

HOLD'EM

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

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

The placement of the dealer button is determined before the game is started. The dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts on last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

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

Big Blind Rates for Hold'em games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
3-6	\$3.00	\$1.00
4-8	\$4.00	\$2.00
6-12	\$6.00	\$3.00
8-16	\$8.00	\$4.00

	<u>Big Blinds</u>	<u>Small Blind</u>
30-60	\$30.00	\$20.00
60-120	\$60.00	\$30.00

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

DECK

Hold'em is played with a total of 52 cards. There is no joker.

DEALING PROCEDURE

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place cut card at bottom of deck. Cards are then dealt to each player from left to right one down card at a time until each player has two down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winner. The winner receives all the chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal flush. Ace, King, Queen, Jack, Ten, all of the same suit.

RULES OF HOLD'EM

BLINDS

1. In Hold'em, all blinds are "live" (except for the "dead collection blind").
If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To be dealt right in and then take the blind when it gets to his or her seat.
 - b. Wait until the dealer button goes past his seat and come in behind the button.
4. As a new player, you will be dealt in when you are between the small blind and the button.
5. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.
6. When a game starts, a new player must post both blinds if the blinds have gone past their seat.

IRREGULARITIES

7. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If a down-card is exposed due to a dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the

card with the top card on the deck, and the exposed card is then used for the burn card.

8. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board-cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
9. Should the dealer turn the fourth card on the board before the betting is complete, the card is taken out of play for the round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn-cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
10. In hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

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OMAHA

Omaha is similar to Hold'em, except each player is dealt four down cards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em. Omaha like Hold'em also uses a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button. Also like Hold'em blinds are used. The Big Blind rates for Omaha games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
2-4	\$2.00	\$1.00
3-6	\$3.00	\$1.00
8-16	\$8.00	\$4.00
30-60	\$30.00	\$20.00

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

DECK

Omaha is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one down card at a time until each player has four down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards

(the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal Flush. Ace, King, Queen, Jack, Ten, all of the same suit. The best low hand possible is Ace, Two, Three, Four, Five, regardless of suit.

RULES OF OMAHA

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

RULES OF OMAHA HI-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 hole-cards with three board-cards.
5. All other Hold'em rules apply.

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PINEAPPLE HI-LOW SPLIT (8- OR BETTER)

Pineapple is similar to Hold'em, except each player is dealt three down cards instead of two. After the "flop" each player must throw away one card, leaving the player with two cards. In order to make a hand, a player may use any five-card combination from among the board and personal cards. This is similar to Hold'em. The betting is the same as in Hold'em. Pineapple Hi-Low Split is also played with a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

DECK

Pineapple is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one card at a time until each player has three down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, then each player discards one card from their hand. Then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

The Big Blind rates for Pineapple Hi-Low Split games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
3-6	\$3.00	\$1.00

WINNING HAND

The highest and lowest ranking hands are the determined winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winnings hands.

RULES OF PINEAPPLE HI-LOW SPLIT (8- OR BETTER)

1. All the rules of Hold'em apply to Pineapple high-low split (8- or better).
2. A qualifier of 8- or better for low is required for all high-low split games
3. If there is no low hand, the high hand wins the entire pot.
4. All other Hold'em rules apply.

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21st CENTURY BLACKJACK

Variation of game: No other variations are played at this time.

Description of how to win a hand and other winning variations:

1. If a player's total is more than 22 and the Player Dealer's total is 22 or less, the Player Dealer wins.
2. If the player's total is 22 or less and the Player Dealer's total is more than 22, the player wins.
3. If the player's and the Player Dealer's total is 22 or less, the hand closest to 22 wins.
4. If both the player and the Player Dealer have more than 22, the player pushes if the Player Dealer's total exceeds player's total over 22.
5. The Player Dealer wins if closer to 22 or ties. *Definition*
6. If both the Player Dealer and player have a "Natural 22", it is a push.
7. If Player Dealer does not have enough money to cover all bets, an action button will be used to determine the starting position for winning and losing bets. The placement of the action button will be randomly determined by the Player Dealer's hole card.
8. If Player Dealer's up-card is a Joker, there is no draw. Player Dealer wins all hands, except other "Natural 22." *Definition*

21st CENTURY BLACKJACK RULES

1. A "Natural 22" hand beats all other hands.
2. A "Natural 22" is two Aces or one Ace with a Joker.
3. All cards have face value.
4. Aces have a value of 1 or 11.
5. A Joker, as a hit card, makes the hand 22.
6. All face cards have a value of 10.
7. The value of each hand is the sum of its cards.
8. All player's hands are compared with the Player Dealer's hand
9. Players have three objects: a) receive a "Natural 22", b) form a hand whose value is 22 points, c) form a hand whose value is greater than the Player Dealer's hand.
10. Each player will receive two cards on the initial deal.
11. Players have the option of drawing additional cards.
12. The Player Dealer will receive one card up and one card down.
13. When all of the players have concluded their play, the Player Dealer's hole card will be exposed. The Player Dealer must draw cards until he reaches a total of 18 or more, except he must hit soft 18.
14. Player may double down on all hard hands of 11 and 12 only, with the option of drawing up to two cards.

21st CENTURY BLACKJACK

HOUSE RULES

1. Exposed Cards:

- a. Player claims they did not have an opportunity to act on their hand and the next card has been exposed. The exposed card will not be backed up or burned, it will play as is, if the dealer acknowledges a mistake on their part, the past player will then act on their hand as soon as play on the current hand is over, then play will resume as normal.
- b. If it has been determined that a player did not want a hit but received one, the only hand that can receive the exposed card is the Player Dealer. If any of the remaining players want a hit, the exposed card is burned. If none of the remaining players want a hit, the exposed card goes to the Player Dealer's hand if needed, otherwise it is burned.
- c. A card dealt off the table is a live card. The dealer must call the supervisor to retrieve the card.
- d. In all disputes involving hand or verbal signals to hit or stand the Casino's dealer interpretation of the signal will stand.

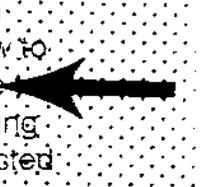
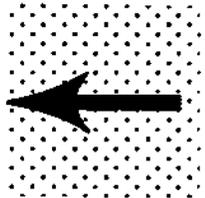
2. Dealing:

- a. If the Player Dealer is dealt an incorrect number of cards - misdeal the entire hand unless cards can be backed-up in proper position.
- b. A player ends up with no cards or one card only that hand only is dead and player is given a free collection button.
- c. A hand is dealt to the Player Dealer's betting circle - those two cards are dead.
- d. A hand is dealt to a betting circle without a bet up - that hand is deal (no call bets).
- e. Both of the Player Dealer's cards are exposed prior to any draw - the entire deal is dead but with the following exemptions: 1) Player Dealer's "Natural 22" will win all bets; 2) Player's "Natural 22" will be paid.

- f. Both of the Player Dealer's cards are exposed prior to the completion of the draw - any and all hands not aces on are dead, with the exception of naturals. Then the Player Dealer's hand is completed.
- g. If the dealer starts out of position backup cards to their proper position. If that is not possible, entire deal is dead.
- h. If two hit cards are dealt the supervisor will be called. The correct card (the first off) is in play, the second card is an exposed card. If the manager is unable to identify the order, both cards will be burned.
- i. If a player abandons their hand the dealer will hit 12 or less and stand on 13. *What does this mean*
- j. No player may play more than three betting hands without approval from the manager and the Player Dealer. *why can't they simply "deal" it*
- k. When the cut card shows, the hand in play is the last of that shoe. If a hand ends with the cut card in the window, the next hand is the last.
- l. If cards run out prior to the completion of the hand (went by, or no cut card) the last card is dealt, the cards are shuffled, cards burned, and play continues.
- m. A player may bet three hands on a table. Exception, no other seat is available of the same limit, he may be forced to give up two of them.
- n. Cross betting may be allowed with Player Dealer's approval. *definition*

3. **Hand Signals:**

Players must use the casino's hand signal - verbal signals are not accepted. When informing a player about the use of hand signals, demonstrate by showing them how to scratch or touch the table with their finger to hit, and move a flat hand over the table stand. Do not use verbal prompts such as "you're good" or even "good?" when asking a player to act on their hand, only use the question "cards?" Every hand must be acted upon by the player - no exceptions!

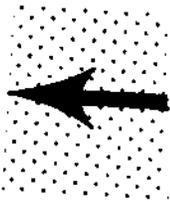


what are these?

4. **Player Dealer Position:**

- a. Player Dealer position shall rotate continuously and systematically amongst each of the participants during the play of the game.
- b. The Player Dealer may request that one card be burned per shoe. The burn is done prior to deal only. Dealer does not suggest burn rule to anyone. Rule is for the bankers request only.
- c. When the Player Dealer runs out of money and does not cover all bets, player who receive no action will receive a free collection button for the following hand.

5. **Handling Bets:**

- a. Once the first card has been dealt, do not let players touch their bets or their cards. If they do, politely inform them of the rules and if they continue to do it, call the supervisor. No bets or changes to bets once the first card is out.
- b. Always make payoffs in the same order. Start is determined by the dealers down card. A's - 10's face count, Jack 11, Queen 12, King 13. The Player Dealer position is 0. The first hand to the right of the Player Dealer is 1, 7, or King. The card number signifies where the action button will be placed. Payoffs continue clockwise.
- c. When paying multi-colored bets, "barber poles" break down the bet by color, then pay. Do not touch player bet with chips in hand. *What is this*
- d. Smaller denomination chips must be on top of multi-colored bets.
- e. When paying off with large domination chips announce out loud amount of bet and total payoff.
- f. Dealer acts on all bets. Do not allow the Player Dealer to make payoffs. 
- g. Let the Player Dealer separate his chips, don't waste time.
- h. When making change out of rack, bring bills or chip(s) directly in front of rack, count and announce amount, count out chips and announce amount, stack chips and give to player. Repeat amount, confirm cash count as you rack it.

6. **Dealing:**

- a. All players cards will be laid out corner to corner exposing 3/4 of the first card.
- b. Player Dealer's hand must be hit left to right.
- c. When the hand is complete, pick up the cards in order from your right with Player Dealer's hand last and on top when it is racked.
- d. Do not deal to any unattended bets.
- e. Slow down on the draw, it is very important that you get a proper hand signal every time the player has an option.
- f. Focus on the game. Do not stop during the deal to ask for service, fills, etc. Do not talk to anyone outside of the game unless it pertains to casino business. Always pay attention to what you are doing while you are in the box.
- g. Dealer is responsible to keep seats available for active players and to ask non-players to leave the table. Player may sit out a few hands, however, has to move when it is apparent that he won't play again.
- h. Dead-spread when a game breaks down with only one Player Dealer, shuffle the cards, load them into the shoe and burn six cards and leave burn cards on the table until game continues.
- i. Cross betting is allowed but dealer must place bet. Do not allow players to place their own bets. If they continue to place their own bets after you have explained the rules, call the supervisor. Watch carefully for "Action Player" hand signal. Know who has control of the hand and act only on his signal.
- j. Swipe with the right hand from right to left and announce "no more bets." Before announcing "no more bets" as you are swiping the table check to make sure no one has "over bet" a spot.

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck 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.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

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 right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 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, and collection fee 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 will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. 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 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 prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

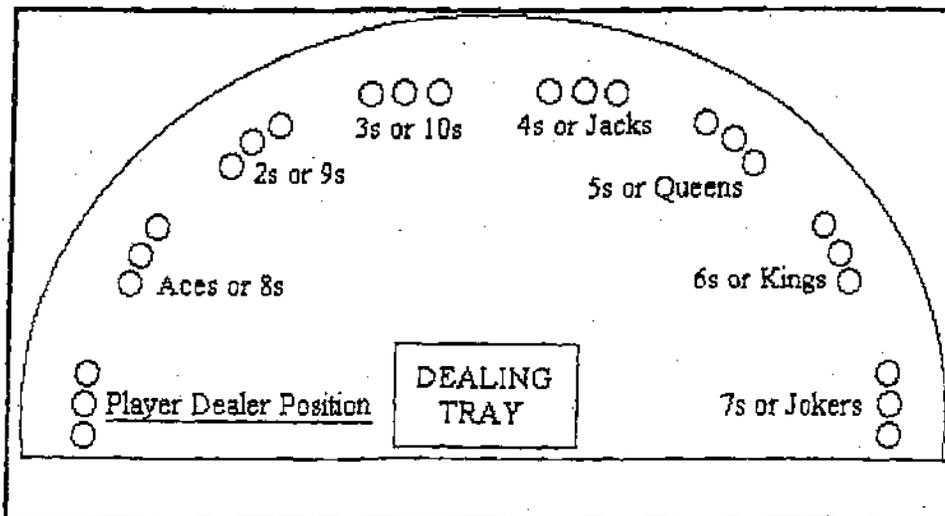
collection fees and drop them into a locked collection box affixed to the gaming table.

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 always 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 the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
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 Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players

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

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 Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer 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.
17. Backline betting is allowed; subject to local ordinance or code.
18. 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

Players can double-down on their first two cards 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. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players 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.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

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 they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

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.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

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.

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 (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.

PAI-GOW POKER

Purpose of the Game

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional poker hands.

The Deck

Pai Gow Poker is played with a total of 53 cards consisting of 52 cards and the joker. The joker may be used as a Wild Card to complete any pair, straight or flush.

How the Game is played:

The card game is dealt on a Poker-style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer in turn, clockwise starting at seat #1.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive actions from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table minimum, however, there is no maximum limit.

At this time, a time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8 or 15.

THE OPENING OF THE DICE CUP: (revealing the total of the dice) signifies the **BEGINNING OF THE HAND**. The house Supervisor will announce, "no more bets". Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win: both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands." If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are complete, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

Backline Wagers:

Each player's position has circles numbered 1, 2, 3, 4, 5 and 6. The number 1 refers to player who is occupying the seat and handling the cards for that specific position. Numbers 2, 3, 4, 5 and 6 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2, 3, 4, 5 or 6 locations will pay equal time collections before each hand is played.

Traditional Poker Ranking Hands:

1. 5 Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High card (Ace High)

RULES FOR PAI-GOW POKER

1. THE VILLAGE CLUB DOES NOT PARTICIPATE IN THE ACTUAL PLAY OF THE GAME AND HAS NO INTEREST IN THE OUTCOME OF PLAY. NO PLAYER EVER PLAYS AGAINST OR MAKES A WAGER AGAINST THE VILLAGE CLUB CASINO.
2. TIME COLLECTION IS TAKEN IN ADVANCE FOR EACH BET. YOU MUST HAVE A FULL MINIMUM BET AFTER PAYING COLLECTION.
3. EACH TABLE HAS A SPREAD LIMIT DEFINING THE MINIMUM AND MAXIMUM AMOUNTS THAT MAY BE WAGERED IN EACH SPOT.
4. YOU MUST BET AT LEAST THE TABLE MINIMUM. LESS THAN MINIMUM BETS WILL RECEIVE ACTION, BUT WILL NOT BE TOLERATED.
5. ANY AMOUNT OVER THE MAXIMUM TABLE LIMIT WILL RECEIVE NO ACTION.
6. THERE IS "NO MAXIMUM" ON PLAYER/DEALER WAGERS.
7. "KUM-KUM" BETS WILL BE PAID OFF AND OR COLLECTED AS ONE BET.
8. PLAYERS WHO CHOOSE TO BET "KUM-KUM" MUST EACH WAGER AT LEAST THE MINIMUM BET PERMITTED AT THE TABLE.
9. PLAYERS WHO BET "KUM-KUM" DO SO AT THEIR OWN RISK. THE HOUSE WILL NOT HOLD UP ACTION OR BE RESPONSIBLE FOR SETTling DISPUTES THAT ARISE FROM "KUM-KUM" BETS.
10. ALL ACTION GOES CLOCKWISE, STARTING WITH THE ACTION BUTTON.
11. ALL CASH WILL BE CHANGED TO CHIPS. ALL BETS WILL BE PAID IN CHIPS.
12. THE PALYER WHO CONTROLS THE SEAT IS THE ONLY ACTIVE PLAYER FOR THAT POSITION BUT THE PLAYER WITH THE MOST MONEY IN ACTION WILL HANDLE THE CARDS.
13. THE ACTIVE PLAYER CANNOT REFUSE BACKLINE BETS. HE MAY NOT PROHIBIT ANY PLAYER FROM WAGERING ON THAT SPOT IF HE IS NOT WAGERING ON IT. ONCE A PLAYER HAS WAGERED ON THIS SPOT, THAT PLAYER IS ALLOWED TO WAGER OR BACKLINE

24. IF THERE WAS NO WAGER THE PREVIOUS HAND, NO ONE MAY BE THE PLAYER/DEALER ON THAT SPOT. ANY PLAYER INVOLVED IN THE FIRST DEAL HAS THE RIGHT TO TAKE THE SECOND DEAL IF THE ACTIVE PLAYER PASSES THE SECOND DEAL.
25. ANY ATTEMPTS TO SWITCH, PASS, AND/OR HOLD OUT CARDS WILL CAUSE A HAND TO BE FOUL AND THE FORFEITURE OF THAT WAGER TO THE EXTENT THAT MONEY COVERS. ANY PLAYER(S) FOUND GUILTY OF SUCH ACTIONS WILL BE BARRED AND MAY BE SUBJECT TO PROSECUTION.
26. ANY PLAYER REMOVING A LOSING BET MAY BE BARRED AND/OR SUBJECT TO PROSECUTION.
27. A PLAYER WHO REMOVES A WINNING WAGER FROM THE BETTING CIRCLE MAY BE PAID THE MINIMUM BET (TO THE EXTENT THAT MONEY COVERS). IF THE CORRECT AMOUNT OF THE WAGER CANNOT BE DETERMINED.
28. A PLAYER HAS A FOUL HAND IF:
 - (A) THE TWO-CARD HAND IS STRONGER THAN THE FIVE-CARD HAND BEHIND 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 LINE.
29. ALL PLAYERS ARE FORBIDDEN TO SHOW OR DISCUSS THEIR HANDS WITH ANY OTHER PLAYER. IN THE EVENT THAT PLAYERS HAVE DISCUSSED THEIR HAND, THE HAND WILL BE PLAYED ACCORDING TO LOGICAL.
30. A PLAYER MAY SEE ONE HAND ONLY. REGARDLESS OF THE NUMBER OF HANDS ON WHICH HE HAS WAGERED.
31. THE JOKER MAY BE USED AS A WILD CARD TO COMPLETE ANY PAIR, STRAIGHT, OR FLUSH.
32. A BOXED OR EXPOSED CARD ON THE DEAL WILL BE REPLACED AFTER THE DEAL IS FINISHED BY THE FIRST OF THE REMIANING FOUR CARDS.
33. A MISDEAL WILL BE DECLARED IF (A) A JOKER OR ACE IS BOXED OR EXPOSED, OR (B) IF TWO OR MORE CARDS ARE BOXED OR EXPOSED.
34. PLAYERS ARE RESPONSIBLE FOR THE FINAL SETTING OF THEIR HANDS.
35. NO WAGER CAN BE REMOVED UNTIL ALL HANDS ARE OPENED.
36. ANY "LOGICAL WAY" HAND IMPROPERLY SET BY THE HOUSE SUPERVISOR WILL BE RESET BY THE MANAGEMENT.

37. THE HOUSE SUPERVISOR CANNOT ALLOW THE PLAYER/DEALER TO SET HIS HAND FOUL. IF THE HOUSE SUPERVISOR MISTAKENLY ALLOWS A FOUL HAND TO BE PLAYED, IT WILL BE RESET THE "HOUSE WAY" BY MANAGEMENT AND PLAY WILL CONTINUE.
38. THE PLAYER/DEALER'S HAND IS NOT SET UNTIL HE HAS SIGNIFIED HIS FINAL DECISION IN ANY OBVIOUS MANNER TO THE HOUSE SUPERVISOR.
39. IF IT IS DISCOVERED THAT THE HOUSE SUPERVISOR DID NOT SHOW ALL OPTIONS TO THE PLAYER/DEALER, THE HAND WILL BE RESET THE "LOGICAL WAY" BEFORE THE THIR HAND IS EXPOSED.
40. NEW SET-UPS MAY BE REQUESTED AFTER TWO ROUNDS.
41. PLAYER/DEALER MAY ASK THE HOUSE SUPERVISOR FOR AN EXTRA SHUFFLE.
42. ONLY THE PLAYER/DEALER MAY REQUEST A CHANGE OF DECK.
43. WHEN TWO IDENTICAL CARDS ARE TURNED UP, THE HAND WILL BE DECLARED A MISDEAL.
44. A HAND THAT HAS BEEN MISREAD BY THE HOUSE SUPERVISOR WILL PLAY AT TRUE VALUE IF IT CAN BE RETRIEVED INTACT.
45. MANAGEMENT RESERVES THE RIGHT TO MAKE DECISIONS WHICH ARE IN THE INTEREST OF THE GAME. HTEREFORE, UNDER SPECIAL CIRCUMSTANCES, A DECISION MAY BE RENDERED THAT IS CONTRARY TO THE STRICT AND TECHNICAL INTERPRETATION OF THESE RULES.

Caribbean Stud Poker

Exhibit # A

The game is played on a blackjack –like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) At the start of the game, the player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or

b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) If a player receives no action, no rebate, refund in any form will be given to the players.
- 17) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 18) If the player/dealer hand qualifies all identical hands is push (tie).
- 19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank

and no pair is the lowest.

20) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

21) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 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 21 and a half, or “Natural.” (This hand pays 6 to 5.)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of 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 cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Ace	a) 11 and a half on first two cards with all cards with the value of 10's. 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

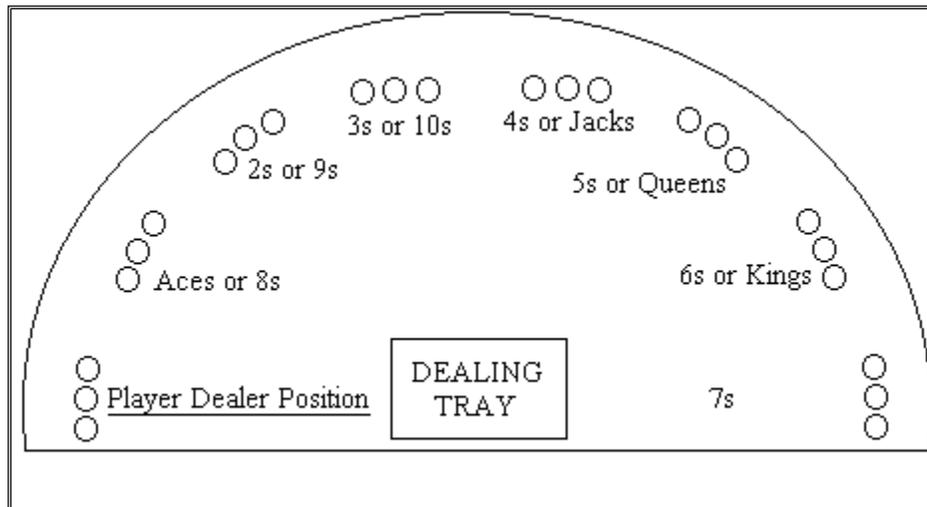
ROUND OF PLAY

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 bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" 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 betting circle.
6. 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".
7. 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 casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. 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 always 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 the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. 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 Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

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

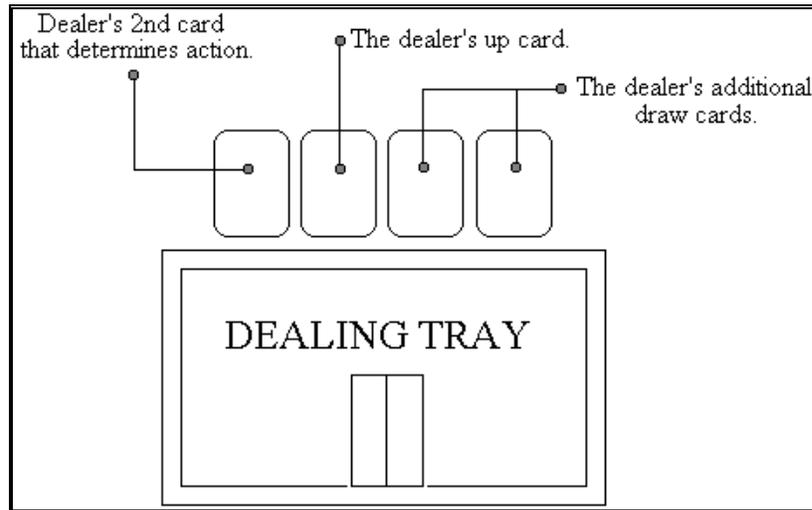
Rules For Player			
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>	
Soft & Hard 21 "Naturals"	11 Or Less	12	
		13	
		14	
		15	
		16	
		17	
		18	

- 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 house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
- The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



- Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
- 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 give to the affected Players by the casino or the Player/Dealer.

15. 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:



16. 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 does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A 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. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. 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.
19. 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" (21 and a half) 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 with the value of 22, 23, 24 & 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer 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.
10. Backline betting is allowed; subject to local Ordinance or Code.
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

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - 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. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - 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 if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the 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	Table A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Benefits of Buster Blackjack

- ❑ **Camaraderie**
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **High hit frequency**
The hit frequency is over 28%. The player will win once every 3.5 hands.
- ❑ **Easy to deal**
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

No Bust 21st Century Blackjack[©]

6.0 version

May,30,2009

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
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patent

<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 “Natural” or “22.” Winning “Natural” hands are paid odds of 6 to 5.
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards (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 cards of 52 cards consisting of special marked “Bonus” or “No Bust ” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Has 3 value	a) 12 on first two cards when paired with another card with the value of 10. 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 marked "Bonus" or "No Bust" aces with 3 values. The aces are Bonus cards with the value of:
 - a. 12 on first two cards with all cards with the value of 10's.
 - 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.
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.
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.

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.

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" then 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/Dealer has a 3-card hand which consists of a 7, 8, and 9 of a single suit and then they will "PUSH".
6. The Player/Dealer wins all ties over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.

8. A two card Natural beat all other hands.
9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands 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.
 - b. 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. Doubling down for less is not permitted.
10. Splits:
 - a. 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.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" can not be had off of any hand from the split of a ten-value card.
 - c. 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 and can not qualify for a "Natural" hand after it is split.
11. Players can not surrender.
12. Insurance:
 - a. Players may make an optional insurance wager.
 - b. 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.
13. 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.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. 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 five 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.

16. Backline betting is allowed.
17. 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.
18. 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.

COLLECTION RATES

Table Limit	Player/Dealer Collection	Player Collection
\$2 - \$10	\$0.50	\$0.25
\$5 - \$50	\$1	\$0.50
\$10 - \$100	\$2	\$1
\$25 - \$100	\$2	\$1
\$25 - \$200	\$3	\$2
\$50 - \$300	\$4	\$2

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.

21st
CENTURY

BACCARAT
ROYALE

9.0 Version

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SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

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 rotation 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 (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack or batwing table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

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4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1
5. Each player at a 21st Century Baccarat 9.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Royale Bonus *Bet*.
6. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino 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 two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer 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. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's 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 (8) or nine (9). 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. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
 - Stand and keep their wager on the stand line;
 - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's second card.

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- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

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A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Royale Bonus Bet

The optional bonus bet is called the “Royale Bonus” (RB). Each player wagering in the base game has the option of placing a wager within table limits on the designated RB spot located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. All hands except a pair can be made using a combination of the first four cards (two from the player and two from the dealer).
2. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
3. Only the highest hand will be paid out.
4. The ace can be used to complete a low or a high straight.
5. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
6. There is no collection for the RB bet.
7. The player/dealer will pay all Royale Bonus Bet wagers and will collect all losing Royale Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer’s wager covers. Once the player/dealer’s wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Royale Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Two Pair	8 to 1
One Pair Suited	12 to 1
One Pair Same Color	6 to 1
One Pair	3 to 1

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Table Limits & Collection Rates

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

Table Limit	Player/Dealer Fee	Player Fee
\$5 - \$50	\$1.00	\$0.50
\$10 - \$100	\$2.00	\$1.00
\$50 - \$300	\$3.00	\$2.00
\$100 - \$500	\$5.00	\$3.00

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Royale Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer's hand has a value of nine (9)

Deuce-Seven Triple Draw

Detailed description of the game:

- a. Standards of play: In a Deuce-Seven Triple Draw game (a five-card draw low game), the worst poker hand wins. There is no joker used. All cards in the deck, two (2) through Ace hold their numerical value and/or ranking according to standard poker rankings, with two (2) being the lowest card and an ace as the highest card. Suites do not have different rankings. They are all equal.
- b. A standard 52-card deck is used to play Deuce-Seven Triple Draw.
- c. Describe dealing procedures: Deuce-Seven Triple Draw is dealt as a six player maximum game. The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is the in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards. If necessary discarded cards can be reshuffled by the dealer.

The player directly to the left of the dealer button posts a live small blind and the player two to the left of the dealer button posts a live big blind. Each player is dealt five cards, one card at a time to each player, face down, in a clockwise rotation, and there is a round of betting. The first betting round starts with the player to the left of the big blinds, as in hold'em. Each player in turn has the following options:

- Call the "large blind" by placing a wager equal to the "large blind," which allows that player to stay in the game;
- Raise the "large blind" bet by placing a wager that is greater than the amount of the "large blind," which allows that player to stay in the game;
- Fold their hand. Folded hands shall be placed in the discard pile;
- A bet and six (6) raises are permitted for the first round of betting.

After the first round of betting is complete, each player who has not folded out has the chance to draw cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Players can discard up to five cards. After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer would take the discarded cards and places them in the muck pile.

After the draw is complete, there is another round of betting. Players have the following options:

- Check their hand which does not require an additional wager;

- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the second round of betting.

The players then have the chance to draw again. After the second draw is complete, there is another round of betting. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the third round of betting.

The players then have one final opportunity to discard, after this third and final draw; there is one more round of betting. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the fourth and final round of betting.

Note: The best hand is 7/5/4/3/2 of at least two different suits. Straights and flushes count against the value of your hand, and Aces are considered high only.

Before the draw an exposed card of 7/5/4/3 or 2 must be taken. Any other exposed card including a 6 must be replaced.

Check-and-Raise is permitted on any hand after the draw.

A bet and six raises are allowed in any multi-handed betting round.

- d. Number of players in the game: There are up to six players in Deuce-Seven Triple Draw.
- e. Betting Scheme: The action starts from the first player clockwise from the last blind. Since the blind wagers are already made, players must call, raise or fold. After the initial betting action is completed, players who remain in the pot may improve the value of their hand by replacing five cards. Once this draw is complete, the wagering starts from the first player clockwise to the dealer button.

- f. How the winners are determined and paid: As soon as the action is complete on the final round, each player in turn starting from the last player to bet or raise on that round turns their cards face up on the table or fold the hand by placing them face down towards the dealer. The dealer will determine the best five card low ball hand for each player with cards face up. The player with the best lowball hand is awarded the pot. The dealer then pushes the pot to the winning player.

In the event of a tie (more than one player had the same hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded to the player or players starting to the left of the dealer button and continuing clockwise around the table.

Describe a “round of play”: Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is a wager in the pot, players are required to call, raise or fold. After the action is completed, the players that remain in the pot now have an action to improve their hands by replacing cards in their hands with new cards. This called the draw. After the draw, the action starts from the first player clockwise from the dealer button.

Glossary of terms used in the controlled game:

- Fold: to give up your hand and drop out of the competition for the current hand being played
- Pot: chips that have been bet in the course of play that will ultimately be awarded to the winner(s) of the hand
- Raise: to increase the bet that has been raised to you
- Collection: fee charged to the player for the house collection

Collection Rates

For collection schedules 1 thru 10, the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

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 Deuce-Seven Triple Draw are as shown below:

Time Collection – Per player per one-half hour			
Schedule Options	Table Limit	Small/ Large Blind	Table Fee
1	\$40 - \$80	\$20/\$40	\$10.00
2	\$60 - \$120	\$30/\$60	\$10.00
3	\$75 - \$150	\$50/\$75	\$12.00
4	\$100 - \$200	\$50/\$100	\$12.00
5	\$150 - \$300	\$75/\$150	\$13.00
6	\$200 - \$400	\$100/\$200	\$15.00
7	\$300 - \$600	\$200/\$300	\$15.00
8	\$400 - \$800	\$200/\$400	\$15.00
9	\$500 - \$1,000	\$300/\$500	\$15.00
10	\$1,000 - \$2,000	\$500/\$1,000	\$15.00

Badugi Triple Draw

Detailed description of the game:

- a. Standard of play: Badugi is a four-card low ball game. The best unsuited low-hand wins. The ultimate low-hand is made up of four cards that are different suits and different ranks (A/2/3/4 all off suit). If the player has four unsuited different ranked cards, this is a Badugi.
- b. Type of deck used: A standard 52 card deck is used to play Badugi. There are no jokers. All other cards hold their numerical value and/or ranking according to standard poker rankings, with Ace being the lowest card and a King as the highest card. There is no ranking for the suits themselves.
- c. Describe dealing procedures: The game utilizes a button or flat disc which is denoted with the word “Dealer.” The “Dealer” visually designates which player is the in the dealer position for that hand. The “Dealer” button rotates clockwise around the table after each round of play. The “Dealer” button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The “small blind” and the “large blind” are made from the position(s) immediately to the left of the “Dealer” button, and posted before a player looks at their cards.
- d. Number of players in the game: up to 8 players.
- e. How winners are determined and paid: The best hand in Badugi is A/2/3/4 unsuited. Any Badugi hand beats a hand that has either two cards of the same suit or a pair.

If there are no four card Badugi hands made, the winner would be the player holding the best three cards hand (A-2-3 unsuited) without a pair or a card with a matching suit.

Still no winner? The best two card hand (A-2 unsuited) will win the pot. Pot is awarded after the determination of the winner. If two or more players have the same amount of cards in their Badugi hand, the player with the lowest first card wins. For example, an Ace-3-5-6 hand will beat a 2-4-5-6 hand.

In the event of a tie for the ‘Badugi’ hand, the chips shall be split evenly between the winning players for each hand. If there are an odd number of chips, the extra chips shall be awarded to the player(s) starting with the winning player to the left of the “Dealer” button and continuing around the

table in clockwise rotation until the odd number of chips has been distributed.

Describe a round of play: At the start of the game, before cards are dealt, the player to the left of the house dealer is given the “Dealer” button. The player to the left of the “Dealer” button is required to place a “small blind” bet in the pot. The player to the left of this player is required to place a “large blind” bet in the pot. Four cards are dealt to each player, in a clockwise direction. Starting with the player with the small blind, each player receives one card at a time. The first round of bets begins at this point with the player to the left of the big blind and continues on to the other players in a clockwise direction. Players have the following options:

- Call the “large blind” by placing a wager equal to the “large blind,” which allows that player to stay in the game;
- Raise the “large blind” bet by placing a wager that is greater than the amount of the “large blind,” which allows that player to stay in the game;
- Fold their hand. Folded hands shall be placed in the discard pile;
- There is no limit on how many bets and raises a player can make during each round of betting.

After the initial bet, players are given the chance to draw up to four cards. This continues for all players in a clockwise direction, at this point players are determining which cards to keep or weather or not to fold. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The second round of betting begins here. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

After these bets are made, the players are in their second draw. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. Once that is completed the third rounds of bets are made. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The final round of bets is made here. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

At this point the winner is ready to be determined.

Glossary of terms used in the controlled game:

<u>Fold:</u>	To give up your hand and drop out of the competition for the current hand being played.
<u>Pot:</u>	Chips that have been bet in the course of play: that will ultimately be awarded to the winner(s) of the hand.
<u>Raise:</u>	To increase the bet that has been raised to you.
<u>Collection:</u>	Fee charged to player for the house collection.

Collection Rates

The collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

Time Collection – Per player per one-half hour		
Table Limit	Small/ Large Blind	Table Fee
\$40 - \$80	\$20/\$40	\$10.00
\$60 - \$120	\$30/\$60	\$10.00
\$75 - \$150	\$50/\$75	\$12.00
\$100 - \$200	\$50/\$100	\$12.00
\$150 - \$300	\$75/\$150	\$13.00
\$200 - \$400	\$100/\$200	\$15.00
\$300 - \$600	\$200/\$300	\$15.00
\$400 - \$800	\$200/\$400	\$15.00
\$500 - \$1,000	\$300/\$500	\$15.00
\$1,000 - \$2,000	\$500/\$1,000	\$15.00

BADUCI

Standards of Play:

Baduci is a mixture of Badugi and Deuce to Seven Triple Draw. Half of the pot goes to the best Badugi hand and the other half goes to the best Deuce-to-Seven hand. This is how Baduci (pronounced *Badeucey*) got its name. Half Badugi, half Deuce to Seven.

In Badugi you are looking for the lowest possible hand with no pairs, sets or flushes. The nut hand in Badugi is A, 2, 3, 4 with the cards being different suits. In Badugi the Ace is the lowest possible card, it is not a high card so having the Ace is a good thing. However in the 2-7 part of the game, you don't want to have an ace in your hand. As you may notice from the name, in 2-7 the lowest card is a 2. This means that when playing the 2-7 portion of the game, the Ace is the highest possible card. So if you have an ace in your hand, the chance of you getting the 2-7 pot is not a good one.

The pot in this game is split much like high-low split between the best Badugi poker hand and the best 2-7 triple draw hand. A player's hand contains five cards where only 4 cards are used to determine the best Badugi hand and 5 cards are used to determine the triple draw hand. During each of three drawing rounds, players can trade zero to three cards from their hands for new ones from the deck, in an attempt to form the best *badugi hand* and *2-7 triple draw hand* and win one half or both halves of the pot.

Type of Deck:

A standard 52-card deck is used to play Baduci. There is no joker.

Number of Players in the Game:

This game is dealt with a maximum of six players.

Dealing Procedures:

The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards.

The player directly to the left of the dealer button posts the small blind and the player two to the left of the dealer button posts the big blind. Each player is then dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in a clockwise rotation, beginning with the player to the left of the "Dealer" button, until each player has five (5) cards. The first betting round starts with the player to the left of the big blind. Each player in turn has the option to call, raise or fold.

BADUCI

After the first round of betting is complete, each player who has not folded out has the chance to draw up to three cards or keep their original cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Player can discard up to three cards. After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer takes the discarded cards and places them in the muck pile.

After the draw is complete, there is a second round of betting. The players then have the chance to draw again. After the second draw is complete, there is a third round of betting. The players have a final opportunity to discard and draw. There is a fourth and final round of betting. However, once all cards have been depleted from the deck during any drawing round, players will not be permitted to replace any cards in their hand for the remainder of the game.

After the final betting round, if there is more than 1 player left in the game, it will be time to flip the cards and see who wins. Two live action pots in every hand of Baduci.

Hand evaluation

Two different hands must be evaluated at the same time. First a Badugi hand must be created by using a maximum of four out of the five dealt cards. This hand must have distinct ranks and suits. Any duplicates of a suit or rank are ignored and these cards become invalid. Any four-card Badugi hand will beat any three-card Badugi hand. A three-card Badugi hand will beat all two-card Badugi hands, which in turn will beat any one-card Badugi hand. Note that any four-card Badugi hand is known as a "Badugi" and an ace-low "Badugi" straight **A♣ 2♠ 3♦ 4♥** is the most powerful Badugi hand possible. This hand is used to determine the winner of one half of the Baduci pot. Therefore, when making a 'Badugi' hand, only one (1) suit may be present in the hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, ten of hearts, queen of spades, king of spades. Therefore, the player has a two (2) card 'Badugi' hand of a three of hearts and a queen of spades.

Also, when making a 'Badugi' hand, pairs, sets, or flushes count against the hand and may not be present in the hand. Only a single card of a single suit is permitted when making a 'Badugi' hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, three of spades, four of diamonds, jack of diamonds. Therefore, the player has a three (3) card 'Badugi' hand of a two of hearts, three of spades, and a jack of diamonds.

Finally, when trying to make a 'Badugi' hand, an Ace is the lowest ranked card and a King is the highest ranked card. All other cards hold their numerical value and/or ranking according to standard poker rankings, with Ace being the lowest card and a King as the highest card.

BADUCI

The other hand that must be evaluated is the 2-7 triple draw hand. Players use all 5 cards to determine this hand. All straights and flushes are disregarded in the creation of this hand. Like Badugi, the triple draw hand becomes more powerful as the hand ranks lower. The ace in triple draw is always high. Therefore, an ace is great for the Badugi hand but not for the lowball triple draw hand. An example of the most powerful 2-7 triple draw hand is 2♣ 3♠ 4♦ 5♥ 7♣. Note that 2♣ 3♠ 4♦ 5♥ 6♣ may seem like a lower hand, but this creates a straight and this is the reason why it is not the strongest hand. The best 2-7 triple draw hand would win the other half of the Baduci pot.

The objective of Baduci poker is to make the best two hands out of the five cards available in order to win both pots at the same time. This is known as "scooping" the pot.

In the event of a tie (more than one player had the same best hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded to the player(s) starting to the left of the dealer button and continuing clockwise around the table.

Betting structures

Baduci poker will use a fixed limit and two blinds. The limit for the first two rounds of betting is called a *small bet*, while the limit for the third and fourth betting rounds is called a big bet and is generally double the small bet.

BADUCI

Table Limits and Collection Rates

For collection schedules 1 thru 10, the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

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 Baduci are as shown below:

Time Collection – Per player per one-half hour			
Schedule Options	Table Limit	Small/ Large Blind	Table Fee
1	\$40 - \$80	\$20/\$40	\$10.00
2	\$60 - \$120	\$30/\$60	\$10.00
3	\$75 - \$150	\$50/\$75	\$12.00
4	\$100 - \$200	\$50/\$100	\$12.00
5	\$150 - \$300	\$75/\$150	\$13.00
6	\$200 - \$400	\$100/\$200	\$15.00
7	\$300 - \$600	\$200/\$300	\$15.00
8	\$400 - \$800	\$200/\$400	\$15.00
9	\$500 - \$1,000	\$300/\$500	\$15.00
10	\$1,000 - \$2,000	\$500/\$1,000	\$15.00

EZ BACCARAT™



SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Banker Line wagers and replaces it by "barring" one specific winning Banker hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™" Bet. Customers can make an insurance bet - the Dragon 7 Bet, which pays 40 to 1 when the three card winning Banker hand totaling 7 points occurs.



To begin the game, players make a wager(s) on Player line, or Banker Line, or Tie Bet ("Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7 Bet" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:

In the case of the Bank hand win, Banker line wagers are paid 1 to 1. Player line, Tie Bet, and Dragon 7 Bet wagers lose.

In the case of the Player hand win, Player line wagers are paid 1 to 1. Banker line, Tie Bet, and Dragon 7 Bet wagers lose.

In the case of the Tie Bet win, Tie Bet wagers are paid 9 to 1. Banker line and Player line wagers push and Dragon 7 Bet wagers lose.

In the case of the Dragon 7 Bet win, Dragon 7 Bet wagers are paid 40 to 1. Banker line wagers push, Player line and Tie Bet wagers lose.

DETAILS

Standards of Play

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 rotation 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 (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.



Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat 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 which pays 1 to 1
 - b. Banker line which pays 1 to 1

Tie Bet

The Tie Bet wager pays 9 to 1 if the Banker and Player hands tie. A player may only place a Tie Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The Tie Bet wager may be less than, equal to, or greater than the base game wager. However, the Tie Bet wager cannot exceed the table limit. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer will win the tie bet wager.

The player-dealer will pay all winning Tie Bet wagers and will collect all losing Tie Bet wager. 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.

Dragon 7 Bet

EZ Baccarat™ Bet plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Banker Line wagers and replaces it by "barring" one specific winning Banker hand (the winning Banker hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™" Bet. Customers can make an insurance bet - the Dragon 7 Bet, which pays 40 to 1 when the three card winning Banker hand totaling 7 points occurs. A player may only place a Dragon 7 Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 Bet wager. The Dragon 7 Bet wager may be less than, equal to, or greater than the base game wager.

The player-dealer will pay all winning Dragon 7 Bet wagers and will collect all losing Dragon 7 Bet wager. 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.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on 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 decision, if any, is made by the player's betting on the Player hand and then the Banker's 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 banker's hand has a value of eight (8) or nine (9). 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 Rule:

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

- The player 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 hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the banker hand hits using the following rules:
 - If the banker's hand total is 3, then the banker hand is dealt a third card unless the player's third card was an 8.
 - If the banker's hand total is 4, then the banker hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the banker's hand total is 5, then the banker hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the banker's hand total is 6, then the banker hand is dealt a third card if the players third card was a 6 or 7.

The following chart, where "S"= Banker Line "stands" and "H"= Banker Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

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 casino 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 second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). 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: all Dragon 7 Bet wagers, then all tie wagers, then each player line and banker line placed. When determining where the action button will be placed, cards will hold the following values:

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 (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Banker) or whether the hand is a tie.
- All ties between the player line and the banker line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

PLAYER-DEALER & DEAL

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

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



The collection is taken from the player-dealer based on the total player action, which will be the sum of all player line, banker line, Tie Bet wagers, and Dragon 7 Bet wagers. Players will also be assessed a fee based on the total cumulative amount that they have wagered on the player line, banker line, Tie Bet, and Dragon 7 Bet. All of their wagers will be added up and assessed a fee based on the total amount of the player's wager. The player-dealer and players must post the required collection fees prior to receiving any cards. Collection is paid before cards are dealt.

POKER COLLECTION RATES

Omaha High/Low Split (8 or better) Time Collection per player, per half hour

Table Limit	Blinds	Collection Fee
\$40-\$80	\$20-\$40	\$10
\$60-\$120	\$30-\$60	\$10
\$75-\$150	\$50-\$75	\$12
\$100-\$200	\$50-\$100	\$12
\$150-\$300	\$75-\$150	\$13
\$200-\$400	\$100/\$200	\$15
\$300-\$600	\$200-\$300	\$15
\$400-\$800	\$200-\$400	\$15
\$500-\$1,000	\$300-\$500	\$15
\$1,000-\$2,000	\$500-\$1,000	\$15

Omaha High/Low Split (8 or better)

Table Limit	Blinds	9 players	8 players	7 players	6 players	5 players	4 players	3 or less players
\$3-\$6	\$2-\$3	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$4-\$8	\$2-\$4	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$6-\$12	\$3-\$6	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$8-\$16	\$4-\$8	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$10-\$20	\$5-\$10	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$20-\$40	\$10-\$20	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$30-\$60	\$15-30	\$5	\$5	\$5	\$4	\$3	\$1	\$1

Omaha Time Collection per player, per half hour

Table Limit	Blinds	Collection Fee
\$40-\$80	\$20-\$40	\$10
\$60-\$120	\$30-\$60	\$10
\$75-\$150	\$50-\$75	\$12
\$100-\$200	\$50-\$100	\$12
\$150-\$300	\$75-\$150	\$13
\$200-\$400	\$100/\$200	\$15
\$300-\$600	\$200-\$300	\$15
\$400-\$800	\$200-\$400	\$15
\$500-\$1,000	\$300-\$500	\$15
\$1,000-\$2,000	\$500-\$1,000	\$15

Omaha Drop

Table Limit	Blinds	9 players	8 players	7 players	6 players	5 players	4 players	3 or less players
\$3-\$6	\$2-\$3	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$4-\$8	\$2-\$4	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$6-\$12	\$3-\$6	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$8-\$16	\$4-\$8	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$10-\$20	\$5-\$10	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$20-\$40	\$10-\$20	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$30-\$60	\$15-30	\$5	\$5	\$5	\$4	\$3	\$1	\$1

Texas Hold'em Time Collection per player, per half hour

Table Limit	Blinds	Collection Fee
\$40-\$80	\$20-\$40	\$10
\$60-\$120	\$30-\$60	\$10
\$75-\$150	\$50-\$75	\$12
\$100-\$200	\$50-\$100	\$12
\$150-\$300	\$75-\$150	\$13
\$200-\$400	\$100/\$200	\$15
\$300-\$600	\$200-\$300	\$15
\$400-\$800	\$200-\$400	\$15
\$500-\$1,000	\$300-\$500	\$15
\$1,000-\$2,000	\$500-\$1,000	\$15

Texas Hold'em

Table Limit	Blinds	9 players	8 players	7 players	6 players	5 players	4 players	3 or less players
\$3-\$6	\$2-\$3	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$4-\$8	\$2-\$4	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$6-\$12	\$3-\$6	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$8-\$16	\$4-\$8	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$10-\$20	\$5-\$10	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$20-\$40	\$10-\$20	\$5	\$5	\$5	\$4	\$3	\$1	\$1
\$30-\$60	\$15-30	\$5	\$5	\$5	\$4	\$3	\$1	\$1

Pineapple High/Low Split

Table Limit	Blinds	9,8,7 players	6 players	5 players	4 players or less
\$3-\$6	\$1-\$3	\$5	\$4	\$3	\$0

Pineapple

Table Limit	Blinds	9,8,7 players	6 players	5 players	4 players or less
\$3-\$6	\$1-\$3	\$5	\$4	\$3	\$0

Chinese Poker

Detailed description of game

Standards of play:

The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:

Chinese Poker is played with one standard 52-card poker deck and no joker.

Dealing procedures:

The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:

The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play.

How and when are house fees collected:

By the house prior to cards being dealt.

Collection Procedure:

Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

Table Fee- house fee collection

The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee.

What is the betting scheme:

The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a \$ 5.00 limit game each point would have a money value of \$ 5.00.

How winners are determined and paid:

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

Chinese Poker

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Round of Play

The player's wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

Describe a "round of play"

The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:

Standard poker table

Chinese Poker

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand* and *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System: additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	3 Points	N/A	N/A
Full House	N/A	2 Points	N/A
Four of a Kind	N/A	8 Points	4 Points
Straight Flush	N/A	10 Points	5 Points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Must win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus.
- Bonus Hand values are always additional points.

Example: if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep" hand must be declared after the player has received their cards but before the showdown. If a player has a "Clean Sweep," the player is not required to set the back, middle, and front hands. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a "Clean Sweep" hand, all 13 cards are considered and are not required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

Chinese Poker

Clean Sweep Hands	
Hand Dealt	Point Value
Dragon Ace through King, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the "clean sweep" hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a "Clean Sweep" hand, it will be played as a regular hand and will not qualify for the "Clean Sweep."

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (10) times the value of one point of the game.
2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.

Chinese Poker

3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, and any qualifying bonus or clean sweep hand that a player may have.
6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.
7. Before a showdown, a misdeal will be declared if:
 - a. Five or more cards of one player's hand are exposed by the dealer
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck
 - d. A foreign card appears.
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.
9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. Ace-2-3-4-5 is the smallest straight.
12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

Chinese Poker

Collection Fees

Table Limit (points)	Minimum Buy-In	Player Fee
\$5.00	\$100.00	\$1.00
\$10.00	\$200.00	\$1.00
\$20.00	\$400.00	\$2.00
\$25.00	\$500.00	\$2.00
\$50.00	\$1,000.00	\$2.00
\$100.00	\$2,000.00	\$5.00

VILLAGE CLUB CALIFORNIA GAMES COLLECTION RATES

EZ Baccarat

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$10 - \$3,000	\$10 - \$50	\$0.50	\$10 - \$50	\$0.50
		\$51 - \$100	\$1.00	\$51 - \$100	\$1.00
		\$101 - \$300	\$2.00	\$101 - \$300	\$2.00
		\$301 - \$3,000	\$3.00	\$301 - \$500	\$3.00
\$501+	\$4.00				
2	\$50 - \$5,000	\$50 - \$100	\$1.00	\$50 - \$100	\$1.00
		\$101 - \$300	\$2.00	\$101 - \$300	\$2.00
		\$301 - \$5,000	\$3.00	\$301 - \$500	\$3.00
				\$501+	\$4.00

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
3	\$10 - \$3,000	\$10 - \$500	\$0.50	\$0.00
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501+	\$4.00	
4	\$50 - \$5,000	\$50 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501+	\$4.00	
5	\$10 - \$5,000	\$10 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901+	\$12.00	
6	\$10 - \$5,000	\$10 - \$50	\$1.00	\$0.00
		\$51 - \$300	\$3.00	
		\$301 - \$500	\$5.00	
		\$501 - \$1,000	\$10.00	
		\$1,001+	\$12.00	
7	\$10-\$10,000	\$10-\$50	\$2.00	\$0.00
		\$51-300	\$4.00	
		\$301-\$500	\$6.00	
		\$501-\$1,000	\$10.00	
		\$1,001+	\$20.00	
8	\$10-\$10,000	\$10-\$50	\$3.00	\$0.00
		\$51-300	\$5.00	
		\$301-\$500	\$7.00	
		\$501-\$1000	\$10.00	
		\$1,001+	\$20.00	

9	\$10-\$10,000	\$10-\$100	\$2.00	\$0.00
		\$101-300	\$4.00	
		\$301-\$500	\$6.00	
		\$501-\$1000	\$10.00	
		\$1,001+	\$20.00	
10	\$10-\$10,000	\$10-\$50	\$3.00	\$0.00
		\$51-300	\$5.00	
		\$301-\$500	\$7.00	
		\$501-\$1000	\$15.00	
		\$1,001+	\$25.00	

No Bust 21st Century Blackjack, 4.0, 4.01, 6.0

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$600	\$5- \$50	\$0.50	\$0.00
		\$51 - \$400	\$2.00	
		\$401+	\$5.00	
2	\$10 - \$1,000	\$10- \$50	\$0.50	\$0.00
		\$51 - \$400	\$2.00	
		\$401+	\$5.00	
3	\$25 - \$1,000	\$25- \$50	\$0.50	\$0.00
		\$51 - \$400	\$2.00	
		\$401+	\$5.00	
4	\$50 - \$1,000	\$50- \$50	\$0.50	\$0.00
		\$51 - \$400	\$2.00	
		\$401+	\$5.00	
5	\$5 - \$200	\$5- \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$5.00	
		\$1,001+	\$10.00	
6	\$5-\$1,000	\$5-\$50	\$2.00	\$0.00
		\$51-300	\$4.00	
		\$301-\$500	\$6.00	
		\$501-\$1000	\$10.00	
		\$1001+	\$15.00	
7	\$10-\$1,500	\$10-\$50	\$2.00	\$0.00
		\$51-300	\$4.00	
		\$301-\$500	\$6.00	
		\$501-\$1000	\$10.00	
		\$1001+	\$20.00	

Pai Gow Poker

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player-Dealer Jackpot Fee	Player Fee	Player Jackpot Fee
1	\$10 - \$300	\$10 - \$50	\$2.00	\$0.50	\$0.50	\$0.50
		\$51 - \$100	\$2.00	\$0.50	\$1.00	
		\$101 - \$300	\$2.00	\$0.50	\$2.00	

***Player Jackpot Collection is taken from the player that receives action first on each hand only. The total jackpot collection taken is \$1.00 per hand.**

Caribbean Stud Poker

Schedule Options	Table Limit	Player-Dealer Fee	Player-Dealer Jackpot Fee	Player Fee
1	\$5 - \$50	\$1.00	\$1.00	\$0.50
2	\$10 - \$100	\$2.00	\$1.00	\$1.00
3	\$50 - \$300	\$4.00	\$1.00	\$2.00

21st Century Baccarat 9.0

Schedule Options	Table Limit	Player Collection Fee	Player/Dealer Collection Fee
1	\$5 - \$50	\$0.50	\$1.00
2	\$10 - \$100	\$1.00	\$2.00
3	\$50 - \$300	\$2.00	\$3.00
4	\$100 - \$500	\$3.00	\$5.00