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THE PLAYERS CLUB
906 N. VENTURA AVENUE, VENTURA, CALIF. 93001

\$3-6 Texas Holdem-No limit Texas Holdem
\$3-6 Omaha
\$3-6 Lazy Pineapple
\$3-6 Crazy Pineapple
\$2 Panquine

In the \$3-6 games the collection drop is taken every hand by dropping the \$3.00 blind before the start of each hand.

In the no limit Holdem game the collection rate is \$5.00 every ½ hour.

In the Panquine game the collection rate is \$2.00 every ½ hour.

C. All 3-6 games are offered every day between 10:00 AM - 2:00 AM. The no limit Holdem game is offered Wednesday - Saturday between 9:00 AM - 2:00 AM. The Panquine game is offered every day between 10:00 AM - 2:00 AM.

Pan

Number of Players: 2-8.

The Deck: 320 Cards. 8's, 9's, 10's are omitted.

Rank of Cards: Cards in each suit rank: King (high), Queen, Jack, 7,6,5,4,3,2, Ace. The Jack and 7 are in sequence. There is no rank of suits, except that spades pay double.

The Deal: The deal and play are counter-clockwise.

To Start Play: Five cards are dealt to each player with one card turned face up. The player dealt the lowest card will be first one to act. Each player then receives 5 more cards. From then on the winner of the last hand will be dealt first.

Before Action: Starting with the winner of the previous hand, each player declares ~~whether~~ whether he/she will play the hand.

Action Begins: Action begins with the first person drawing a card from the top of the deck. If he/she chooses not to use the first card drawn he/she is allowed to draw again. A player drawing a card from the deck or from the top of the discard pile must use the card immediately in a meld never placing the card in his/her hand. If a drawn card can not be used it must be discarded. After drawing a playable card and using it in a meld a player may meld as many melds as he/she holds or may add to his/her existing melds and collect any pays due before discarding which ends his/her turn.

Melds: Each meld must be at least 3 cards and may be as many as 11.

Ropes: Any 3 cards in sequence of the same suit ie: hearts, queens, Jacks, 7's.

Squares: 3 cards of the same rank and of different suits or of the same suit. In addition any 3 aces or any 3 kings form a square regardless of suit.

Conditions: Certain melds are called conditions. On melding a condition the player immediately collects chips from every other play as follows: all 3's,5's, 7's are valle cards, that is; cards of value. The condition are:

1. Any set of valle cards not in same suit -- one chip
2. any set of valle cards in the same suit -- 4 chips in spades, 2 chips in any other suit.
3. Any set of non -valle in the same suit --2 chips in spades, 1 chip in any other suit.
4. Any sequence of Ace, 2, 3 in the same suit-- 2 chips in spades, 1 chip in any other suit.
5. Any sequence of Kings, Queens, Jacks in the same suit -- 2 chips in spades, 1 chip in any other suit.

Going out: When a player shows 11 cards in melds he collects 2 chips from each player and also collects all over again for each condition in his cards.

Omaha

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

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

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

Omaha High-Low Split (8-or-better)

Rules of Omaha High-Low Split (8-or-Better):

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

Lowball

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit Poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of Lowball, please see the individual section for each game.

Hold'Em

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

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

Crazy Pineapple

Crazy Pineapple is similar to Hold'em except the third card is discarded after the flop.

Rules of Crazy Pineapple

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely turns the fourth card, that card will be taken out of play for that round (See Hold'em Rule number 13).
3. All the rules of Hold'em apply to Crazy Pineapple.

Lazy Pineapple

Lazy Pineapple is similar to Hold'em except that players keep all three cards. Players may play zero, one or two cards from their hand but not all three. In Hi-Lo Split you can use one combination of cards for a high hand and the same or different combination of cards for a low hand as long as all three cards are not used one way.

Rules for Lazy Pineapple

1. A player who discards accidentally may continue to play the hand with just two cards.
2. All the Rules of Hold'em apply to Lazy Pineapple.

PINEAPPLE

Pineapple is similar to Hold'em except that each player is dealt three cards instead of two. The player then chooses which two cards he wants to play and discards the third card face-down before the flop. From that point on the game is played exactly as Hold'em.

RULES OF PINEAPPLE

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely flops the flop is returned to the deck and reshuffled (Refer to Rules of Hold'em number 12.)
3. All the rules of Hold'em apply to Pineapple.

No Bust 21st Century Blackjack[©]

5.0 version



US Patent 6,845,981

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

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

*Additional pending patents

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

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

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

RANKING CHART

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

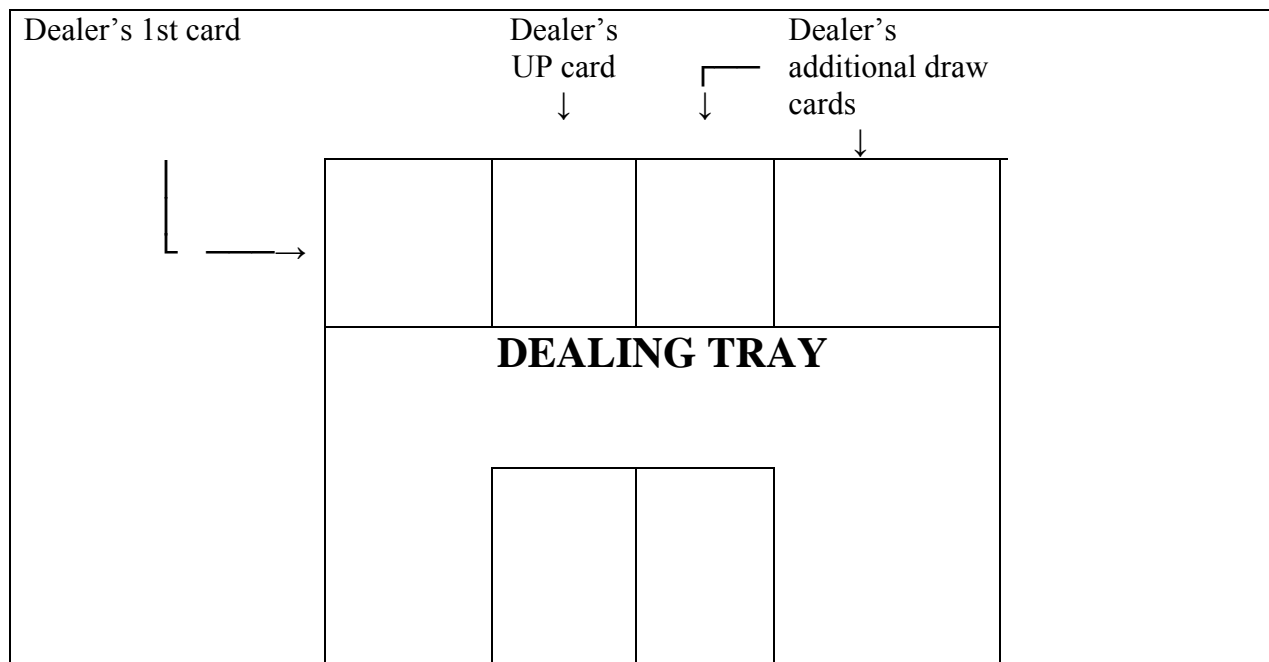
ROUND OF PLAY

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

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

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



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

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

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

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".

6. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
7. A two card 22 beat all other hands.
8. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
10. Backline betting is allowed.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

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

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there 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. Players may double-down or surrender after each split, and split up to three times.
- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.

- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
 - Players can surrender at anytime.
- INSURANCE
 - There is insurance offered on the game. When the Dealer has an Ace showing, Players can take insurance by betting half ($^{1/2}$) of their original wager. If the Player-Dealer has a 'Natural' (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

ODDS

- Any Blackjack hand pays even money.

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Optional Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.

- a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
 7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

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

**Buster Blackjack Pay Tables and House Advantages
(All payouts are "to 1")**

Number of Cards in Dealer's Busted Hand	Option A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout.

LEGAL

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

Collection Rates

Table Limit \$5 - \$200

<u>Total Action</u>	<u>Player/Dealer Collection</u>	<u>Player Collection</u>
5-50	\$0	\$0
55-150	\$1	\$0
155-300	\$2	\$0
305-400	\$3	\$0
405-500	\$4	\$0
505 +	\$5	\$0

Table Limit \$5 - \$2,000

<u>Total Action</u>	<u>Player/Dealer Collection</u>	<u>Player Collection</u>
5-50	\$0	\$0
55-150	\$1	\$0
155-300	\$2	\$0
305-400	\$3	\$0
405-500	\$4	\$0
505 +	\$5	\$0