\$3			
4	\$100 - \$6,000	\$100 - \$1,000	\$1	\$100 - \$500	\$3	
		\$1,001 - \$2,000	\$2	\$500 +	\$5	
		\$2,001 - \$6,000	\$3			
5	\$10 - \$5,000	\$10 - \$5,000	\$0	\$10 - \$5,000	\$0	

Super Pan 9 (GEGA-001686)

Schedule Options	Table Limit	Player Collection	Player-Dealer Collection	Jackpot Fee
1	\$10- \$100	\$1	\$2	N/A
2	\$10 - \$200	\$2	\$2	

Pure 21.5 Blackjack (GEGA-003158)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Buster Blackjack Wager	Buster Blackjack Fee	Jackpot Fee
1	\$5 - \$100	\$1.00	\$2.00	\$5 - \$50	N/A	N/A
2	\$5 - \$100	\$1.00	\$2.00		\$1.00	
3	\$10 - \$100	\$1.00	\$2.00		N/A	
4	\$10 - \$100	\$1.00	\$2.00		\$1.00	
5	\$40 - \$100	\$1.00	\$3.00		N/A	
6	\$40 - \$100	\$1.00	\$3.00		\$1.00	
7	\$100 - \$200	\$2.00	\$3.00		N/A	
8	\$100 - \$200	\$2.00	\$3.00		\$1.00	