

Axtion Jaxson currently charges \$5.00 per ½ hour collection per player.

POSTED HOUSE RULES FOR LOW BALL

1.1 -2 - 3 - 4 - 5-- BEST HAND

2. TWO CARDS OFF IS MISDEAL

3.DEALER CAN DRAW ONLY FOUR CARDS

4.NO ONE CAN TAKE EXPOSED CARD ABOVE FIVE DURING THE DEAL

5.NO ONE CAN TAKE ANY EXPOSED CARD DURING THE DRAW

6.DEALER TAKES ALL EXPOSED CARDS

7.IF YOU CHECK SEVEN OR BETTER YOU LOOSE THE POT

8.ONE CUT ONLY

9.ANY PLAYER CAN LOOK AT FIRST TWO CARDS AND STRATTLE THE BLIND

10.NO PASSING CHIPS AMONG PLAYERS

11.PROTECT YOUR OWN HAND

12.HOUSE MANS DECISION IS FINAL

✓ 13.ALL CHIPS STRICTLY CASH

14.MAXIMUM BLIND \$10.00

15.DONT STAND BEHIND PLAYERS

16.\$40.00 CHANGE IN \$10.00 LIMIT

17.ANY CARD THAT HITS THE FLOOR IS DEAD

bet to \$10

LOW BALL -----4 TO 10 LIMIT

(\$40.00 BUY IN) *min to play*

EVERY PLAYER DEALS THE CARDS, DEALER ANTE \$1.00, PLAYER TO LEFT OF DEALER BLINDS FOR \$2.00. ANY PLAYER CAN LOOK AT TWO CARDS AND STRADDLE THE BLIND UP TO \$5.00 MAKING IT \$10.00 TO GO. THERE IS NO LIMIT TO AMOUNT OF RAISE AS LONG AS PLAYER HAS CHIPS IN FRONT OF THEM. AFTER DRAW, PLAYER TO THE LEFT OF DEALER STARTS THE BETTING, THIS GOES IN TURNS AROUND TO DEALER BEST HAND WINS (1-2-3-4-5- IS BEST HAND. EACH PLAYER PAYS \$2.00 EVERY TWENTY MIN., A TOTAL OF \$6.00 AN HOUR PER PLAYER. IN THE EVENT OF A TIE THE POT IS SPLIT EQUAL AMONG PLAYERS INVOLVED. A STANDARD DECK IS USED, FIFTY TWO CARDS PLUS ONE JOKER. THE JOKER IS COUNTED AS LOWEST CARD.

LOW BALL ----- 6 TO 20 LIMIT

(\$100.00 BUY IN)

EVERY PLAYER DEALS THE CARDS , DEALER ANTE \$1.00 PLAYER TO LEFT BLINDS TO \$2.00, PLAYER TO HIS LEFT BLINDS \$3.00, THAT MAKES IT \$6.00 TO GO. ANY PLAYER CAN LOOK AT FIRST TWO CARDS AND STRADDLE UP TO \$10.00 MAKING IT \$20.00 TO GO. THE RULES ARE THE SAME AS TO 4 TO 10 EXCEPT EACH PLAYER PAYS \$5.00 EVERY THIRTY MIN. A TOTAL OF \$10.00 PER HOUR.

How is dealer determined? #1 deals face up just face card.

how many up + down? all down 5 cards

replacement cards? after one draw.

straddle bet?

dealer ante

*look at 2 cards + straddle
after to receive the pot*

DRAW POKER

1. ROYAL FLUSH IS BEST HAND
2. YOU MUST BET AT STRAIGHT OR BETTER
3. \$20.00 CHANG IN \$5.00 LIMIT
4. DONT STAND BEHIND PLAYERS
5. ANY CARD THAT HITS THE FLOOR IS DEAD
6. NO EXPOSED CARDS DURING THE DRAW
7. PROTECT YOUR OWN HAND
8. DO NOT PASS CHIPS
9. TWO CARDS OFF IS A MISDEAL
10. HOUSE MANS DECISION IS FINAL

DRAW POKER IS NOT PLAYED AT THIS TIME

Texas **Hold' em** RULES:

Ranking order of hands from highest to lowest

- | | |
|-------------------|--------------------|
| 1. Royal Flush | 6. Straight |
| 2. Straight Flush | 7. Three of a Kind |
| 3. Four of a Kind | 8. Two Pair |
| 4. Full House | 9. One Pair |
| 5. Flush | 10. Highest Card |

In Hold' em each player receives two cards face down. Five community cards are then turned face-up upon the table. Hold'em has structured betting: i.e. the betting is "split limit" (example: 3 - 6 limit indicates a \$3 wager for the "lower" limit and a \$6 wager for the "higher" limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final two (2) betting rounds.

1. Hold'em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.
2. A Dealer Button is used to indicate the player, who in theory, dealt the cards for that pot. The 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.
3. Method of Play: Blinds are posted as in many other poker games; i.e. the first two players after the Dealer Button post a wager before the cards are dealt a small blind and a large blind. The large blind is equal to the "lower" betting limit, with the small blind being less than the large blind. In the 3 - 6 limit game described above, the large blind would be \$3 and the small blind \$2.

The player on the dealer button will also post \$1 before the cards are dealt.

4. Each player is dealt two cards face down, one at a time, in rotation in turn.
5. Around of betting ensues starting with the player to the left of the dealer button, where players have the option to check, bet, call, raise, or fold.
6. Three cards are turned face-up in the middle of the table. These are commonly called the "flop".

7. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button. Betting for this round is at the "lower" limit.
8. A fourth card is turned next to the initial three. (Fourth Street/the Turn) Betting for this and subsequent betting rounds are at the "higher" limit.
9. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player to the left of the Dealer Button.
10. A fifth and final card is turned next to the previous four. (The River Card/Fifth Street) These five cards are common to all active players.
11. A final round of betting ensues, beginning with the first active player to the left of the Dealer Button.
12. All active players expose their hands, beginning with the first player initiating action (a bet, raise, or a check if there was no bet) on the final betting round. Using the best of their personal two cards and the five community cards, the active player with the best five carded high hand is awarded the pot. Players may use two, one or none (playing the board) of their personal cards to form their hand.
13. Collection: The collection will be taken from the Blinds, after the first (2) cards are dealt. The total collection amount for each hand is \$5.00. This amount will be posted on the game table and the wall. The structured betting (split-limit) will also be posted on the each game table and wall (i.e. - 1/2, 2/4, 3/6, 4/8, 6/12, 10/20, 15/30, 20/40, 40/80 and No Limit).

No-Limit Hold'em

No-Limit Hold'em is played the same as Hold'em (see above) with the following exceptions: No-limit Hold'em has no structured betting; i.e. players may bet any amount between the minimum opening bet to the entirety of their chips. On the first betting round, the first player entering the pot must "open" the pot for a wager at least the sum total of the blinds. Collection will be taken from the blinds as all other Hold'em games.

3 Card Texas Hold'em

Patents Pending

DEALING PROCEDURE



3 Card Texas Hold'em is played with a deck of 52 cards on a blackjack-sized table.

The game is played by up to seven players and a player banker.

The game can be dealt with or without a card shuffler.

A house dealer deals the game.

OBJECT OF THE GAME

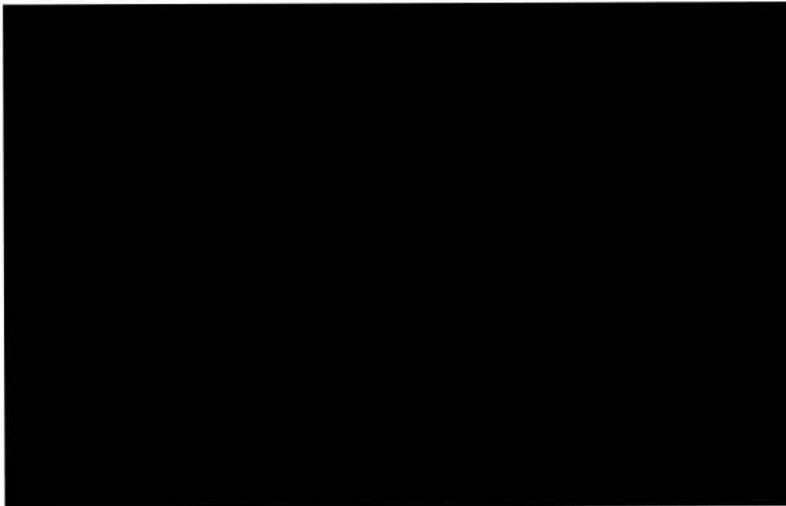
Each player and the player banker will use 3 of their 5 cards to make their best three card poker hand. All players try to beat the player banker's 3 card poker hand.

BETTING LIMITS

Each player can bet between \$5 and \$200.

There is one betting spot per player.

Players may only play one hand.



RULES OF PLAY

- 1) Each player makes a compulsory Ante bet and places the appropriate amount of the collection fee. The Flush Or Pair and Straight Up side bets are optional (see Flush Or Pair and Straight Up side bets below) but can be made only if an Ante bet is made. The Ante and the two side bets need not be equal as long as they are within the table limits.

- 2) All players and the dealer get two hole cards face down. The player cards will remain face down until the player banker receives his hand.
- 3) Three communal cards known as the "flop" in Texas Hold'em are dealt on the board with the first card revealed.
- 4) After looking at his hand and the open communal card, the player can (1) fold and forfeit the Ante, or (2) match the Ante with an additional equal bet. If the player chooses to fold after seeing his first two cards, the Ante bet loses but both the Flush Or Pair and Straight Up side bets, if made, remain in action.
- 5) The dealer reveals the second communal card.
- 6) Now each player can either check or match the Ante with an additional bet.
- 7) The dealer reveals the third communal card and his two hole cards. Now everyone has 5 cards – his 2 hole cards plus the 3 communal cards. All players and the dealer use any 3 of the 5 cards to make their best three card poker hand.
- 8) Each player hand is compared with the dealer hand. Whoever has the higher rank wins. The dealer must have a pair of 4s or better, or else the Ante is not paid if the player wins.

Flush Or Pair

This side bet is optional. If the player's first two cards make a pair or are suited, it will be paid according to the pay tables below:

(All payouts are "to 1.")

Player 2 card Hand	A1	A2
AK Suited	30	30
AA	15	12
One Pair	5	5
Flush	1	1

Straight Up

This side bet is optional. If the player's best 3 card poker hand is a straight or better, it will be paid according to the pay tables below:

Hand Type	B1	B2
Straight Flush plus a Pair*	40	40
AKQ Suited	33	30
Straight Flush	10	10
Three of a Kind	6	6
Straight plus a Pair*	4	4
Straight	1	1

* All five cards must be used to win "straight flush plus a pair" and "straight plus a pair." Example: $A\clubsuit K\clubsuit Q\clubsuit 5\heartsuit 5\diamonds$, $8\clubsuit 9\heartsuit 10\clubsuit 3\heartsuit 3\diamonds$.

NOTES

- a) There are neither 4 of a kinds nor full houses. Any 4 of a kind and any full house should be paid the same as a 3 of a kind.
- b) When a hand can have more than one rank, only the highest rank is paid. For example, if a hand has both a 3 of a kind and a straight flush, such as $8\heartsuit 8\diamonds 8\clubsuit 7\clubsuit 9\clubsuit$, then it is just a straight flush plus a pair. A hand of $8\heartsuit 8\diamonds 8\clubsuit 7\heartsuit 9\clubsuit$ is a 3 of a kind but not a straight plus a pair because a three of a kind pays more than a straight plus a pair.
- c) The outcome of the Ante bet has no bearing on the two side bets.

DEALING THE GAME

The game may be dealt by hand or by an automatic shuffler.

Deal by Hand

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the dealer will cut the deck in half using a one-handed "poker" cut before dealing to the players. The cut must be at least ten cards away from either the top or the bottom of the deck.

Automatic Shuffler

When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

- a) The backs of the cards are of different colors.
- b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
- c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

If the shuffler can be programmed to output two cards at a time, the dealer will pick up each two card hand from the shuffler and hand it to each player one at a time clockwise. If the shuffler can't output two cards at a time, the dealer must pick up the entire deck after the shuffle and deal according to the **Deal by Hand** rules above.

Dealing

Two cards are dealt face down to each player clockwise. The dealer then burns a card and deals three communal cards to the three card boxes in the center of the table from left to right. Only the first communal card to the dealer's left is dealt face up:

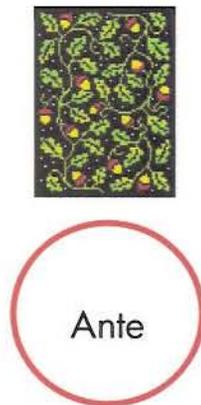
| _____ Chip Tray _____ |



First Betting Round

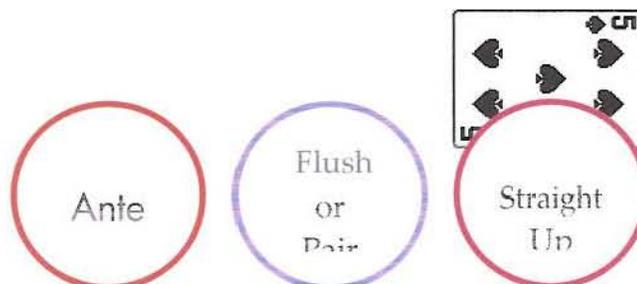
Now the players look at their cards. They may fold their hand or bet:

Fold - If a player folds, he must place his cards face down above his Ante bet.



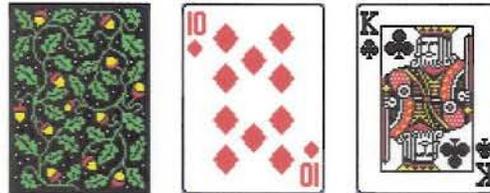
Bet - If a player wishes to stay in the game, he must place a bet equal to the Ante on the betting circle labeled "Bet or Fold" beneath the Ante bet.

After all players have made their decisions, the dealer will pick up the Ante bets and cards from those players who folded. However, if the player who folded has a bet on any of the two side bet circles, the dealer should pick up the player's cards and tuck them, face up, under his side bet(s) because the side bet(s) remain in action:

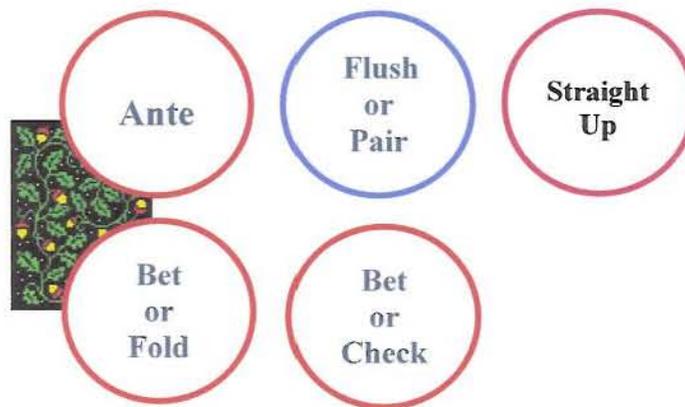


Final Betting Round

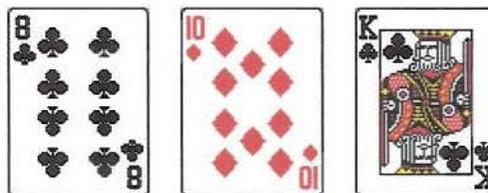
After the dealer has picked up all bets and cards from those who folded, the dealer will reveal the second communal card:



Now the players may either check or place another bet equal to the Ante on the betting circle labeled "Bet or Check." No folding is allowed at this point. After all players have made their decisions, they must tuck their cards face down under their Ante and first bet.



After all players have made their decisions, the dealer reveals the last communal card.



Finally, the dealer burns a card off the top of the remaining deck and deals the player banker two cards face up, which should be placed between the chip tray and the row of the communal cards.

THE PLAYER BANKER HAND

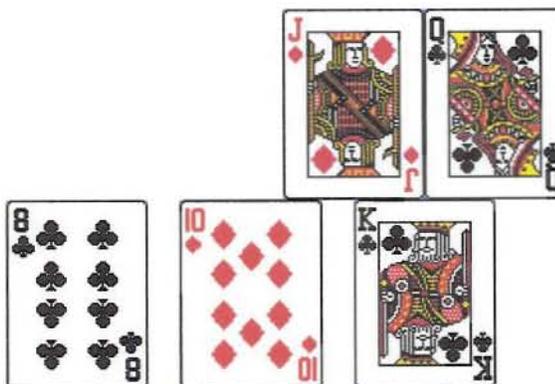
On behalf of the player banker, the dealer will pick three of the five cards to make the player banker's best Three Card Poker hand. Depending on the player banker's two hole cards, the dealer has to place the cards as follows. Simply put, the three cards the dealer picks to use should be placed as close to one another as possible:

- a) If the dealer will use both his hole cards, he must place his two cards right above the one communal card he picks to use:

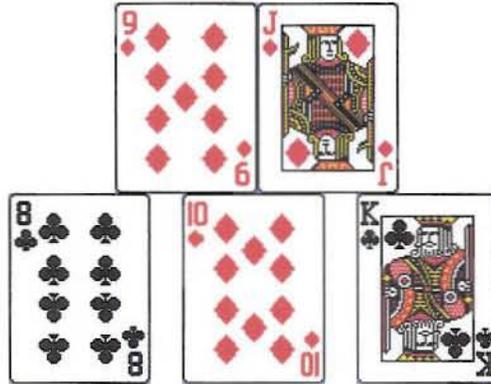
- 1) When using the left communal card (8-high straight):



- 2) When using the right communal card (K-high straight):

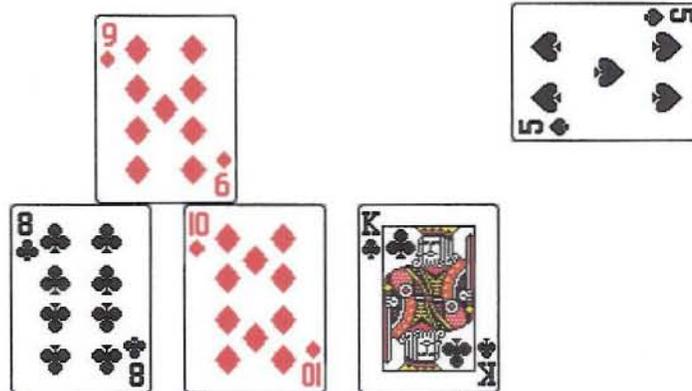


3) When using the center communal card (J-high straight flush):

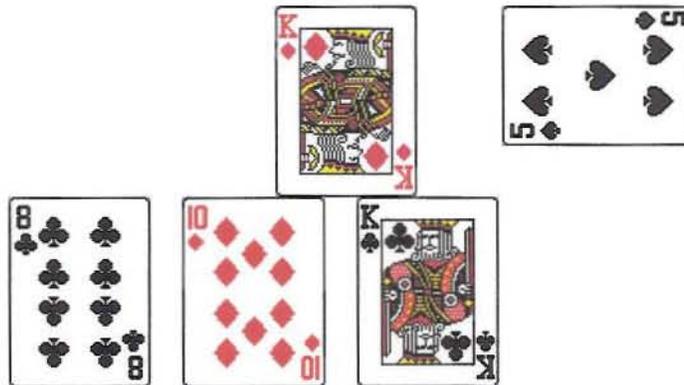


b) If the dealer will use just one of his hole cards, he must place the card he won't use perpendicular to the card he will use and place the card he will use above the two communal cards he picks as follows:

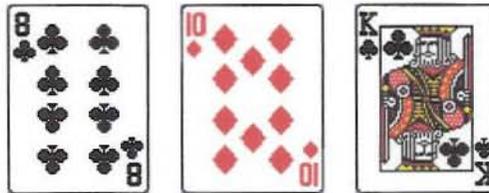
1) When using the left two communal cards (10-high straight):



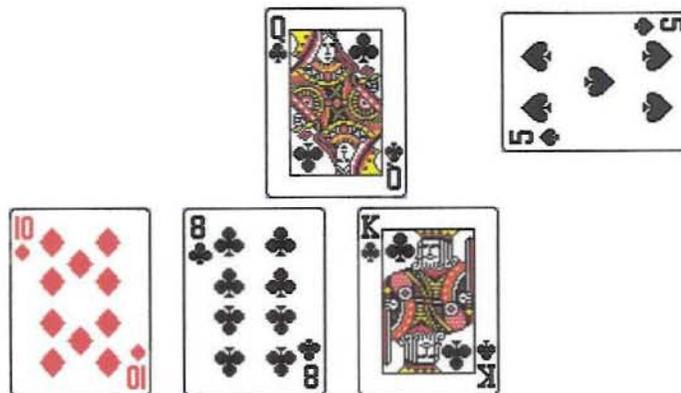
2) When using the right two communal cards (a pair of Kings):



3) When the left and right communal cards will be picked, the dealer must swap the center communal card with the left communal card before placing his one hole card above them. Assume the dealer has 5♠ and Q♣ to make a flush with the following flop:

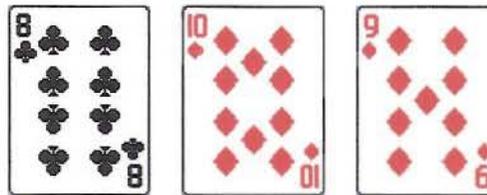


The dealer has to swap 8♣ and 10♦ and then place his Q♣ right above 8♣ and K♣.



This is the only time the dealer must swap the communal cards.

c) If the dealer will not use his hole cards at all, he must place his cards as follows:



After the dealer has properly arranged his hand, starting with the first player to his right, he turns over each player's hand to determine the hand rank. The dealer should place the player's hand in front of his Ante bet with one card partially superimposing the other as in blackjack. The top card should only cover a corner of the bottom card such that the rank and the suit of the bottom card can be seen easily.

SETTLING THE BETS

Ante/Bets

Only the best 3 of the 5 cards, including using all 3 cards on the board, are selected to make a three card poker hand. The hand ranking is the same as Three Card Poker:

- Straight Flush
- 3 of a Kind
- Straight
- Flush
- One Pair

The hand is settled as follows:

If the player banker beats the player, the Ante and Bets lose.

If the player beats the player banker, the outcome depends on whether the dealer has at least a pair of fours:

- If the player banker hand is less than a pair of fours, all Bets are paid 1 to 1 and the Ante pushes.
- If the player banker has a pair of fours or better, the Ante and all Bets are paid 1 to 1.

Ties are pushes.

Side Bets

If a Flush Or Pair bet was made, check the player hand against the Flush Or Pair pay table to see if it qualifies for a payoff.

If a Straight Up bet was made, check the player hand against the Straight Up pay table to see if it qualifies for a payoff.

All bets receive action to the extent that the player banker's bankroll covers.

The round of play ends when the player banker exhausts his bankroll or when all player wagers receive full action.

Putting Away the Cards

Each player's hand should be picked up and put in the discard rack as soon as his hand is settled. The player banker's hand should be picked up and put in the discard rack before the three communal cards are put in the discard rack.

PLAYER BANKER AND THE DEAL

The player banker position rotates. Each player is allowed to bank two consecutive hands. There must be an intervening player banker so that a single player cannot repeatedly act as the player banker within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-09, AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guidelines from the Division of Gambling Control with respect to the operation of controlled games featuring a player banker position.

The game will be closed if at least one other intervening player at the table does not accept the deal when offered. To comply with this ruling, we will place a plastic disk on the table. One side of the disk says "game open," and the other side says "game closed." As a player is banking, the "game open" sign is in use. When he has completed his second banking, banking is offered to all other seated players. If no other players accept banking, the disk is flipped to the "game closed" side. After a momentary pause, the disk is turned back to the "game open" side and a new game commences. This procedure would also pertain to the Third Party Proposition Players when they are banking and no one else wishes to bank.

A player banker is never required to cover all opposing player's wagers.

The House never participates as a player banker.

The House never takes a percentage of the wagers placed in the game.

Per Lodi Municipal Code, there can be no more than 10 active players at a table, plus the house dealer. There is no requirement of a minimum number of players. This presents no problem for 3 card Hold'em because the game is structured with no "back line betting" and a six spot table.

IRREGULARITIES

a) We will attempt to deal with what we believe are reasonable errors to expect and offer solutions. In all floor rulings, the rule of fairness may supersede a hard rule. It needs to also be understood that in all decisions, the floor supervisor's ruling is final.

b) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.

c) If any player, or the banker, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.

d) If an automated shuffler is being used and the device malfunctions, jams or fails to deal the appropriate number of cards, the round of play will be voided and the cards will be removed from the device, checked by a casino supervisor, and reshuffled.

e) Other errors that may occur in the card game:

1) Card on the Floor:

If a player drops a card from their hand, that card will still be in play. A floor supervisor should be called to pick up the card.

2) Exposed Card in the Player Banker's Hand:

If a second card is exposed in the player banker's hand, the round will be declared a misdeal.

3) Boxed Card:

If a boxed card is found and it is in a player's hand, the player will receive the top card from the stub after the deal is completed. If there is a boxed card in the Player Bankers hand the hand will be declared a misdeal. If more than one boxed card is noted the entire round of play will be declared a misdeal.

4) If a Player Lacks Sufficient Funds to Make Additional Bets::

Dealers will make every attempt to keep players alerted to the fact that they must have sufficient funds to match their additional bets with their ante bet. In case that this is not noted prior to the hand being dealt the player will

have the following options: 1. purchase chips at the table to complete the bet; 2. have a player at the table complete the bet for them; forfeit their ante bet and side bet(s). They will not be allowed to stop the game and use a cash machine to complete the hand.

5) Additional Bets do not Equal Ante Bet::

If the hand is completed and it is determined that the player had made an additional bet that is less than the ante bet, and the player has a winning hand, the overage on the ante bet will be refunded and the amount of the additional bet that is over will be refunded. If it is a losing hand, all monies wagered will be lost. If the additional bet is larger than the ante bet, and it is a winning bet the smaller ante bet will be paid and the overage on the play bet will be refunded. This will also hold true if the hand is a losing hand.

6) If a Player is not Dealt a Hand: (missed by the dealer)

All players must be seated at the table in order to receive a hand. If the player is seated, has placed a bet, and is missed by the dealer, the hand will be declared a misdeal and all hands will come back.

Glossary

Ante The compulsory wager players make before seeing their hands.

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

Check After the second communal card is revealed, each player has the option to stay in the game without making an additional bet.

Collection The amount that the House collects for the players to play their hand.

Communal Cards The three cards that are dealt to the center of the table which are shared by all players and the player banker. The three communal cards will be combined with each player's two cards to form their best three card poker hand.

Three Card Texas Hold'em

Table Limit	Wager	Player/Dealer Collection Rate	Player Collection Rate
\$5 - \$200	<i>\$5 - \$100</i>	<i>\$1.00</i>	<i>\$0.00</i>
	<i>\$101 - \$300</i>	<i>\$3.00</i>	<i>\$0.00</i>
	<i>\$301 - \$500</i>	<i>\$6.00</i>	<i>\$0.00</i>
	<i>\$501 - \$700</i>	<i>\$10.00</i>	<i>\$0.00</i>
	<i>\$701 +</i>	<i>\$12.00</i>	<i>\$0.00</i>

Wine Country Casino & Restaurant

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

CARD	Value
Bonus*	10 or 10.5 When Dealt With An Ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

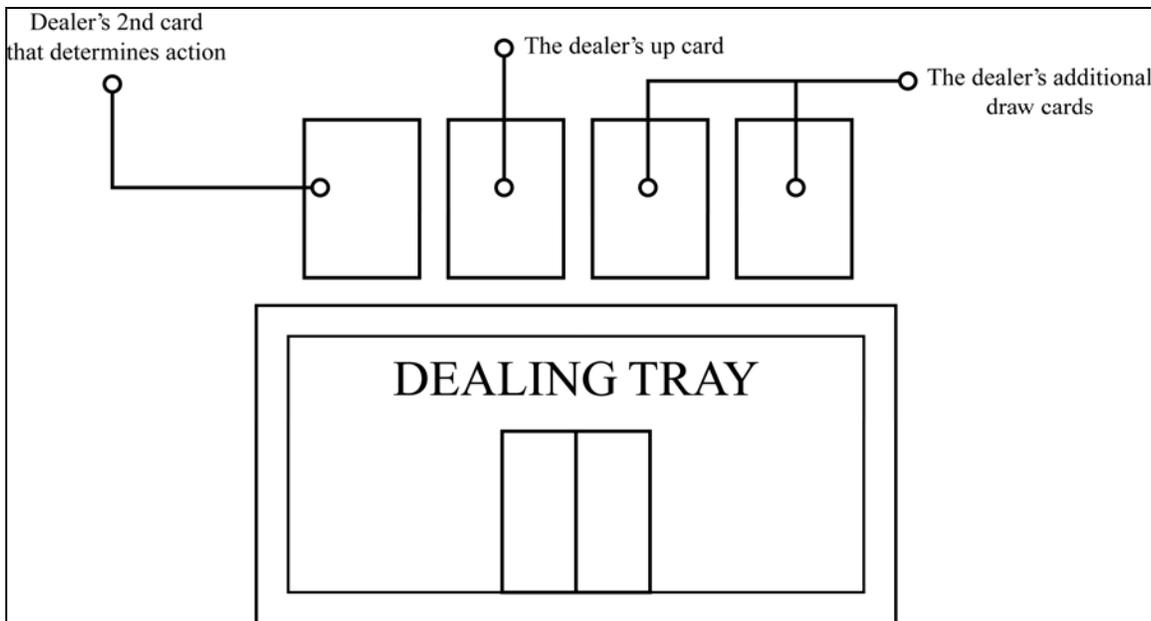
* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

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

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A** and **1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the “action button” is placed.
11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card.
12. The Player/Dealer’s hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer’s hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the Player/Dealer’s cards is standard in all games and is depicted below.

DIAGRAM #1



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

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

Chart 1A Player Options

Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

Chart 1B Player/Dealer Options

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a. If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b. If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on a standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed, up to 10 seated players per local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & INSURANCE

1. Players can double-down on their first two cards dealt to them. The player must place a second wager from the table minimum up to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

- a. A maximum of three splits is allowed per hand.
3. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.
6. Insurance- If the Player/Dealer's up-card is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's under-card is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a Player's original wager.

**BET SIZE AND COLLECTION STRUCTURE
(Per spot with 3 betting spots per seat)**

Schedule 1:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
\$5 up to \$10,000*	\$5-\$100	\$1	n/a
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$600	\$5	
	\$601+	\$8	

*\$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to \$10,000.

Schedule 2:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
\$25 up to \$10,000*	\$25-\$100	\$1	n/a
	\$101-\$400	\$3	
	\$401-\$800	\$6	
	\$801-\$1200	\$12	
	\$1201+	\$20	

*\$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to \$10,000.

Schedule 3:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
\$100 up to \$10,000*	\$100-\$400	\$3	n/a
	\$401-\$800	\$6	
	\$801-\$1200	\$12	
	\$1201-\$3000	\$20	
	\$3000+	\$40	

*\$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to \$10,000.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Standards of play:

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

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

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

Type of gaming table utilized for this game:

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

Number of players in the game:

A maximum of eight players including the player/dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of 52 cards.
3. **Number of Decks:** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced "No more bets."
3. At the beginning of each round of play, each player shall be required to place an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.

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

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place their ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."
 - a. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player/dealer shall be delivered face down after which one card will be turned face up.
3. After the stacks have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his or her participation in the round of play. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.
 - a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit both the ante wager and the bonus wager.
4. After each player has either placed a wager on the table in the play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The dealer shall then reveal the remaining player/dealer's cards and place the cards so as to form the highest possible ranking hand. The player/dealer must qualify to play with a minimum of Queen-high.
 - a. If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will pay each ante not surrendered (by folding) even money. If the player's hand does not beat the player/dealer's hand, the player loses.

- c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the Ante.
 - d. If the player's hand beats the player/dealer's hand, the player wins even money.
 - e. If the player/dealer's hand beats the player's hand, the player loses.
6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.
 7. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 8. The player/dealer will first collect all losing wagers and then pay all winning wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
 9. Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
 10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

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

1.0 Hand	Payoff
Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

How and when house fees are collected:

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

Structure 1:

Table Limit	Player/Dealer Total Action (per hand)	Player/Dealer Collection (per hand)	Player Collection
\$5-up to \$10,000	\$5-\$100	\$1.00	\$0.00
	\$101-\$300	\$3.00	
	\$301-\$500	\$6.00	
	\$501-\$700	\$10.00	
	\$701+	\$12.00	

Structure 2:

Table Limit	Player/Dealer Total Action (per hand)	Player/Dealer Collection (per hand)	Player Collection
\$5-up to \$10,000	\$5-\$100	\$1.00	\$0.00
	\$101-\$300	\$3.00	
	\$301-\$500	\$5.00	
	\$501-\$900	\$8.00	
	\$901+	\$12.00	

PAI-GOW DOUBLE HAND POKER Rules

1. **Deck:** A traditional deck of 52 playing cards, plus one joker is used.
2. **Joker:** The joker can be used only as an Ace, or to complete a straight or a flush.
3. **Shuffling Machine:** Cards used to play shall be dealt from a single deck automatic card shuffling device (shuffler).
4. **Number of Decks:** Cards used to play shall be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.
 - a) The backs of each deck will be a different color.
 - b) One deck will be shuffled by the shuffler while the other deck is being dealt or used to play the game.
 - c) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play.
 - d) The cards from only one deck shall be placed in the discard rack at any given time.
5. **Table Layout:** Each table has 7 active seats. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the Player/Dealer.
6. **Betting Spots:** Each seat has 20 betting spots.
7. **Table Limit:** \$10 – \$400 per spot. Maximum is \$8,000 per seat.
8. **Fee Collections:** (per spot)
 - a) All collection fees will be collected by the casino dealer, prior to the dice cup being opened. Collection fees will be determined by the casino.
 - b) All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

Table Limit	Total Table Action	Player (per spot)	Player/Dealer (per hand)
\$10 - \$400	\$10 - \$100	\$1	\$1
\$8,000 max/per seat	\$101 - \$200	\$2	\$2
	\$201+		\$2

9. **Structure:** Each player at the table is dealt seven cards to make two hands, a two-card hand and a five card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.
10. **Foul Hand:** If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.
11. **Object of Game:** The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hand.

- a) Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).
- b) The Player/Dealer wins all ties.
- c) If the player wins one hand, but loses the other, this is considered a "push", and no money exchanges hands.

12. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

- a) A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- b) Any Player removing a losing bet will be subject to pay the maximum bet amount (to the extent that money covers) if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecutions.

13. **Player/Dealer**

- a) Any player may be the Player/Dealer (Player/Dealer). All players bet against the Player/Dealer.
- b) The Player/Dealer position must rotate in a continuous and systematic fashion. The Player/Dealer is offered to each seated player's spot in a clockwise fashion. That seated spot may be the Player/Dealer for a maximum of two consecutive hands. That player may accept or pass, in which case the Player/Dealer position is offered to the next player.
- c) When the Player/Dealer position passes to the next seat, the player seated in that seated position has the first option.
 - i. If he refuses the Player/Dealer position and wants to place a wager on his seat, the Player/Dealer position will pass to the next seat.
 - ii. If he refuses the Player/Dealer position and isn't going to place a wager on that seat, then any player betting on that seated position the previous hand is eligible to be the Player/Dealer, in order of the square in which they bet the prior hand.
- d) There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of *Oliver V. County of Los Angeles 1998, 66 CAL App4th 1397, 1408-09*, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed. The house never participates as a Player/Dealer, nor may the house take a percentage from the game.
- e) There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

14. **Misdeals:**

- a) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.
- b) If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.
- c) If two or more cards are exposed, the deck is scrambled, shuffled, and re-dealt.
- d) If during the course of the deal prior to the Player/Dealer's hand being opened, if any card(s) of the Player/Dealer's hand is exposed by the house dealer, the hand will be declared a misdeal, and all hands reshuffled.
- e) When the dealer is distributing the cards, if a card is exposed, that player's hand is dead, and all bets on that seated position are returned.

15. Specific Rules:

- a) Once the Player/Dealer exposes his cards, the players cannot touch their cards.
- b) Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.
- c) If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set the "house way".
- d) Players and the Player/Dealer must place their bets before the dice cup is opened. No change in bets can occur after that point.
- e) Only chips placed in the appropriate position on the table constitute a valid bet.
- f) Each player is responsible for the chips he/she places on the table.
- g) No side bets are allowed.

16. Procedures:

- a) Play of the game is as follows: A shuffler will shuffle the deck. The house dealer will deal out the cards until 7 hands of 7 cards each are face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, and then places those cards in the dealer's tray.
- b) There are two steps taken to determine which of the seven hands goes to which player. In the first step, Player/Dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.
- c) The dealer will shake a dice cup containing three dice and give it to the Player/Dealer with the cover still on. The Player/Dealer then shakes the dice cup; however he doesn't yet open the cup. The cup is opened by the house dealer, only after all bets are placed in the betting circles. If the dice cup is opened by anyone but the dealer, the dealer will re-shake the dice cup and then the Player/Dealer will shake it again. If a player continues to open the dice cup, they risk being barred from the casino.
- d) The Player/Dealer's position is always 1, 8 or 15. The dealer counts clockwise from the Player/Dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button (see #10), will then be placed in front of the player indicated by the dice. The remaining piles will then be distributed clockwise. The Player/Dealer hand is left in front of the dealer and the dealer button is placed on top of it.
- e) Each player then arranges his cards into a two-card low and a five-card high hand as described above.
- f) The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going "house way" will have a "house way" button placed on them. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
- g) The dealer then turns his cards over and sets his hand face up. The dealer will then set the hand house way and ask the Player/Dealer if that is the way they would like to set their hand. The Player/Dealer may then tell the dealer to set their hand a different way. The dealer will not allow the Player/Dealer to set his hand foul. The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the dealer.
- h) Losing hands will be turned face down and losing wagers will be placed on top of the cards. If the player wins either the top or bottom hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

17. Largest Amount of Money in Action:

- a) Backline betting is allowed, as long as the total number of seated players does not exceed 10 per local city ordinance.

- b) If there is more than one player making a wager on a seat, the player with the greatest amount of money at risk will make the decision on how to play the hand.
- c) However, the seated player has the right to look at and initially set the hand, even though the player with the largest bet has the right to the final decision on the play of the hand.
- d) If the bets are of equal size, then the seated player in that position will make the decision.
- e) If the seated player is not involved or isn't one of the players with the equal largest amount of money at risk, then the decision belongs to the player who paid the collection.
- f) If the collection was split equally among the players, then the player in the front betting position ahead of the other "equal" player will make the decision on the play of the hand.

18. Role of Management:

- a) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- b) Management has no financial interest in the outcome of any hand or wager.
- c) Management does not stand good for mistakes.
- d) Management reserves the right to make decisions in the best interest of the game. Decisions of management are final.

House Way:

PAI GOW POKER						
Hand	How To Play	Example				
High Card	Put 2 nd and 3 rd highest cards in front.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
TWO PAIR High pair is A's, K's, or Q's	Put small pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
TWO PAIR High pair is J's, 10's, or 9's	Put both pairs in back if you can put an Ace in the front, otherwise put small pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠
TWO PAIR High pair is 8's, 7's, or 6's	Put both pairs in back if you can put a King in the front, otherwise put small pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
TWO PAIR High pair is 5's, 4's, or 3's	Put both pairs in back if you can put a Queen in the front, otherwise put small pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠

Three Pair	Put highest pair in front.	9 ♣	9 ♠			
		7 ♦	7 ♣	5 ♥	5 ♠	A ♣
Three of a Kind (Aces)	Put an Ace and highest single card in front.	A ♣	8 ♦			
		A ♦	A ♠	5 ♦	4 ♣	2 ♠
Three of a Kind (Kings and below)	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦

PAI GOW POKER

Hand	How To Play	Example				
Straight, Flush, or Straight Flush with no pair	Put the highest possible two cards in front that will leave complete hand in back.	A ♠	9 ♠			
		6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
Straight, Flush, or Straight Flush with one pair	Put the highest possible two cards (pair or no pair) in front that will leave complete hand in back.	J ♥	8 ♦			
		9 ♠	8 ♥		6 ♠	5 ♦
Straight, Flush, or Straight Flush with two pair	Play according to two pair strategy.	7 ♦	7 ♣			
		9 ♥	9 ♦	Q ♦	J ♦	4 ♦
Straight, Flush, or Straight Flush with three of a kind	Put pair in front with complete hand behind.	5 ♣	5 ♥			
		7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
Full House (Three of a kind and a pair)	Put the pair in front and keep the three of a kind behind.	4 ♣	4 ♥			
		8 ♥	8 ♠	8 ♦	A ♣	K ♥
Four of a Kind A's, K's, or Q's	Play four of a kind in back if you can put at least a pair up front, otherwise split.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind J's, 10's, or 9's	Play four of a kind in back if you can put at least a King up front, otherwise split.	K ♦	10 ♠			
		J ♥	J ♣	J ♦	J ♠	7 ♥

Four of a Kind 8's, 7's, or 6's	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind 5's or below	Always play four of kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Five Aces	Put pair of Aces in front.		A ♠			
		A ♥	A ♦	A ♣	K ♠	K ♥
Always play a pair on top and a complete hand (straight or better) behind if possible.						



Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player/dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace or to complete a straight or flush.

The hand rankings are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when house fees are collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least \$5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

The player/dealer may place a wager to cover some or all of the action on the table.

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- ❖ The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

PAYTABLES

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$250
5 Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Glossary of terms used in the controlled game:

Action Pile: The pile chosen by the player/dealer, before the hand begins, this will be given out to the seated-position determined by the shake of the dice cup.

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

Action: The player position where the settling of bets begins.

Copy: When a players hand is ranked equally to the player/dealer's hand.

Envy Bonus: A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.

Fortune Bonus: An optional wager that can be placed by a player and paid according the pay table.

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

Seated-positions: The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Push: When a player wins either the high or the low hand and the player/dealer wins the other.

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 a regular Blackjack or No Bust 21 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 (All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	1
4	3
5	6
6	25
7	100
8	250

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.

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.

OMAHA HIGH/LOW SPLIT 8 OR BETTER DEALING PROCEDURES - COLLECTIONS

1. Each Player receives four down cards as his initial hand followed by a round of betting.
2. Players may then either release (fold) their hand or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.
3. The dealer then burns a card and turns three cards up at once; this is called the “flop”. After the flop, there is a second round of betting (lower bet).
4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting (higher bet).
5. Finally the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round (highest bet). Example: In a \$4-\$8 Omaha game, the blinds are \$2 and \$4. The first two betting rounds are in \$4 increments, the third and fourth betting rounds are in \$8 increments. The same betting strategy would be true for Kill with the limits raised to \$8 and \$16.
6. There can be two winners; a straight high hand and a low hand as long as the 5 card board has 3 separate cards 8 or lower and a player has two additional low cards in their hand. The best low hand is A,2,3,4,5, called a Wheel. If there is a qualifying low hand and high hand, they split the pot equally. If there is only a high hand and no qualifying low hand, the high hand wins the entire pot. If the low hand is the only left in the game after all other players fold, he will win the entire pot.
7. After all betting has been completed, a player must use a combination of five cards (two in his hand, three from the board) to determine his best hand.
8. Omaha uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
9. There are designated blinds in Omaha (usually two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.

10. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. Players must post both blinds each round.
11. In a new game, players are dealt cards, with the highest card by suit receiving the button.
12. Collection amount will be posted on the table at all times.

Omaha High-Low Split 8 or Better Collection Structure

Blinds	7 or more players	5-6 players	2-4 players
\$3-\$6 Kill	\$3	\$2	\$2
\$4-\$8 Kill	\$4	\$3	
Pot Limit			
No Limit			
Spread Limit \$3-\$100			

Blinds	7 or more players	5-6 players	2-4 players	
\$3-\$6 Kill	\$2	\$2	\$1	
\$4-\$8 Kill	\$3		\$2	\$2
Pot Limit				
No Limit				
Spread Limit \$3-\$100				

Blinds	7 or more players	5-6 players	2-4 players
\$3-\$6 Kill	\$4	\$3	\$2
\$4-\$8 Kill	\$5	\$4	\$3
Pot Limit			
No Limit			
Spread Limit \$3-\$100			

BLACKJACK X



Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a "Natural" which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a "Natural" the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player's hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

- ♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.
- ♣ A "Blackjack X Ace" 31 consists of a designated "Blackjack X" Ace card and a 10-point card when the first two hands are dealt.
- ♣ All cards have face value. Face cards have a value of 10. Blackjack X Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a value of 21.
- ♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.
- ♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.
- ♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

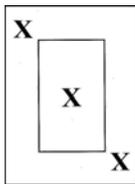
Hand Ranking

1. Natural 31
2. "Blackjack X Ace" 31
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10

16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3
23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of six (6) and a maximum of eight (8) decks. It will be played with one additional "Blackjack X" Ace per six or eight deck shoe. The Blackjack X Ace will have the following image instead on the face of the card instead of the standard ace of spades.



The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of a Blackjack X Ace and a 10 point card. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.

- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
 - A Natural 31 will be paid 6:5
 - A Hard 31 will be paid 3:1
 - A "Blackjack X Ace" 31 will be paid 3:2
 - All other winning player hands will be paid 1:1
- Split
 - The Player may split any two cards of equal value.
 - Player may split three times for a total of four hands.
 - Split Aces receive one hit card.
 - The Player may not re-split aces.
 - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
 - The Player may receive only one hit card after Doubling Down.
 - The Player may double on any two cards, except a "Natural 31."
 - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
 - The Player may double down after the split.
- Surrender
 - The Player may surrender before the Dealer checks the Player Dealers hole card.
 - The Player may forfeit half their wager when surrendering.
 - Players may only surrender prior to taking a hit.
 - The Player may surrender after the split.
- Insurance
 - Insurance will only be offered when the Player Dealer is showing an Ace card.
 - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
 - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
 - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
 - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
 - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.

2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
 - a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
 - b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
 - a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
 - b. The Player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack



US Patent 6,845,981

Rules of Play

Buster Blackjack features a bonus 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” bonus 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 by the player-dealer.

The Buster bonus 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 bonus bets lose and will be collected by the player-dealer. If the dealer busts, all Buster bonus bets are paid by the player-dealer, according to the below pay tables. The payoff odds vary with the number of cards in the dealer’s busted hand.

There is no additional collection fee for placing a Buster bonus bet.

The Buster bonus bet may be less than or equal to but may not exceed the mandatory blackjack bet.

Note that if all players have a blackjack, as long as there are Buster bonus bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are “to 1”)

Number of Cards in Dealer’s Busted Hand	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Aces Bonus Bet

Each player has the option of placing a wager from \$1 to \$50 on the designated Aces Bonus spot located next to each player's position on the gaming felt layout. The Aces Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be a circle in front of the buster bonus bet labeled "Aces Bonus". A player may place an Aces Bonus Bet prior to the initial deal whether or not he or she has placed a base game wager. Seated players as well as backline bettors may place an Aces Bonus Bet wager. The Aces Bonus Bet wager shall be a minimum of \$1 to a maximum of \$50. A Blackjack X Ace shall act as an Ace of Spades. An Aces Bonus Bet remains in action regardless of whether the player wins or loses during the game. The player-dealer must always complete their hand as long as there are bonus bets in play. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. Winning Aces Bonus Bet wagers shall be paid according to the table, as shown below. This pay table shall be posted on the Blackjack table and visible for every player at the table.

Aces Bonus Bet Pay Table

Qualifying Hand	\$1- \$4 bet	\$5- \$50 bet
Split Aces and get the same suit Ace dealt with that suit	5000 for 1	5000 for 1
777 suited- first three cards dealt	5000 for 1	5000 for 1
Split Aces and get two Aces	1000 for 1	1000 for 1
777 – first three cards dealt	100 for 1	200 for 1
Suited Aces- first two cards dealt	50 for 1	100 for 1
Any Three of a Kind – first three cards dealt	20 for 1	50 for 1
678 – first three cards dealt	10 for 1	25 for 1
Pair of Aces – first two cards dealt	10 for 1	10 for 1
Suited Pair – first two cards dealt	5 for 1	5 for 1
Suited face cards – first two cards dealt	N/A	5 for 1
First card is an Ace	N/A	1 for 1

Schedule Option 1

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$5 - \$10	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$200	\$2.00	
	\$201 - \$300	\$3.00	
	\$301 - \$600	\$5.00	
	\$601 +	\$8.00	

Schedule Option 2

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$25	\$25 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$2.00	
	\$301 - \$600	\$6.00	
	\$601 - \$1,000	\$10.00	
	\$1,001 +	\$15.00	

Schedule Option 3

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$1	\$10 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$150	\$2.00	
	\$151 - \$200	\$3.00	
	\$201 +	\$5.00	

Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The house dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. Cards between 1 and 9 have face value.
4. Picture cards and 10's are counted as 0.
5. Prior to the deal, all players must place a wager in accordance with table limits.
6. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Dealer line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 8 to 1 on all push (tie) hands
7. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.
8. 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 dealer's first card is dealt face up and the second card is face down.
9. The house dealer deals two hands, in rotation, one at a time. The dealer will deal one card face-up to the player, one card face-up to the dealer, and then one card face-up to the player again.
10. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
11. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.
12. The house dealer will deliver additional hit card to player's hand as requested.
13. The dealer will then deal the player/dealer's final card to determine the final value of the player/dealer hand.

Commission-Free Baccarat

14. Game Rules for the Player/Dealer Hand:

- a. If the player stands, then the banker hits on a total of 5 or less.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

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

16. *Natural 8 and 9:* When the first two cards of the player or dealer's hand has a value of 8 or 9, the other hand will not be allowed to draw.

17. Determining Outcomes:

- a. If the player hand is closer to nine, then the player wagers win.
 - b. If the dealer hand is closer to nine then the dealer wagers win. If the dealer hand wins with a total of 6 it will only receive half pay on its wager (1:2).
 - c. If the player and dealer hands are a tie, then the player/dealer will lose all ties to any player that made a tie wager.
 - d. All ties are a push for player wagers and dealer wagers.
18. Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
19. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Commission-Free Baccarat

Player/Dealer and Deal

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

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

Commission-Free Baccarat

Collection Fees

The collection fees will be taken per hand from the player/dealer position and per player line, dealer line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted. 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 may be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collections fees and schedules for the game of Commission Free Baccarat are as shown below:

Schedule 1

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

Schedule 2

Table Limit	Total Bet	Player/Dealer Collection Rate	Player Collection Rate
\$10 - \$800	\$10 - \$50	\$1.00	\$0.00
	\$51 - \$300	\$2.00	
	\$301 - \$600	\$4.00	
	\$601 - \$900	\$7.00	
	\$901 +	\$10.00	
\$5 - \$100	\$5 - \$200	\$1.00	\$0.00
	\$201 - \$400	\$3.00	
	\$401 - \$600	\$5.00	
	\$601 - \$900	\$8.00	
	\$901 +	\$12.00	
\$25 - \$200	\$25 - \$300	\$2.00	\$0.00
	\$301 - \$600	\$5.00	
	\$601 - \$1,000	\$8.00	
	\$1,001 - \$2,000	\$15.00	
	\$2,001 +	\$20.00	



Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus 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 house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

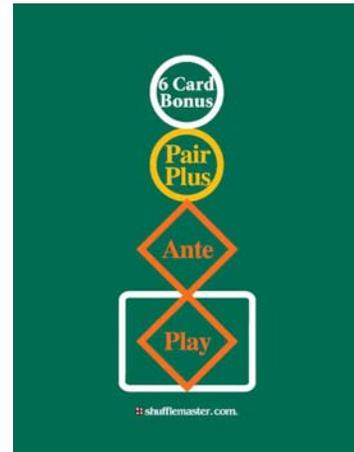
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.





Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen, and jack are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and 4, 3, and 2 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager



that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards into stacks of three.
2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dealt by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which one card will be turned face-up.
3. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of if a player placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.



4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.
 - b. If the player-dealer's hand did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payout will always beginning with the player to the left of the player-dealer and continuing clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as a player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Pair Plus:



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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of \$5 and a maximum of \$200.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

3- Card Hand	Payoff
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

6 Card Bonus:

The 6 Card Bonus is an additional optional side bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.



8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5- Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

- Action Button** A token used to designate where the settling of wagers will begin (the action).
- Action** The player position where the settling of wagers begins.
- Ante** The mandatory wager players make before seeing their hand.
- Backline Betting** Any wager made by a player on any position other than their own position.
- Bet** Chips placed on the table in a betting square.
- Betting Square** A specially marked area on the table designated specifically for wagers.
- Bonus Bet** An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
- Boxed Card** A card that is turned face up in the deck.
- Cut** Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
- Cut Card** A card used to determine the location of the cut.
- Fold** The player option to surrender his/her ante, rather than continue the game.
- Hand** A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
- Play** An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.



- Qualifier** A specific set of card(s) that a player and/or the player-dealer must have to play.
- Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
- Seated-positions** The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
- Suit** One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. 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 modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	\$5 - \$600	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	
2	\$5 - \$600	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	



Two Card Peek

1. Game Outline:

- 1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.

2. Game Rules:

2.1. Pick Row Wager

- 2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one of three hands to play A, B, C, or two of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.

- 2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.

- 2.1.3. Winning pick-row wager hands will be paid according to the following chart:

- 2.1.3.1. A, B, or C is the highest ranked hand with a Ten-High or better pays 2:1
- 2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1
- 2.1.3.3. Nine-High or less loses

2.2. Bonus Bets

2.2.1. 2 Card Poker

- 2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.
- 2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.
- 2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.
- 2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.
- 2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.
- 2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.
- 2.2.1.7. There is no collection fee taken for placing a 2 Card Poker wager.

2.2.2.

- 2.2.2.1. All Two-Card pokerbets will be paid according to this chart:

Hand	Payout
Two-Card Flush	1 to 1
Two-Card Straight, Off Suit	1 to 1
Pair	3 to 2
Two-Card Straight Flush	3 to 1
Mini Royal: AK suited	10 to 1

2.2.3. Super Bet

- 2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all

Two Card Peek

pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.

- 2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.
- 2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.
- 2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.
- 2.2.3.5. The Super Bet wager shall be a \$1 bet.
- 2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.
- 2.2.3.7. There is no collection fee taken for placing a Super Bet wager.
- 2.2.3.8. They will be paid according to the following chart:

Hand	Payout
Three of a Kind	5 to 1
Straight	7 to 1
Flush	15 to 1
Full House	30 to 1
Four of a Kind	100 to 1
Straight Flush	2,000 to 1
Royal Flush	20,000 to 1

2.2.4. Peek Bonus

- 2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.
- 2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.
- 2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.
- 2.2.4.4. A player may only place one Peek Bonus wager on row A, B, or C.
- 2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of \$50.
- 2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.
- 2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.
- 2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair	6 to 1

Two Card Peek

(when the selected row does not have a pair in the initial two-card hand)	
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

- 3.1. Lightly scramble the deck.
- 3.2. Shuffle once and place the deck in the shuffle machine.
- 3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
- 3.4. Announce, "No more bets."
- 3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
- 3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
- 3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
- 3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
- 3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
 - 3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
 - 3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
 - 3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
 - 3.9.4. Dealer will establish the winning hand between A, B, and C.
- 3.10. Dealer will establish any and all two card bonus qualifying hands
- 3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
- 3.12. Call for all "peek bonus" bets
- 3.13. Announce, "No more bets."
- 3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
- 3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
- 3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
- 3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
- 3.18. Announce the value of all qualifying five-card poker hands

Two Card Peek

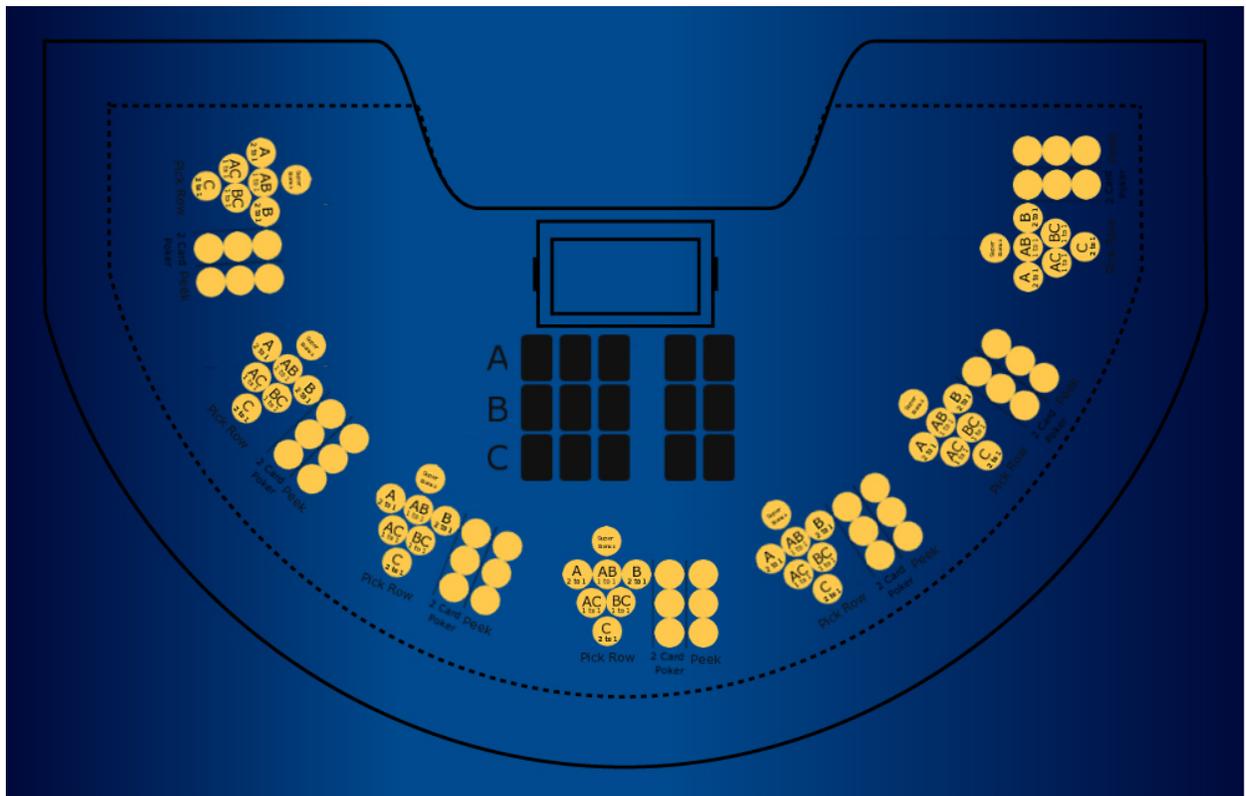
- 3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.
- 3.20. Reconcile action in the following way:
 - 3.20.1. Win – pay and push back the chips.
 - 3.20.2. Lose – award the chips to the Player-Dealer .
- 3.21. Drop the collection. Clear hands.
- 3.22. Offer the Player-Dealer position, if applicable.
- 3.23. Lightly scramble the deck.
- 3.24. Shuffle once and place the deck in the shuffle machine.
 - 3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Collection Schedule:

Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	\$1 - \$100	\$1 - \$50	\$1	\$1 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
2	\$5 - \$100	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
3	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
4	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
5	\$5 - \$500	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
6	\$10 - \$500	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	

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7	\$10 - \$1,000	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
8	\$25 - \$1,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	
9	\$25 - \$2,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	



Two Card Peek

