

# Double Hand Poker

## Game Description

Double Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1, 8 or 15. The dealer will deal each player (position) a pile which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

## Rank of Hands

- (a) Five Aces
- (b) Royal Flush
- (c) Straight Flush
- (d) Four of a Kind
- (e) Full House
- (f) Flush
- (g) Straight
- (h) Three-of-a-Kind
- (i) Two Pair
- (j) One Pair
- (k) High Card

*Note:* An Ace may be played high or low for a 5-card straight.

*Example:*

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

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

## Object of the Game

To win the hand, both the front and back hands must rank higher than the player/banker's hands. If both of the player/banker's hands rank higher than the player's two hands, the player/banker wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/banker wins all copies.

- The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

- The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand.
- A player has a foul hand if:
  - (a) The two-card front hand is stronger than the five-card back hand, or
  - (b) The player does not have exactly two cards in the front hand, or
  - (c) The player does not have exactly five cards in the back hand.
- A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.
- A misdeal will be declared if:
  - (a) A Joker or an Ace is boxed or exposed, or
  - (b) if two or more cards are boxed or exposed, or
  - (c) the player/banker's hand does not have the correct number of cards.
- A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have



# Phoenix Lounge Casino

## DOUBLE HAND POKER

HAND	HOW TO PLAY	EXAMPLE	
NO PAIR	Put Second and Third highest cards in front.	K♠ Q♠ A♥ J♠ 9♥ 8♦ 5♠	J♥ 10♥ Q♥ 8♠ 7♦ 6♥ 2♠
ONE PAIR	Put pair in back, highest two other cards in front.	10♠ 10♥ 8♥ 6♠ 3♦	Q♦ J♠ 8♥ 8♠ 8♠ 8♠
TWO PAIR A's, K's, Q's	Put small pair in front.	Q♥ Q♠ A♥ 9♠ 7♥	9♥ 9♠ J♠ J♠ K♦ Q♦ 5♦
TWO PAIR J's, 10's, 9's	Put both pair in back; if you can put a ACE or JOKER in front, otherwise split.	A♥ 5♠ J♦ J♠ 9♥ 9♠ 2♥	7♥ 7♠ J♠ J♠ K♦ Q♦ 5♦
TWO PAIR 8's, 7's, 6's	Put both pairs in back; if you can put a KING or higher in front, otherwise split.	K♥ 4♠ 8♦ 8♠ 7♠ 3♥	3♦ 3♠ 8♦ 8♠ Q♥ J♠ 6♠
TWO PAIR 5's, 4's, 3's, 2's	Put both pairs in back; if you can put a QUEEN or higher in front, otherwise split.	Q♥ 6♠ 5♦ 5♥ 3♦ 3♠ 4♠	3♦ 3♠ 5♦ 5♥ J♠ 7♠ 4♠
Straight, Flush, or Straight Flush WITH NO PAIR	Put the two highest cards in front that will leave any complete hand in back.	K♥ 3♠ J♠ 10♥ 9♠ 8♠ 7♠	J♥ 2♠ 10♠ 9♠ 8♠ 7♥ 6♠
Straight, Flush, or Straight Flush WITH ONE PAIR	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	7♥ 7♠ A♥ K♥ 8♦ 4♦ 2♦	Q♠ 5♦ 6♦ 5♥ 4♠ 3♥ 2♠
Straight, Flush, or Straight Flush WITH 2 CAR	Play according to two-pair strategy.	3♥ 3♦ 6♠ 6♥ 5♦ 4♦ 2♠	

Straight, Flush, or Straight Flush WITH 3 OF A KIND	Put complete hand in back and the pair in front.	9♦ 9♠ 9♠ 8♥ 7♦ 6♠ 5♠	
THREE PAIRS	Put high pair in front.	K♠ K♥ 5♠ 5♥ 2♦ 2♥ A♠	
THREE KINGS and below	Put three of a kind in back, two highest Other cards in front.	10♥ 9♠ K♠ K♠ K♥ 8♠ 5♥	
THREE ACTS	Put an Ace and next high card in front.	A♥ 7♠ A♠ A♦ 5♠ 4♠ 2♦	
TWO THREE OF A KIND	Put pair from higher set in front.	J♥ J♠ 6♦ 6♠ 6♥ J♠ 10♦	
FULL HOUSE	Put highest possible pair in front.	2♠ 2♥ 5♠ 5♥ 5♠ A♥ K♥	A♠ A♥ 4♠ 4♥ 4♦ 9♥ 6♠
Four of a Kind A's, K's, or Q's	Put four of a kind in back; if you can put at least a PAIR in front, otherwise split.	2♠ 2♥ Q♠ Q♥ Q♦ Q♠ A♠	Q♦ Q♠ Q♠ Q♥ A♠ K♦ 7♠
Four of a Kind J's 10's 9's	Put four of a kind in back; if you can put at least a KING in front, otherwise split.	K♥ 3♠ 9♥ 9♠ 9♥ 9♠ 2♦	9♥ 9♠ 9♦ 9♠ J♠ 3♥ 2♠
Four of a Kind 8's, 7's, 6's	Put four of a kind in back; if you can put at least a QUEEN in front, otherwise split.	Q♦ 9♥ 7♥ 7♦ 7♠ 8♠	7♠ 7♥ 7♦ 7♠ J♥ 8♠ 5♠
Four of a Kind 5's and below	NEVER SPLIT	8♥ 7♠ 5♥ 5♠ 5♦ 4♠	

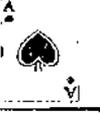
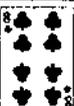
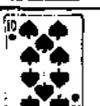
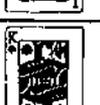
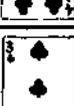
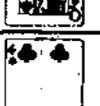
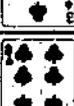
looked at their hands, they may or may not be allowed to ask for a House Way play.

- Any House Way hand improperly set by the house dealer will be reset by Management.
- The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.
- When two identical cards are turned up, the hand will be declared a misdeal.
- A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.

# HAND RANKING CHART

EXAMPLE

**NATURAL**

	JOKER	JOKER	or	JOKER	A	or	A	A
21						or		
20						or		
19						or		
18						or		
17						or		
16						or		
15						or		
14						or		
						or		
						or		

# RULES FOR PLAYER DEALER

Must Stand

Must Hit

Hard 17  
or more

Soft 17  
or less

# RULES FOR PLAYER

Must Stand

Must Hit  
or Surrender

Have Option

20  
or more

11  
or less

12 - 19



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# NO BUST 21 BLACKJACK

- DOUBLE-DOWN
- SURRENDER
- SPLIT
- 2/1 ODDS



## HOW TO PLAY

1. The value of the hand is determined by the sum of the cards:

All cards have a face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild.

2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first seated player on the dealer's left, continuing clockwise around table until all players have hit. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

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

## OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a "Natural" as possible, without exceeding it. A "Natural" hand beats all other hands. A "Natural" consists of two Jokers.

## GAME RULES

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

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

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and;

- player dealer is closer to a "Natural", then player dealer wins.
- player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If a player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If a player and the player dealer have the same total equaling a "Natural" or less, it is a push.

## ADVANTAGE CHART FOR HIT CARDS

TWO CARD TOTAL	ADVANTAGE	DISADVANTAGE
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

## DOUBLE DOWN SPLIT & SURRENDER

- Players may double-down on any two cards and receive one draw card.
- Players cannot split, double-down or surrender any hand with a joker.
- Players splitting:
  - Aces will receive one draw card for each Ace only.
  - Any other pair or any two cards of 10-point value will receive multiple draw cards.
- Players may double-down after each split.
- Multiple splitting up to three times (total four hands).
- Players can surrender on their first two cards, and forfeit half of their wager.
- All pay-offs are to the extent that the player dealer money covers.
- Additional rules may apply.

# Phoenix Casino

## Pai Gow Tiles

Pai Gow Tiles is an ancient Chinese domino game. It has been played throughout Asia for centuries and is the predecessor of the modern games of Chemin de Fer, Baccarat and Blackjack. Pai Gow Tiles is a rotating bank game that uses a standard set of Chinese dominoes (32)

### Object Of the Game

The object of Pai Gow Tiles is to make two hands that both rank higher than the two hands made by the player/dealer.

### How To Play

1. Each player receives four dominoes and plays two hands of two dominoes trying to make a high hand and a low hand. Your high hand will be compared to the player/dealer's high hand and your low hand will be compared to the player/dealer's low hand.
2. Both hands must be higher than the player/dealer's hands to win.
3. If one hand is higher, and the other hand is lower, then the hand would result in a push.
4. If both the player's hands are lower than the player/dealer's hands, the player loses.
5. A rating system determines the value of each hand.

### When You Receive Your Tiles:

1. Look for pairs. Matching pairs are easy to recognize. Unmatched pairs are often overlooked. When you do not have a pair:
2. Look for the 12 (Teen) or the 2 (Dey) with a 7, 8, 9 (to produce either a high Nine, or Gong, or Wong). When you do not have a 12 or 2:
3. Look for two small dominoes that equal 7, 8, or 9. When you cannot make a 7, 8, or 9:
4. Play the biggest domino with the smallest domino (making the low hand as high as possible).

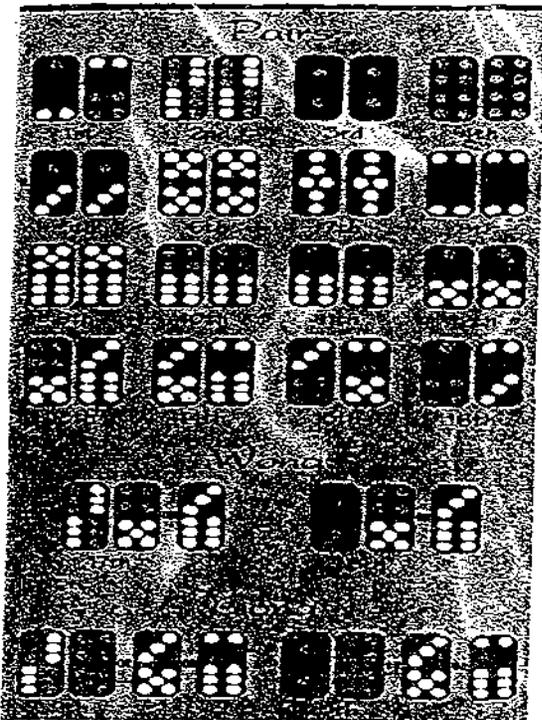
### Game Rules

Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four

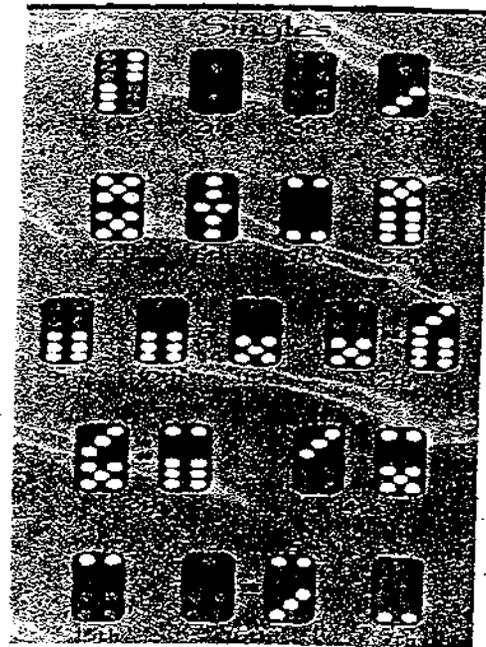
combinations of dominoes that are higher than 9 are called *Wong and Gong*. Each of these combinations and each individual domino have a ranking. The symbolism of the domino (not the numerical value) determines their ranking (see ranking chart). If a player can't play one of the above mentioned combinations, he or she adds the total spots on two dominoes (subtracting 10's as in Baccarat) to determine his or her hand. If both the player and the player/dealer have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest-ranking domino is considered). If both the player and the player/dealer have the exact same hand, the player/dealer wins.

Please Note: The two dominoes that make the highest-ranking pair, *Gee Joon*, are interchangeable. The 6 can be played as a 3 and the 3 can be played as a 6. When played individually, these two dominoes are the lowest ranking.

### Ranking Combinations



### Individual Rankings



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 1379, 1408-09. The game will be disbanded if at least one other intervening player at

## PHOENIX CASINO

# HOLDEM

### (Procedural Guide)

When starting a game the players take their seats and buy chips to wager with. The normal buy-in is 16 times the minimum bet for the limit game the player is playing. The dealer, an employee not participating in the play of the game, will expose a standard 52-card deck (no jokers) to the players by spreading the cards face up on the table. The cards will be in rank and numerical order, and suited (king, queen, jack, ten, nine, eight, seven, six, five, four, three, duce, ace of the same suit). The cards are spread face up to verify that the deck is complete. The deck is then gathered together and spread again face down exposing all the cards to verify that the cards are identical in color and design. The dealer gathers the cards again, shuffles the deck and spreads the cards face down. Each player draws a card. The first player with highest card will become the designated dealer to start the game.

The Dealer Button (a round disk with "DEALER" embossed on it) is placed in front of the designated dealer as the first hand is dealt to start the game. Two Blinds are placed to the immediate left of the Dealer Button, the Small Blind and the Big Blind. The blinds are posted to initiate play with the Big Blind having the value of the opening bet and the Small Blind having a value of half or less than the Big Blind (e.g. 3&6 the blinds are \$3.00 and \$1.00, 4&8 the blinds are \$4.00 and \$2.00). After the blinds have been posted the dealer will begin the deal starting with the first player to the left of the Dealer Button (Small Blind). The dealer will deal two cards face down to each player. With the blinds having initiated the betting the betting rotation continues with the first player to the left of the Big Blind. Players may call the big blind bet, raise the big blind bet or discard their two cards. The betting rotates clock-wise around the table. When the betting gets to the Big Blind the player may stand (let 'em run) on the bet the big blind posted or raise even if that player is the first to raise. The big blind is considered live and may raise even though that player is raising him or her self. If there is no action (everyone folds)

When the betting gets to the Big Blind, the hand is dealt over with the dealer button and the blinds remaining at the same positions. After the initial betting round on the deal is complete all wagers are collected to form a "pot" in the left center of the table. After the pot has been formed the dealer will take the collection<sup>4</sup> and discard the top card (burn) and spread the next three cards face up in the center of the table. The three cards, called the "Flop", are community cards that play with the two original cards dealt. A betting round ensues with the action starting with

first player to the left of the dealer button and continues in clock-wise rotation. The betting limits on the Flop are the same as the deal round. On the Flop a player may check their hand (place no bet) or place the limit bet for that game. In rotation players may discard their hands if a bet has been made or call (match) the bet made, or raise the bet by the limit of that betting round for that game. On all betting rounds there is a limit of one bet and three raises unless the betting round started with two players (heads-up). In heads-up play there is no limit to the number of raises. After the Flop and all betting has been completed the dealer will burn the next card off the deck and place one card face up in the center of the table next to and to the right of the Flop. The dealer will gather all wagers made on the Flop and place them in the pot. The fourth card placed face up is called the "Turn Card". The Turn Card is also a community card that may be used with the two deal cards and three Flop cards to form a hand with each remaining player in action. A betting round ensues as with the Flop except the betting limit will double from the deal and Flop. After the Turn Card round, and the betting has been completed, the dealer will burn the next card off the deck and place a final card face up in the center of the table to the right of the Turn Card. The fifth card to be placed face up in the center of the table is called the "River Card". After the River Card is exposed a final round of betting ensues starting with the position to the left of the dealer button. At the conclusion of this betting round a winner is declared by having made a bet with no calls or by showing down the best hand after the betting has been completed. If there is a bet and a call on the final betting round the best hand will be awarded the pot. The best hand will be determined by showing both deal cards face up and when combined with the five community cards the best five cards will determine the winning hand. The dealer will award the pot to the player with the best hand. In the event of a tie (two or more players have the same hand) the pot is split evenly among the players with winning hand that is tied. After the pot has been awarded the Dealer Button and the blinds advance one player clockwise and a new hand is started.

If Hold'em is played with a winner blind (kill pots), wherein a player wins two consecutive hands the winning player doubles the blinds at his or her position and the next hand played is double the limit for that game. In half kill games the winner's blind is one and one half the limit played (e.g. 3&6 becomes 4&8, 4&8 becomes 6&12). A disk (kill button) is placed in front of the winning player indicating that if he or she wins a second consecutive pot that qualifies monetarily, that player must kill the next pot.

Blind Structure

In all Texas Hold'em, there will be two blind positions starting with a dealer button. The player seated to the left of the dealer will pay a small blind and the player to the left of the small blind will pay the big blind. The dealer button moves clockwise one position after each hand is completed. The fee collection is as follows:

No. Of Players at table	Fee
5	\$2
6	\$3
7+	\$4

*Handwritten notes:*  
 - Above 5: "report that is" and "can"  
 - To the left of 6: "low 2d in over 20"  
 - Below 6: "→ 1/2 kill"  
 - Below 7+: "Daily"

The blinds for a 3-6, a 4-8, a 6-12, and 10-20 limit Texas hold-em:

3-6 Texas Hold'em - \$1 on the small blind and \$3 on the big blind.

4-8 Texas Hold'em - \$2 on the small blind and \$4 on the big blind.

6-12 Texas Hold'em - \$3 on the small blind and \$6 on the big blind.

10-20 Texas hold-em - \$5 on the small blind and \$10 on the big blind

The collection fee is determined before the start of play. The drop is collected after the casino dealer has put the "flop" on the board.

## The Phoenix Casino & Lounge Omaha Poker Game

### **SUMMARY**

Based on industry standards and customer demand, the Phoenix Casino & Lounge (PCL) proposes to add the traditional poker game of Omaha to the variety of poker games offered to the public. The game will be offered in the traditional version and a Hi/Lo, eight or better split version. The game is the same version as those offered at numerous licensed gambling establishments in California.

The current bad-bead jackpot offered and approved by the Division of Gambling Control (Division) at PCL will add the Omaha game as well. As with all other jackpot games offered at PCL, a person(s) may participate in the game to qualify for a jackpot without paying any consideration by participating in a no purchase necessary table.

### **THE PRIZE**

The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

### **COLLECTION SCHEDULE/WAGERING LIMITS**

<u>Game Limit</u>	<u>Blind</u>	<u>Jackpot*</u>
2/4	\$4	\$0
3/6	\$5	\$0
6/12	\$5	\$0
15/30	\$5	\$0
20/40	\$5	\$0

\*The jackpot is casino funded.

### **ROUND OF PLAY (High)**

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

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three

community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split

**ROUND OF PLAY (Hi/Lo Split- 8 or Better)**

Omaha Hi-Lo Split is a community card poker game that is played with a standard 52-card deck. In order for a hand to qualify for the low hand, it must contain an 8 or better (lower) at showdown. The game starts to the left of the dealer button. The blind bets are made from the position to the left of the dealer button and is a forced bet which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally. A player(s) can win both the high and low hand.

# PAI GOW TILES

## TABLE LIMITS:

### PLAYERS

\$10 TO \$200-----\$1.00

\$200 max bet per square

10 squares per seat

### PLAYER/DEALER

\$2.00 per hand

\$5.00 betting increments.

The money is dropped after the tiles are dealt to the players.

# **PHOENIX BACCARAT**

**A fast paced version of Super Pan 9**

**APPLICATION FOR CONTROLLED GAME REVIEW**

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## **STANDARDS OF PLAY**

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements other than the table minimum to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson

Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

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

Backline betting is allowed.

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

## **THE DECK**

The Game is played with eight standard poker decks with no jokers. All sevens, eights, nines, and tens have been removed for a total of 288 cards.

## **NUMBER OF PLAYERS IN THE GAME**

A minimum of two players, one acting as the Player/Dealer, is required to play the game. The number of players will range from two to eight seated players with backline betting allowed.

## **GAME PROCEDURES**

Each seated Player has the option to be the Player/Dealer for two consecutive hands provided a bet was wagered on their spot for the previous hand.

The position of the action button is determined by the total amount of the three dice shaken by the Player/Dealer. Placement of the action is determined by the total amount of the pips on the tops of the three dice, counting from the Player/Dealer position as number one, the 1<sup>st</sup> Player to the left of the Player/Dealer as number 2 etc, moving around the seats in a clockwise fashion.

The cards are distributed in a clockwise manner, one at a time, starting to the left of the Player/Dealer position. Each seat with a wager will receive three cards. If a Player wishes to stand with their first three cards they will place their hand in the "no hit" box. Player's who wish to draw an additional card after looking at their first 3 cards will place their hand in the "hit" box. The Player with the most money in action on any particular seat will have the final decision on the play of that hand.

Only seated Players may handle the cards. When a non seated Player controls a hand they may designate a seated Player to set their hand. Otherwise, the hand will be set according to the House Way. House Way for Phoenix Baccarat is hit with a card count less than 6 and stand with a card count of 6 or more. A Player may play more than one hand, but each hand must be played in turn. A Player may not change a prior hand after viewing the next hand.

A player has a foul hand and loses their wager if:

- a. The Player has a hand that doesn't contain the proper number of cards.
- b. The Player allows his hand to come in contact with other cards.
- c. The Player plays a three card hand containing a foreign card.

The Player/Dealer may not look at nor touch their cards. After all Players have made a decision on their hand/s the Player/Dealers three cards are turned up.

When the Player/Dealers first three cards total 0 the Player/Dealer doesn't have the option to take another card.

If the Player/Dealer has a hand value of 0 on the first three cards:

The Player wins with a total of 7, 8, or 9

The Player wins half their bet with a 6

The Player pushes with any total of 0, 1, 2, 3, 4, or 5

When the Player/Dealers first three cards do not total 0:

The Player/Dealer:

-Must hit 0, 1, 2, or 3

-Has the option to hit or stand with 4, 5, or 6

-Must stand with 7, 8, or 9

### **HOUSE FEES (COLLECTIONS)**

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

<b>TABLE LIMITS</b>	<b>PLAYER/DEALER COLLECTION</b>	<b>PLAYER COLLECTION</b>
\$10-\$100 Per Square	\$2	\$1
\$10-\$200 Per Square	\$2	\$2

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

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

### **BETTING LIMITS**

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section.

## **DETERMINING AND PAYING WINNERS / OBJECT OF THE GAME**

The object of the game is to get a hand value of 9 or as close to 9 as possible. When the total is 10 or more, only the right hand digit counts. Face cards count as 0, aces as 1, and all other cards count as their face value. The Player/Dealer wins when they have a higher point value than the Player. The Player wins when they have a higher point value than the Player/Dealer. All ties are considered a push and no money is exchanged.

## **RANK OF HANDS**

9 – Highest Ranking Hand

8

7

6

5

4

3

2

1

0 – Lowest Ranking Hand

## **ROUND OF PLAY**

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player then places a wager anywhere one of the designated betting circles is located. Each player must pay the posted collection for each wager.
5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point, all wagers are settled as described above in "Determining and Paying Winners".
8. The cards are all collected.
9. The collections are dropped.
10. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
11. The next round of play begins.

## **GAMING TABLE**

The game may be played on a blackjack style table, similar to that used for Pan 9 or blackjack. Depending on the size and configuration of the table, it seats eight or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

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

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

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

## **OTHER EQUIPMENT**

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

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

## **GLOSSARY OF TERMS**

### **HOUSE DEALER**

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

### **PLAYER**

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

### **PLAYER/DEALER**

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

### **ACTION BUTTON**

The "action" button will designate where the settling of wagers will begin.

## DRAFT LANGUAGE

# PHOENIX CASINO PUSH BET PAI GOW POKER™

## APPLICATION FOR CONTROLLED GAME REVIEW

April 5, 2007

Copyright © 2007. All rights reserved.

Any use of the game, rules, and/or trademarks including “Push Bet Pai Gow Poker™” without written authorization from TAJA Enterprises, LLC is prohibited.

US Patent pending

### COPYRIGHT AND TRADEMARK REGISTRATIONS

“Push Bet Pai Gow Poker™” and “Push Bet™” are unregistered trademarks of TAJA Enterprises, LLC

### PATENTS AND APPLICATION

Patents Pending

### INVENTOR AGREEMENTS

A copy of the assignments of the patents to TAJA Enterprises, LLC and an authorization to license granted to Strategic Patents, Inc. are attached.

### INVENTOR

The inventor is Bernard Ko of Milipitas, CA.

### NAME OF THE GAME

The name of the game is Push Bet Pai Gow Poker™.

### COPIES OF PROMOTIONS OR ADVERTISEMENTS

At this time, none have been created.

### SUMMARY

Based on customer demand and industry trends Phoenix Casino submits a patent pending game called Push Bet Pai Gow Poker™ for approval. Push Bet Pai Gow Poker™ is similar to regular Pai Gow Poker except that a Corporation Player/Dealer funded jackpot feature is added that allows the players to wager that a particular hand

**PHOENIX CASINO**  
PUSH BET PAI GOW POKER™

will Push with the Player/Dealer hand. The amount of the jackpot paid is determined based on certain hand criteria obtained by players who make the Push Bet.

**DETAILED DESCRIPTION**

**STANDARDS OF PLAY**

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer position will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win more than the entire amount of money placed on the table prior to the start of the hand.

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

There will be a fixed collection for each wager that will not be a percentage of the wager. The casino has no financial interest in the outcome of any wager. The Casinos only interest are the collections taken for each bet.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage.

The game will be conducted using standard game-protection procedures for a poker-type game to insure the game is fair to all parties who participate.

Backline betting is allowed.

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

**THE DECK**

Pai Gow Poker is played with a standard 52-card deck plus one joker. The joker can be used as an ace, or to complete a straight, flush, or a straight flush. In joker's wild variations the joker may be used as any card.

**DEALING PROCEDURES**

The House Dealer who is an employee of the casino deals all cards. Neither the House nor the House Dealer has any financial interest in the outcome of the game.

**PHOENIX CASINO**  
PUSH BET PAI GOW POKER™

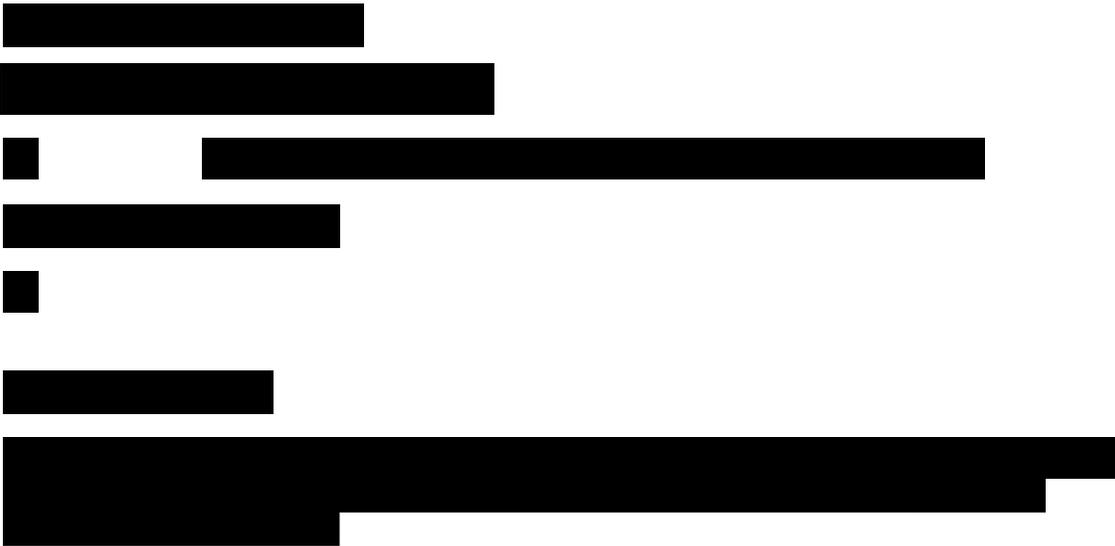
While the House Dealer gathers and shuffles the cards the players and Player/Dealer place their wagers. Before any cards are distributed to players, all wagers must be placed and all collections paid by the players and the Player/Dealer. The dealer stacks seven piles of seven cards, one card at a time, and the remaining four cards are discarded. The Player/Dealer selects a pile of cards to start the distribution. The Player/Dealer then shakes three dice in a dice cup and the house dealer counts around the positions at the table clockwise. Alternately a random number generator or other fair method of determining the action location may be used. Counting from the Player/Dealer position, the sum of the dice determines who receives the first hand and where the action begins. The remaining hands go to the other players in clockwise rotation. If the position is vacant, the hand is discarded.

**NUMBER OF PLAYERS IN THE GAME**

The minimum number of players is two, with one player acting as Player/Dealer. The maximum number depends on the size of the table and layout on the table.

**HOUSE FEES (COLLECTIONS)**

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. If there is more than one wager on a hand, there must be a collection for each wager. The amount of collection for each wager is based on the table limits and is not a percentage of the wager. The House Dealer then picks up all collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.



**BETTING OPTIONS**

As in a regular Pai Gow Poker game, players may bet on any hand to win against the Player/Dealer hand (called win bets), or players may make a new jackpot bet that any

particular hand will push with the Player/Dealer hand (called a "Push Bet"). All bets require a collection fee before the cards are dealt.

### **DETERMINING AND PAYING WINNERS**

Once all player hands are set, the House Dealer will turn over the Player/Dealer hand and set it according to the Player/Dealer's instructions. Beginning with the action button and continuing to the right, all the players' cards are exposed and compared to the Player/Dealer's hand. The result between the Player/Dealer and each player is determined by comparing the player's five-card hand with the Player/Dealer's five-card hand and the player's two-card hand with the Player/Dealer's two-card hand.

Win bets are settled as follows:

1. If the player makes a win bet and the player wins both hands, the Player/Dealer pays out the amount wagered to the player.
2. If the player makes a win bet and the Player/Dealer wins one hand and the player wins the other (push), no money is won or lost.
3. If the player makes a win bet and the Player/Dealer wins both hands, the Player/Dealer wins the player's wager.

Push Bets are settled as follows:

1. If the player makes a Push Bet and their hand qualifies as a push by winning either the two-card or five-card hand and losing the other, the Push Bet wins and the player is paid from the Player/Dealer funds to the extent that money covers.
2. If the player makes a Push Bet and their hand wins both the two-card and five-card hands the Push Bet loses and the wager is retrieved by the Player/Dealer funds to the extent that money covers.
3. If the player makes a Push Bet and their hand loses both the two-card and five-card hands the Push Bet loses and the wager is retrieved by the Player/Dealer funds to the extent that action covers.
4. The Player may win the high hand payoff even if the hand is not a push.

### **PAYOUT PROCEDURE**

For all win bets the Player/Dealer position pays all winning bets and collects from all losing bets to the extent that action covers.

If there is not enough money in the Player/Dealer wager to cover all or part of a wager, that wager or part of a wager is returned to the player.

**PHOENIX CASINO**  
PUSH BET PAI GOW POKER™

All Push Bet wagers are settled as the hands are exposed and the bet declared a winner or loser. All high hand payoffs are paid at this time.

All Win bets are settled in a clockwise fashion, starting with the action button, to the extent that the Player/Dealer funds cover the action on the table.

There are two standard methods of setting hands, the “house way” which is available to players and the “acceptable house alternative”. A winning Push Bet wager is one where both the player hand and the Player /Dealer hand are set either house way or in the acceptable house alternative and the results are a push. All hands that are not set house way or in the acceptable house alternative will be reset house way for purposes of determining Push Bet winners and losers.

### **ROUND OF PLAY**

1. A round of play begins when a Player/Dealer is designated and receives the Player/Dealer button which also designates whether it is the first or second turn as the Player/Dealer. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player clockwise. If that player declines, the option is offered consecutively to players clockwise until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of chips in front of his/her seat in a betting circle as the Player/Dealer bank to settle win bets; to pay winners and set the amount that they can collect from any losers. The Player/Dealer will place his/her collection fee(s) in front of their betting area.
3. Each player at a table then places their wager(s) in the designated betting circles. All Push Bet wagers will be made in the designated Push Bet squares marked with a “P” as shown on Exhibit B for the hand where the Push Bet is made. Each player must pay the posted collection for each wager.
4. Once the Player/Dealer has posted the amount of money they will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees.
5. After the fees have been collected, the House Dealer will deal the cards using the method described in “Dealing Procedures” above. All players except the Player/Dealer look at their cards and form two hands, a two-card front hand and a five-card back hand. Standard poker rankings apply with five aces beating a straight flush. For the two-card hand, any pair beats any two unmatched cards, but straights and flushes don't apply. The player must arrange the cards so that the five-card hand ranks higher than the two-card hand. Otherwise, the hand is fouled and the player loses automatically.
6. After all players have placed their two hands face down, the house dealer will turn over the Player/Dealer hand and the Player/Dealer sets their hand. At this point, all wagers are settled as described above in “Determining and Paying Wagers”.

7. After all wagers are settled, the cards are collected and discarded. At this point if this current Player/Dealer has only played this role for one hand, they are offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
8. The next round of play begins.

### **GAMING TABLE**

A standard Pai Gow Poker table may be used. The table seats seven or eight players who surround the House Dealer seated around an oval. Alternatively a bat wing or expanded table for more players may be used.

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

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

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

### **OTHER EQUIPMENT**

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

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

There will also be an "Action" button, used as described above.

### **GLOSSARY OF TERMS**

#### **GLOSSARY OF TERMS**

Acceptable House Alternative:

A reasonable range for setting hands that allows the Player or Player/Dealer to set their hand in a way other than house way, but is allowable based on house rules and common player practices and ethics.

Action: The amount of money wagered by a player and the Player/Dealer or where the round of play begins.

Win bet: A win bet is a bet that one hand will beat the two and five-card hand of the Player/Dealer. The results will be a win, a loss, or a push.

Copy: If the player and the Player/Dealer have the same two or five-card hand(s), it is called a copy and the Player/Dealer wins the copied two or five-card hand over the player.

**PHOENIX CASINO**  
PUSH BET PAI GOW POKER™

Push: A push is where the Player/Dealer hand and the player hand each have the highest of either the two-card hand or the five-card hand but not both. The Player/Dealer hand is determined to have the higher two or five-card hand when it copies with the player hand.

Qualifying Push Hand: A hand where the Player/Dealer hand and the player hand are set either house way or in an acceptable house alternative and the results are a Push.

**PUSH BET PAI GOW POKER TM**

**PUSH BET TM HIGH HAND PAYOFF**  
**PUSH 41% of the Time**

Five Aces	100 to 1
Royal Flush	20 to 1
Straight Flush	10 to 1
Quads	4 to 1
Full House	2 to 1
Ace High Flush	1 to 1

Edge: 2.27 %

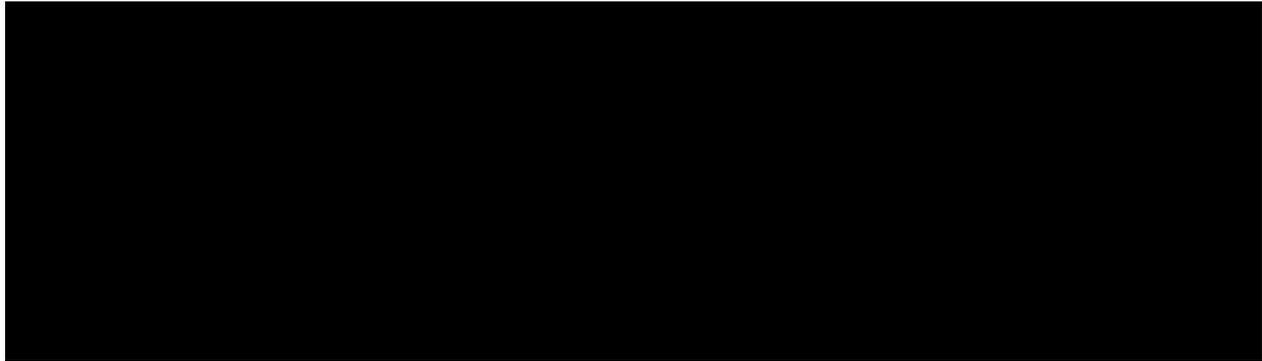
- A player is not required to make a conventional Pai Gow win bet to make a Push Bet™.
- The payoff is based on the player's highest possible five-card hand regardless of how the hand is set.
- The player does not have to win the push bet to receive the payoff for making specific high hands.
- The player can win both the Push Bet™ and the High Hand.
- The dealer must be notified of any missed payoff before the next hand clockwise is paid and mucked.
- The joker is used as an ace or as any card for straights and flushes and is not wild.

**NO PURCHASE NECESSARY**

# PHOENIX CASINO

## COLLECTION RATES

(06/24/08)



Pai Gow Poker Table Limit & Collection Rates

<b>Table Limit</b> (per betting square)	<b>Total Action</b> <b>on Table</b>	<b>P/D Collection</b> (taken per hand)	<b>Player Collection</b> (per betting square)
\$10 - \$100	\$10 - \$100	\$1.00	\$1.00
	\$101+	\$3.00	

# PHOENIX CASINO

## COLLECTION RATES

(06/24/08)

### Blackjack Table Limits & Collection Rates

<b>Table Limit</b>	<b>Total Action on Table</b>	<b>P/D Collection (taken per hand)</b>	<b>Player Collection</b>
\$5 - No Limit	\$5 - \$50	\$0.50	\$0.00
	\$55 - \$100	\$1.00	
	\$105 - \$200	\$2.00	
	\$205 - \$400	\$3.00	
	\$405+	\$5.00	

## OBJECT OF THE GAME

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

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

## VALUE OF THE CARDS

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

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

## RANKING CHART

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

Eight	8
Nine	9

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

## **ROUND OF PLAY**

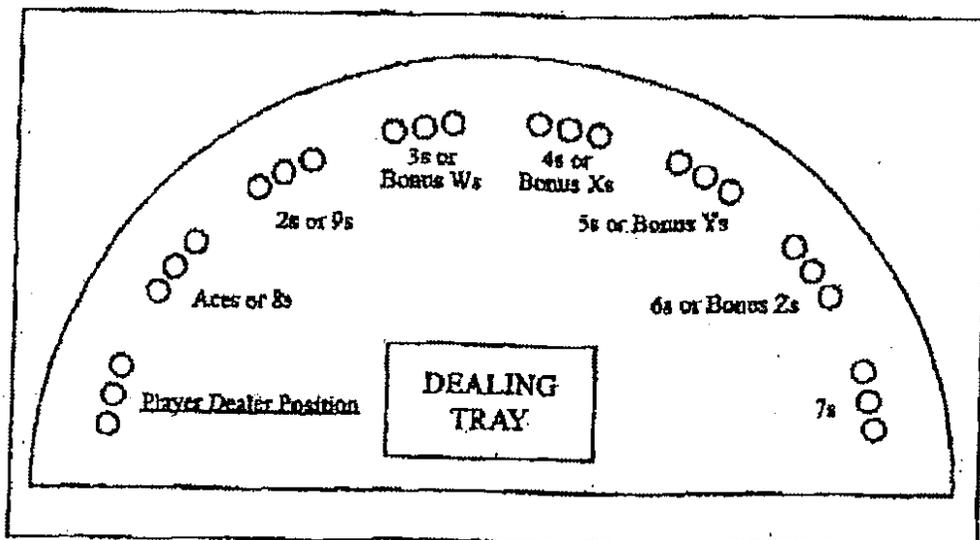
1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other

unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.

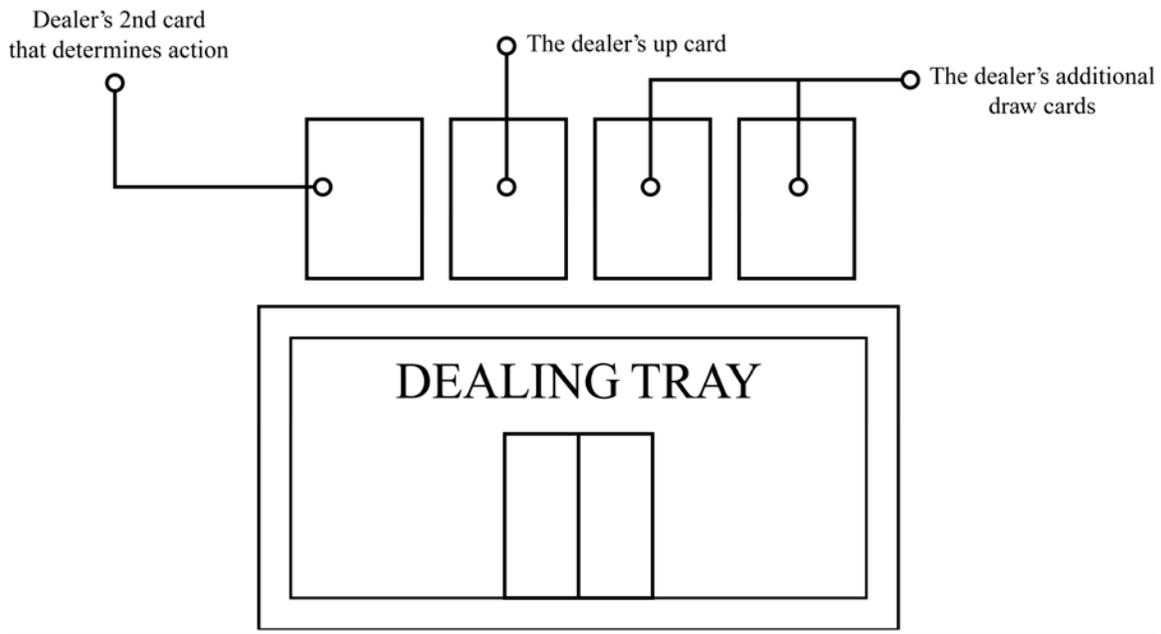
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the “action button” is placed.

11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer’s hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer’s hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the Player/Dealer’s cards is standard in all games and is depicted below. See **Diagram #2**

### DIAGRAM #1



## DIAGRAM #2



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

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

## CHART 1A PLAYER OPTIONS

**Must Stand on**

**Must Hit on**

**Have Option on**

**Hard 19 or more**

**Hard 11 or less**

**All other counts**

## **CHART 1B PLAYER/DEALER OPTIONS**

### **Must Stand on**

**Hard 17 or more**

### **Must Hit on**

**Soft 17 or less**

### **Have Option on**

**None**

## **GAME RULES**

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total 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. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.

5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

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

**Even Money-** In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to  $\frac{1}{2}$  of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to  $\frac{1}{2}$  of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

## COLLECTION RATES

There will be only one collection fee taken in this game, which is pre-determined based on the table limits. The player/dealer will pay a per hand fee collection based on the total amount of action on the table wagered by all the players.

Table Limit	Total Action on Table	Player/Dealer Fee (per hand)	Player Fee (per square)
No Limit	\$1 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$200	\$2.00	
	\$201 - \$400	\$3.00	
	\$401+	\$5.00	

## LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4<sup>th</sup> 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.

# Phoenix Casino

## **Collection Rate Schedules and Rates**

### **Texas Hold'em, Omaha High, and Omaha High/Low Split**

<b>LIMIT</b>	<b>7-9 Players</b>	<b>6 Players</b>	<b>5 Players</b>	<b>4 -2 Players</b>	<b>Modified Fee</b>	<b>Jackpot Fee</b>
\$1 - \$2	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$2 - \$4	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$3 - \$6	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$4 - \$8	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$5 - \$10	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$6 - \$12	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$8 - \$16	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$9 - \$18	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$10 - \$20	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$15 - \$30	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$20 - \$40	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
No Limit	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00

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CA

# Pure 21.5 Blackjack

## OBJECT OF THE GAME

The object of the Pure 21.5 Blackjack is for the Players and the Player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21.5, referred to as a “Pure 21.5 Blackjack.”
- A “Pure 21.5 Blackjack” beats all other hands.
- Winning “Pure 21.5 Blackjack” hands are paid odds of 6 to 5.
- Draw additional cards if to get as close to “Pure 21.5 Blackjack” as possible without going over, referred to as a “bust.”

## VALUE OF CARDS

A fifty-two card deck with no Joker is used to play the game. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be removed from the deck and shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word “Bonus” on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special “Bonus” card with an Ace is a “Pure 21.5 Blackjack” and beats all other hands.
- A “Bonus” card has a value of:
  - a) 10.5 on the first two (2) cards when the other card is an Ace.
  - b) 10 when combined with cards valued at 2 through 9.
  - c) 10 when dealt with three (3) or more cards.
  - d) 20 when the first two cards are both “Bonus” cards.
- An Ace card has a value of:
  - a) 11 on the first two (2) cards when the other card is a “Bonus” card.
  - b) 1 or 11 when combined with cards valued at 2 through 9, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
  - c) 1 or 11 when dealt with three (3) or more cards, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
  - d) 2 or 12 when the first two (2) cards are both Aces at the player’s discretion.
- 2 through 9 hold their face value.

## CARD RANKING CHART

Card	Value
“Bonus” King “Bonus” Queen “Bonus” Jack “Bonus” 10	a) 10.5 on the first two (2) cards when the other card is an Ace. b) 10 when combined with cards valued at 2 through 9. c) 10 when dealt with three (3) or more cards. d) 20 when the first two (2) cards are both “Bonus” cards.
Ace	a) 11 on the first two (2) cards when the other card is a “Bonus” card. b) 1 or 11 when combined with cards valued at 2 through 9. c) 1 or 11 when dealt with three (3) or more cards. d) 2 or 12 when the first two (2) cards are both Aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

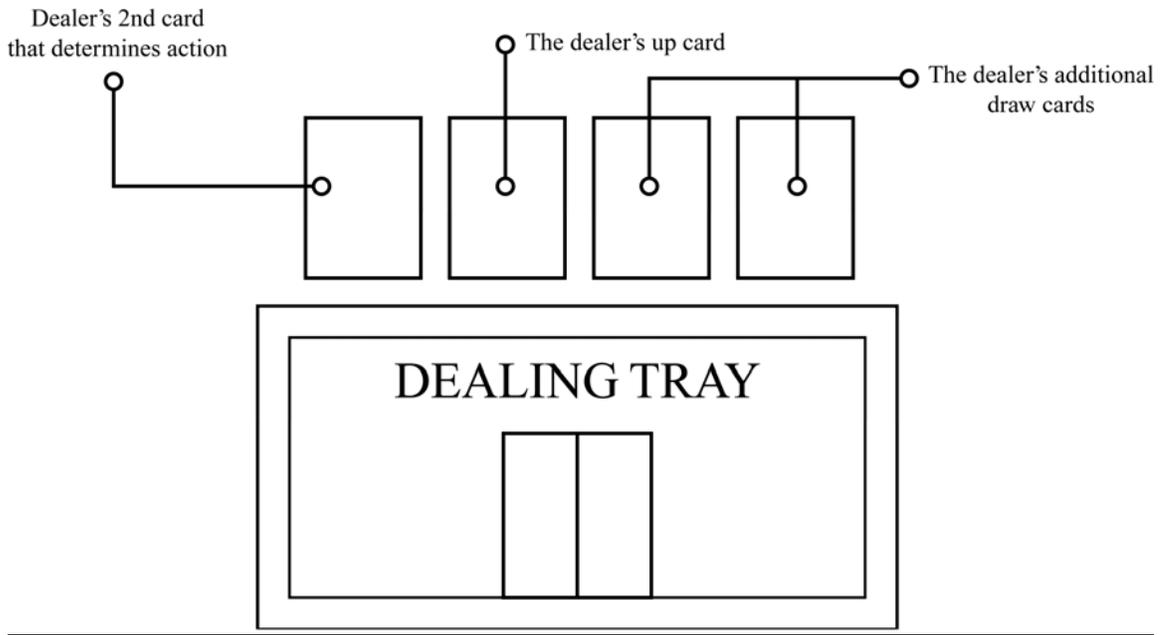
- Hierarchy of Hands: “Pure 21.5 Blackjack,” 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

## ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The house dealer stands opposite of the players, and in the center of the table. The house dealer’s chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise manner around the table.
2. A fifty-two card deck with no Joker is used to play the game. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be removed from the deck and shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word “Bonus” on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.
3. All tables will have signage displaying the name of the game, the minimum and maximum amount that may be wagered per wager and the collection fees for the Players and Player-dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-dealer is designated. The Player-dealer will place an amount of money, in casino chips, in a betting circle in front of

their seat. That money will be used to pay the winners and will set the amount that he/she can collect from the losers. The house dealer will place a button in front of the Player-dealer, which designates that they are taking the "Player-dealer" position and to further designate whether it is the first or second turn for the Player-dealer in that position. The Player-dealer will place the collection fee in front of his/her betting circle.

5. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
6. Players at the table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money, referred to as "Action," according to the collection schedules below.
7. Backline betting is allowed.
8. 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 house dealer will collect all of the house collection 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.
9. After the collection fees have been collected, play commences with the house dealer distributing the cards to the Players and the Player-dealer. All cards are dealt face-up, with the exception of the Player-dealer's second card, which will be dealt face-down and will remain face-down until all players have acted on their hands. The house dealer is the only person on the table who is allowed to touch the cards. The Players will signal to the house dealer by hand gesture if they wish to be dealt an additional card by moving their hand in a sweeping motion towards their body, referred to as a "Hit," or by moving their hands in a side-to-side manner, indicating to the house dealer that they wish to stay with their cards on the table, referred to as a "Stand." The house dealer deals the first card to the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card face-up, the Player-dealer will receive their first card. The Player-dealer's first card will be placed in front of the house dealer face-up.
10. The house dealer will deal a second card face-up to each player, again starting with the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card a second card face-up, the Player-dealer will receive their second card, which will be placed in front of the house dealer face-down. The Player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the Player-dealer's cards is depicted in the chart below:



11. Once cards have been dealt, the Player-dealer's face-down card shall be checked for a "Pure 21.5 Blackjack" when the Player-dealer's face-up card is an Ace card. If the Player-dealer is dealt an Ace card face-up, Players will be asked if they would like to place an "Insurance" wager. Players may either decline this option or place an "Insurance" wager by betting an amount less than or equal to half of their game wager. After each player has been given the opportunity to place an "Insurance" wager, the house dealer will check the Player-dealer's face-down card. If the Player-dealer has a "Pure 21.5 Blackjack," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. "Insurance" wagers shall then be reconciled according to the rules below. If the Player-dealer does not have a "Pure 21.5 Blackjack," each player is given an opportunity, starting with the player seated to the left of the Player-dealer and continuing clockwise around the table, to "Hit" and be dealt additional cards to make the best possible hand. This shall also include "Doubling-down," "Splitting," "Surrendering," or "Standing." Each player shall be required to "Hit" or "Stand" according to the guidelines below.

**Player Options:**

<b>Must Stand On</b>	<b>Must Hit On</b>	<b>Have Option On</b>
Hard 19 or more	Hard 11 or less	All other counts

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards.

A "Hard" hand is achieved when a hand does not contain an Ace.

12. After all Players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them or they have "busted" according the rules above, the house dealer will turn over the Player-dealer's second

card, which was dealt face-down. This face-down card will determine where the “Action” button is placed.

13. The “Action” button determines where the “Action” starts and which player will be first to have their wager(s) settled. The “Action” button is placed based on the numerical value of the Player-dealer’s second card, which was dealt face-down. The Player-dealer’s position is not counted as a position. Other seats, in clock-wise rotation from the Player-dealer position, respectively represent the other numbers. Wagers shall be settled in a clock-wise manner, starting with the player with the “Action” button, until all wagers have been settled or until the Player-dealer’s funds are exhausted. Furthermore, wagers will be settled from seat to seat in the following order: the game wager(s) and then the Red Flex Bet wager. When determining where the “Action” button shall be placed, cards shall hold the following values:

**Action Button Card Chart:**

<b>Player-dealer’s Face-down Card</b>	<b>Value</b>
Ace	1
2 through 9	Hold their face value
“Bonus” 10	10
“Bonus” Jack	11
“Bonus” Queen	12
“Bonus” King	13

14. Once the “Action” button has been placed, the house dealer shall complete the Player-dealer’s hand according to the chart below.

**Player-dealer Options:**

<b>Must Stand On</b>	<b>Must Hit On</b>	<b>Have Option On</b>
Hard 17 or more	Soft 11 or less	No Options

A “Soft” hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

A “Hard” hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

15. Once the Player-dealer’s hand is completed according to the chart above, the payoff and/or collection of wagers will begin in the seat designated by the “Action” button and continue in a clock-wise manner around the table until all wagers have been settled or until the Player-dealer’s funds are exhausted.

16. After all wagers are settled, the house dealer will collect all cards on the table. The button that was placed in front of the Player-dealer will be changed. After every two hands, the Player-dealer position will be offered systematically and continuously in a clockwise manner around the table after every two hands. The Player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer’s wager has been exhausted,

the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

17. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Player-dealer Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

## GAME RULES

1. A "Pure 21.5 Blackjack" is the best possible hand. If a Player and the Player-dealer's hands are both a "Pure 21.5 Blackjack," the hand is a tie, referred to as a "Push," and no action is taken on the wager.
2. If a Player is dealt a "Pure 21.5 Blackjack" and the Player-dealer's hand is less or more than a "Pure 21.5 Blackjack," the Player wins the hand. Winning "Pure 21.5 Blackjack" hands are paid 6 to 5.
3. If a Player-dealer is dealt a "Pure 21.5 Blackjack" and the Player's hand is less or more than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
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 and will be paid 1 to 1.
5. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the hand closest to a "Pure 21.5 Blackjack" without going over, referred to as "Busting," wins.
6. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
7. 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, referred to as a "Push" and no action is taken on the wager.
8. If a Player's and the Player-dealer's totals are more than a "Pure 21.5 Blackjack," the following will apply:
  - a. If the Player-dealer's hand is 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" tie, referred to as a "Push," and no action is taken on the wager.

- b. If the Player-dealer's hand is not 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack " lose and their wager will be collected.
- c. The Player-dealer wins all ties over a "Pure 21.5 Blackjack."

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

### **DOUBLE-DOWN**

Players can double-down only on the first two cards dealt to them. The Player must place a second wager less than or equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one additional card, regardless of the total.

There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **SPLIT**

Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down or surrender after each split.

Players may split any "Bonus" card (10, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. When splitting "Bonus" cards, the split hands will not be eligible for a "Pure 21.5 Blackjack" if an Ace card is dealt to them. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down or surrender after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a "Pure 21.5 Blackjack" after the split. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down or surrender after each split.

A maximum of three splits is allowed per hand, giving a player up to 4 hands.

There is no extra collection fee taken by the casino on any split executed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **SURRENDER**

Players can surrender after their first two cards are dealt to them. If a player "Hits" for additional cards, "Splits," or "Doubles-down," the player may not surrender their hand. 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

There is no extra collection fee taken by the casino on any surrender executed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **INSURANCE**

If the Player-dealer's face-up card is an Ace, all Players will have the option to place an "Insurance" wager. The Player must place a second wager less than or equal to half of the amount of the wager he/she originally placed prior to the start of the game. They are wagering that the Player-dealer's face-down card is a "Bonus" card, giving the Player-dealer a "Pure 21.5 Blackjack." If the Player-dealer has a "Pure 21.5 Blackjack," the insurance bet is paid 2 to 1 and the Player's original wager loses. If the Player-dealer does not have a "Pure 21.5 Blackjack," the insurance wager will lose and the game wager will be settled according to the rules above.

There is no extra collection fee taken by the casino on any insurance wager placed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **ODDS**

A "Pure 21.5 Blackjack" hand pays odds of 6 to 5.

## **Collection Fees**

A collection fee will be taken per hand from the Player-dealer position based on the total monetary value of all game wagers and Red Flex wagers that are initially placed on the table by Players prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by Players after cards are dealt when Player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a game wager, Red Flex wager, doubling-down, splitting cards, surrendering, or placing and insurance wager. The collection fee shall be collected from the Player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

<b>Table Limit</b>	<b>Player Fee</b>	<b>Red Flex Fee</b>	<b>Total Action on Table</b>	<b>Player-dealer Fee</b>
\$1 – No Limit	\$0.00	\$0.00	\$1 - \$50	\$0.50
			\$51 - \$100	\$1.00
			\$101 - \$200	\$2.00
			\$201 - \$400	\$3.00
			\$401+	\$5.00

## LEGAL

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

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### **Red Flex Bet**

Each player wagering in the game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each Player's position on the gaming felt layout. When Player-dealer's first two cards are "Red," the **RED FLEX BET™** is an automatic "**WINNER.**" The more consecutive "Red" cards in the Player-dealer's hand the higher the **RED FLEX BET™** pay off.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

The rules are as follows:

1. Players will be given the option to wager on the possibility/probability of the occurrence that the first two cards (top and hole cards) or more, of the Player-dealer's hand are consecutive cards of the same color.
2. Players making this optional bet will win if the Player-dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards dealt to the Player-dealer's hand are also of the same Red color. Once all players have made the decisions concerning their hands according to the rules for game, the Player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the Player-dealer's hand as well the number of consecutive red cards that are dealt to the Player-dealer's hand. 'Red' cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the Player-dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the Player-dealer's hand are also of the same Red color. The order of the cards is listed below.

- a) Player-dealer's first card (top).
  - b) Player-dealer's (hole) second card.
  - c) Player-dealer's first hit card.
  - d) Player-dealer's second hit card.
  - e) Player-dealer's third hit card.
  - f) Player-dealer's fourth hit card and so on.
3. The amount of the payoff will be determined once the Player-dealer's hand is complete according to the rules above, or a black card is drawn.
  4. Players may make one Red Flex Bet wager for each game wager placed.
  5. Backline bettors are eligible to place a Red Flex Bet wager.
  6. The Red Flex Bet may be less than, equal to, or may exceed the game wager. However, the Red Flex Bet wager may not exceed the table limit.
  7. There is no additional collection fee for placing a Red Flex Bet wager.
  8. The Player-dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex 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.

### RED FLEX BET PAYTABLE

Consecutive "Red" Cards in the Player-dealer's Hand	RFB-12
	Pays
Eight Red Cards or more	299 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

### Sample Hands

**Note:** The example hands listed below are descriptions of only the Player-dealer hand, since the Player-dealer hand solely determines a winner or loser.

**Example #1 – Player-dealer Hand** – 10 of Hearts, 7 of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole),  
\*Two Consecutive Red Cards is made.

**Example #2 – Player-Dealer Hand** – King of Diamonds, 6 of Diamonds for a total of 16. The hit taken by rule is the 9 of Hearts.

\*Payoff for Three Consecutive Red Cards is made.

**Example #3 – Player-Dealer Hand** – King of Diamonds. 2 of Clubs. All Consecutive

\*Red Card wagers lose. Player-dealer hand is played out according to house rules.

**Example #4 – Player-Dealer Hand** – 7 of Hearts, 8 of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole).

\*Two Consecutive Red Cards is made.



### **Standards of Play**

The object of *Supreme Baccarat*™ is for players to choose and wager on which hand, player or banker, has the winning total:

- Two cards will be dealt to both the banker hand and player hand.
- The best possible point total is nine with eight being second best.
- An additional card may be drawn to the player and banker hand according to *Supreme Baccarat*™ rules.

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

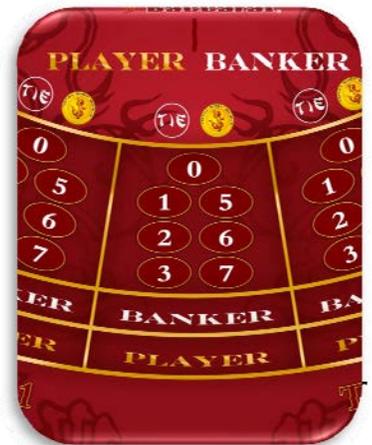
### **Type of gaming table utilized for this game**

*Supreme Baccarat*™ shall be played on a standard blackjack, mini baccarat, or batwing table having four and up to fourteen places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each *Supreme Baccarat*™ table shall have a drop box attached to it.

The cloth covering a *Supreme Baccarat*™ table (the layout) shall have wagering areas for a minimum of four seated positions and up to a maximum of fourteen seated positions depending on the type of table used.

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";
2. For wagers on the banker the word "Banker";
3. For Tie wagers, the word "Tie";
4. For Total Shot™ wagers, the words "Total Shot;"
5. For Banker's Hand Flex Action Bet wagers, six circles for the labeled "0," "1," "2," "3," "5," "6," "7."



### **Number of Players in the Game**

There is a minimum of two and a maximum of fourteen players including the player-dealer position.



### **Type of Card Deck**

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one deck totaling 52 cards and a maximum of eight decks totaling 424 cards may be used during the play of *Supreme Baccarat*<sup>™</sup>. There are no jokers.

### **Value of Cards**

- An ace has a value of 1.
- All cards from 2-9 have their face value.
- Kings, queens, jacks, and tens have a value of ten.

### **Hand Rankings**

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens digit ignored. For example, an eight, and a nine, would have a (sum of 17) and value of seven also a nine, and a six would have a (sum of 15) and a value of five.

- 1) 9 – Sum total of cards equaling 9
- 2) 8 – Sum total of cards equaling 8
- 3) 7 – Sum total of cards equaling 7
- 4) 6 – Sum total of cards equaling 6
- 5) 5 – Sum total of cards equaling 5
- 6) 4 – Sum total of cards equaling 4
- 7) 3 – Sum total of cards equaling 3
- 8) 2 – Sum total of cards equaling 2
- 9) 1 – Sum total of cards equaling 1
- 10) 0 – Sum total of cards equaling 0

### **Betting Scheme 1B**

1. All wagers in *Supreme Baccarat*<sup>™</sup> shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):
  - a. Player line winning totals 1, 2, 3, 4, 5, 6, 7, 8, and 9 which pays 1 to 1.
  - b. Banker line winning totals 1, 2, 3, 4, 5, 7, 8, and 9 which pays 1 to 1.
  - c. Banker line winning total of 6 which pays 1 to 2.
  - d. Tie bet which pays 9 to 1.
  - e. Total Shot<sup>™</sup> bet which has various payouts (see payable).
  - f. Banker's Hand Flex Action Bet<sup>™</sup> which has various payouts (see payable).



**Tie**

The Tie bet pays 9 to 1 if the banker's and player's hands tie. A player may only place a Tie wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. In the event that the player's hand and the banker's hands are not of the same value, the player-dealer will win the Tie wager. If the Tie bet wins, Player line and Banker line wagers push. The Tie wager may be equal to or greater than the player or banker line wager. However, the Tie wager cannot exceed the maximum wager limit for the Tie, which is \$100.

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

**Total Shot™**

A player may only place a Total Shot™ wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. This bet allows players to wager on the combined total of the player and banker's completed hands. For example, if the player's completed hand is 7 and the banker's completed hand is 8, then the total for the "TotalShot™" wager is 15. If the player's completed hand is 1 and the banker's completed hand is 2, then the total would be 3. "Total Shot™" wagers will have a result on every hand (i.e. win or lose). The Total Shot wager may be equal to or greater than the player or banker line wager. However, the Total Shot wager cannot exceed the maximum wager limit for the Total Shot, which is \$100.

**The player-dealer will pay all winning Total Shot™ wagers and will collect all losing Total Shot™ wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin. The pay chart options for the Total Shot™ wager are below.

Player and Banker Combined Total	Payout
18	40 to 1
17	20 to 1
16,15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0	Loses – No Payout

**Banker's Hand Flex Action Bet™**

Players are given the option of placing individual side wagers that the banker's hand will total a certain number, before the banker hand has a total of 9. A player may place a Banker's Hand Flex Action Bet whether or not they have placed a wager on the Player line or Banker line. These side wagers remain in action until either a winner or loser is determined or the player decides to their bet(s) down. If this wager does not win or lose after a round of play, the player has the option to remove their Banker's Hand Flex Action Bet from the gaming table. A player may wager on more than one banker hand number. For example, a player may wager on Banker 5 and 3. A player may wager on all Banker's Hand Flex Action Bet numbers for the banker if they choose. The Banker's Hand Flex Action Bet wager may equal to or greater than the Player or Banker line wager. However, the Banker's Hand Flex Action Bet wager cannot exceed the maximum wager limit per Banker's Hand Flex Action Bet number, which is \$100.



Players may wager that the banker hand will total 0, 1, 2, 3, 5, 6, or 7 before the banker’s hand total is 9. Each of the individual numbers from 0,1,2,3,5,6,7 represent individual wagers and will only have action when either the exact number is the total of the banker’s hand or when the banker’s hand totals 9. Any other values of the banker or player’s hands have no bearing on the wager. For example, if a player wagered on Banker 5, the wager would be won when the banker’s hand totaled 5, and would lose when the banker’s hand totaled 9. Any total other than 5 or 9 for the banker’s hand would result in no action taken on the wager. When the banker’s hand totals 4 or 8 there will be no action on these hand totals.

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

**Payouts for Banker’s Hand Flex Action Bet™:**

Banker Hand Total	0	1	2	3	4	5	6	7	8	9
Payout	1x1	1x1	1x1	1x1	No Action	1x1	1x1	1x1	No Action	Lose

**Dealing Procedures**

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

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

**How Winners are Determined and Paid**

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

**Game Rules**

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

- The player’s hand must stand when their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player stands, then the banker’s hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the banker’s hand hits using the following rules:



- o If the banker's hand total is 3, then the banker's hand is dealt a third card unless the player's third card was an 8.
- o If the banker's hand total is 4, then the banker's hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
- o If the banker's hand total is 5, then the banker's hand is dealt a third card unless the player's third card was 0, 1, 2, 3, 8, or 9.
- o If the banker's hand total is 6, then the banker stands unless the player's third card was a 6 or 7.
- The banker's hand must stand if their hand is valued at 7 through 9.

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a tie.

Wagers will then be settled in one of the following two ways:

- If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the house dealer and continuing in a clockwise manner around the table until all wagers have received action.
- If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The action button is placed based on the numerical value of the banker's hand first down card. The player-dealer position is always zero. The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each Player and Banker line wager placed, then all Tie wagers, then all Total Shot™ wagers, and finally the Banker's Hand Flex Action wagers.

**Action Button Card Chart:**

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

**House Way**

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

**Round of Play**

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank position" and further designate whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.



2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees out as well.
3. The house dealer will collect all of the collection 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 dealer will deal two cards face-down to the Player box and two cards face-down to the Banker box.
5. The dealer will turn the player hand face-up and turn the remaining two cards of the banker hand face-up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat™ rules.
6. After both the banker and player's hands are completed, the winning wagers will be determined. See the "Betting Scheme" section for amounts paid to winning wagers.
  - A) If the player's hand has a higher total than the banker's hand (a total of 9 being best), the Player wagers win
  - B) If the banker's has a higher total than the player's hand (a total of 9 being best), the Banker wagers win
  - C) If both the banker and player's hands have the same total, the Tie wagers win (all Banker and Player wagers – push)
7. 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.
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 offered in a clockwise fashion around the table.
9. The dealer (if applicable) records whether the preceding hand was won by the player, banker or was a tie on the affixed electronic reader board.

## **Equipment**

1. Equipment and accessories options:
  - a) Vegas style matrix tower – A matrix tower which lists the winner of the last ten to twenty hands :(player, banker, or tie) may be used by casinos
  - b) Tracking sheets or scorecards – Scorecard style sheets may be provided by casinos to facilitate individual players in tracking the last few hands or wagers. These scorecards have columns marked "Player", "Banker", and "Tie", under which players can track their wagers or winning hands.



**Wagering Limits and Collection Fees**

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, Total Shot circle, and the Banker’s Hand Flex Action’s six betting circles at the table, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for placing a wager on the Player line, Banker line, Tie circle, the Total Shot circle, or the Banker’s Hand Flex Action’s six betting circles. The maximum amount a player may wager on the Total Shot and Tie is \$100. The maximum amount a player may wager on each of the Banker’s Hand Flex Action Bet circles is \$100. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Supreme Baccarat are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee
1	\$10 - \$10,000	\$10 - \$300	\$1
		\$301 - \$600	\$3
		\$601 - \$1,500	\$8
		\$1,501 - \$2,500	\$15
		\$2,501 +	\$25



**Table Signage**

The Baccarat score keeping system uses patterns derived from the Main Road. The pattern is the same for all roads however each road uses a different starting point to determine a match or no match. Most Baccarat players and enthusiasts know the method and will likely use the scoreboard as a reference on where to start their score keeping. The scoreboard shows the history of the game in progress. With multiple decks in a shoe, allows any player to get in the game at any point in time with little lag time to start playing.

## TABLE LAYOUT

