

EZ Baccarat Panda 8

Type of Game

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to place a wager on the hand, either Player or Banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game. Cards will be shuffled using an automatic shuffler. In the event that the automatic shuffler breaks, cards will be hand shuffled.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat Panda 8, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

EZ Baccarat Panda 8 Hand Ranking Chart

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a Baccarat table that measures 144" x 59.5" and accommodates up to fourteen players and a player-dealer position for a total of fifteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers: the player line, the banker line, the Tie Bet, the Panda 8 Bonus Bet, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

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Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all base game wagers and bonus bets.
3. Each player has the following options when placing their wager(s):
 - a. The Player line which pays 1 to 1;
 - b. The Banker line which pays 1 to 1;
 - c. The Tie Bet, which pays 8 to 1;
 - d. The Dragon 7 Bonus Bet, which pays 40 to 1.
 - e. The Panda 8 Bonus Bet, which pays 25 to 1.
4. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player's hand is resolved first and then the banker's hand is resolved.
 - e. The hand that is closest to nine wins.
5. After the house dealer delivers the first two cards to both the Player line and Banker line, the following rules are followed:
 - a. The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - b. If the player's hand stands, the banker's hand hits on a total of 5 or less.
 - c. If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - i. If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - ii. If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - iii. If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - iv. If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7

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6. The following chart shows when 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

The house dealer must use the “house way” when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more.

How Winners are Determined and Paid

An action button will be used to determine which player receives first action on their wager(s). The second card dealt to the Bankers hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

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

Once both hands have been completed, according to the guidelines above, the player’s wagers are settled. All wagers will be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, all Dragon 7 Bonus Bets, and then all Panda 8 Bonus Bets. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

The following will apply for each possible outcome when determining the winner. The player-dealer will pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker line hand is closer to nine than the Player line hand. If the Banker line hand wins with a three card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.

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- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.

Bonus Bets

Tie Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the Tie Bet shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the Tie Bet.

- Backline betting is permitted on the Tie Bet.
- The player-dealer shall pay all winning Tie Bets when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player's hand and the total of the banker's hand are not equal.
- All winning Tie Bets shall be paid 8 to 1.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may place a Dragon 7 Bonus Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.

- Backline betting is permitted on the Dragon 7 Bonus Bet.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

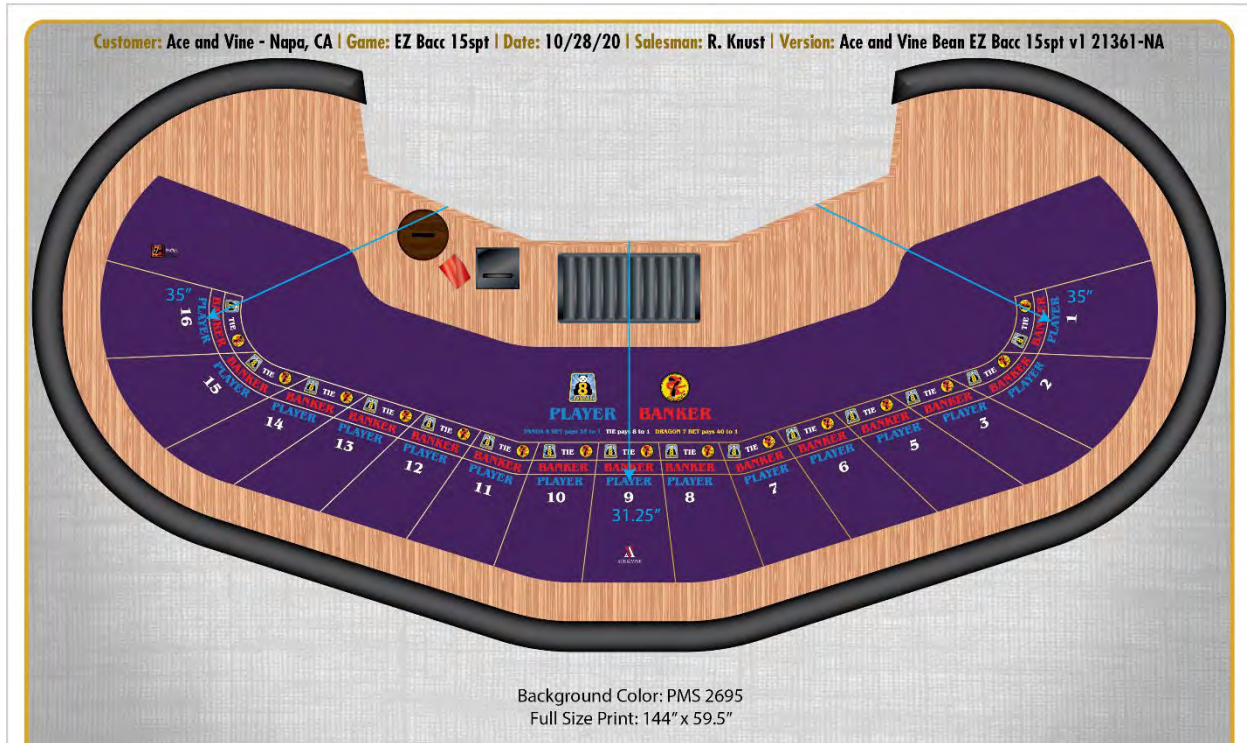
Panda 8 Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may place a Panda 8 Bonus Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.

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- Backline betting is permitted on the Panda 8 Bet.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Panda 8 Bets and shall collect all losing Panda 8 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Table Layout



EZ Baccarat Panda 8

Equipment Used



EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

Collection Rates Schedule

For wagering limits and collection rates for the game of EZ Baccarat Panda 8, please refer to the California Games Collection Rates (GEGR-002153).

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for a player to assemble a three-card poker hand that ranks higher than the player-dealer's three-card poker hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler'). In the event that the shuffler breaks, a hand shuffle will be utilized.

Physical Characteristics: Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

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.

- The backs of each deck will be a different color;
- One deck will be shuffled by the 'shuffler' while the other deck is being dealt or used to play the game;
- Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of each card used in Three Card Poker 6 Card Bonus when forming a three-card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time it begins a Straight or a Straight Flush.

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
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 is the highest ranked Straight Flush and 3, 2 and ace 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 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and 3, 2, ace is the lowest ranked Straight.

Three Card Poker 6 Card Bonus

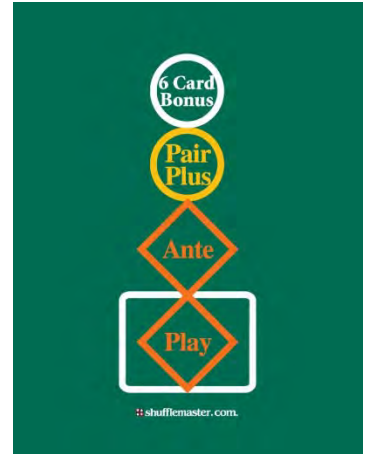
Flush	A hand that consists of three cards of the same suit, but are not in consecutive ranking. An ace, king, and jack is the highest ranked Flush and a 5, 3, and 2 is the lowest ranked Flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s 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 jack is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side of the table for six players and a 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 wagering areas shall be designated as follows:

- For the Ante wager, the word “Ante”;
- For the Play wager, the word “Play”;
- For the Pair Plus wager, the words “Pair Plus” or “Bonus”;
- For the 6 Card Bonus wager, the words “6 Card Bonus.”



Dealing Procedures and Round of Play

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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers.
3. At the beginning of each round of play, each player must place an Ante, Pair Plus, or 6 Card Bonus wager.
 - a. Each player that placed an Ante wager will have the option to place a Play wager, after inspecting their hand. The Play wagers must be equal to the Ante wager.
4. Players who placed a Pair Plus or 6 Card Bonus wager may be awarded a bonus payout for poker hands consisting of certain hand combinations listed in the Pair Plus Bonus and 6 Card Bonus Payout Tables.
5. The house dealer shall wait for each player to place their Ante wager and/or any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”

Three Card Poker 6 Card Bonus

6. The game utilizes an action button to determine which player receives first action on their wagers. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face-up card.
 - a. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 10 have their face value, jack is eleven, queen is twelve, and king is thirteen.
7. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
8. After the stacks have been delivered to each player, face-down, the player-dealer's third card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine their cards.
10. Each player who wagers in Three Card Poker 6 Card Bonus is responsible for their 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 their three cards in full view of the house dealer at all times.
11. After examination of the cards, players who 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 their participation in the round of play, unless the player placed a 6 Card Bonus. 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, but does not make an Ante or Play wager, the player shall still be eligible for the Pair Plus payout.
 - b. If a player has placed a Pair Plus and an Ante wager, then the player must place a Play wager to remain eligible for the Pair Plus payout. If the player does not place a Play wager, they will forfeit both their Ante and Pair Plus wagers.
 - c. If a player has placed a 6 Card Bonus, but does not make an Ante or Play wager, the player shall still be eligible for the 6 Card Bonus Payout. If a player folds their hand after placing a 6 Card Bonus wager, they are still eligible to win a 6 Card Bonus payout. The player's forfeited hand will not be placed in the discard rack until the house dealer has exposed their hand and verified there is not a winning hand between the player-dealer and player's hands.
12. After players who placed an Ante wager have either placed a wager on the table in the Play wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack except for players who have placed a 6 Card Bonus. The house dealer will place the player's cards under the 6 Card Bonus.
13. 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**.
14. 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.

Three Card Poker 6 Card Bonus

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify** and the following applies:
 - a. The Ante wager receives action. The house dealer will pay each Ante wager not surrendered (by folding) even money, regardless if the player's hand beats the player-dealer's hand. If the player surrendered (by folding), the player loses.
 - b. The Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - c. If the player-dealer's hand does not have a minimum of queen-high, bonus bets will still receive action and be paid out.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play wager atop the Ante. The house dealer shall then reveal the three card hand of each active player, starting with the player with the action button.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. 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 the 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.

Bonus Bets

Pair Plus

The Pair Plus is an optional bonus bet for the game of Three Card Poker 6 Card Bonus. The rules are as follows:

- A player has the option to place a Pair Plus wager without placing an Ante wager prior to the initial deal. However, if a player chooses to place an Ante wager along with a Pair Plus wager, then they will be required to place a Play wager to remain eligible for a Pair Plus payout.
- Pair Plus wager must be placed prior to the initial deal.
- The Pair Plus only considers the three cards each player is dealt.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted payout table below.
- If the player's hand does not qualify for a payout, the player-dealer collects the Pair Plus wagers.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Three Card Poker 6 Card Bonus

- Backline betting is permitted on the Pair Plus wager.
- Winning Pair Plus wagers pay as follows:

Pair Plus Payout Table

3-Card Hand	Payout
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 optional bonus bet for Three Card Poker 6 Card Bonus. The rules are as follows:

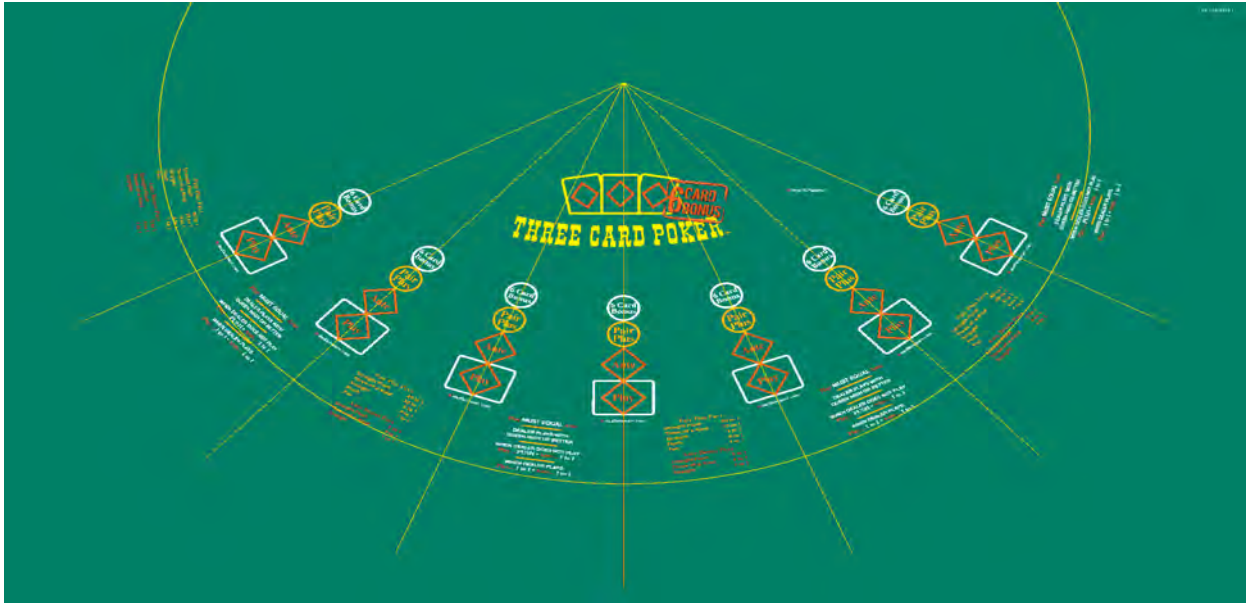
- A player has the option to place a 6 Card Bonus wager without placing an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. 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.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted payout table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus may win or lose regardless of the outcome of the base game wager.
- The 6 Card Bonus shall not be forfeited if the player folds their hand.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the 6 Card Bonus.
- Winning 6 Card Bonus bets pay as follows:

6 Card Bonus Payout Table

6-Card Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Three Card Poker 6 Card Bonus

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker 6 Card Bonus, please refer to the California Games Collection Rates (GEGR-002153).

Face Up Pai Gow Poker

Type of Game

The game of Face Up Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is shown first. In addition, when the player-dealer's hand is shown and the ranking is a seven-card ace-high hand, then all player hands will automatically push (tie) and the players' base game wagers will be returned to the players.

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine. An automated shuffling machine will be the primary method used to shuffle. If the automated shuffler breaks, a hand shuffle will be utilized.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker can be used as an ace or to complete any Straight, Flush, or Straight Flush. All suits will be considered equal in rank.

The hand rankings for the game of Face Up Pai Gow Poker, in order of highest to lowest, are as follows:

Face up Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.

Face Up Pai Gow Poker

Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
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.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3's and two 2's is the lowest ranked Two Pair.
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 five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3, and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' base game wager, Fortune Bonus Bet, and the Ace-High Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

All wagers in Face Up Pai Gow Poker will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - a. Each player then has the following option(s) when placing their wager(s):
 - i. The base game which pays 1 to 1;
 - ii. The Fortune Bonus Bet which pays according to the paytable, as shown below;
 1. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "envy" button next to the player's Fortune Bonus Bet wager.
 - iii. The Ace-High Bonus Bet which pays according to the paytable, as shown below.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is only permitted on base game wagers.
4. Once all wagers have been placed, the cards will be shuffled and dealt to players in the following way.
 - a. If the cards are hand shuffled then the house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The

Face Up Pai Gow Poker

remaining four cards shall be placed in the discard pile. The player-dealer then selects one of the seven piles.

- i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a random number generator or a dice cup. If using the random number generator, the numerical number displayed determines the position of the action button. If using the dice cup, the player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the random number generator or dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - iii. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
 - iv. The player-dealer receives their cards in turn according to the action.
 - v. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
 - b. If a machine shuffler is used, the house dealer will use the shuffle machine to randomly intermix and deliver seven cards to each seat.
 - i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a random number generator or a dice cup. If using the random number generator, the numerical number displayed determines the position of the action button. If using the dice cup, the player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the random number generator or dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - iii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - iv. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
5. The player-dealer's hand will then be exposed and set before the players set their hands.
 - a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall automatically push and any Ace-High Bonus Bets will win.
 - b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.




Face Up Pai Gow Poker

6. Once the player-dealer's hand is set, each player sets their hands by arranging the seven cards into a two-card hand in front, and a five-card hand in back.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.
 - b. The player has the option to ask the house dealer to set their hand according to the House Way chart below.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
7. Once the player's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
8. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
9. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
10. All wagers will be settled from seat to seat (including backline bettors) in the following order: the base game wager, then the Ace-High Bonus Bet, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.
11. The cards are collected, shuffled, and a new round begins.


Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example										
High Card	Put 2 nd and 3 rd highest cards in front.	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="border: 1px solid black;">K ♦</td> <td style="border: 1px solid black;">J ♣</td> <td colspan="3" style="border: 1px solid black;"></td> </tr> <tr> <td style="border: 1px solid black;">A ♥</td> <td style="border: 1px solid black;">10 ♣</td> <td style="border: 1px solid black;">7 ♠</td> <td style="border: 1px solid black;">5 ♥</td> <td style="border: 1px solid black;">3 ♦</td> </tr> </table>	K ♦	J ♣				A ♥	10 ♣	7 ♠	5 ♥	3 ♦
K ♦	J ♣											
A ♥	10 ♣	7 ♠	5 ♥	3 ♦								
One Pair	Put Pair in back, highest two cards in front.	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="border: 1px solid black;">A ♣</td> <td style="border: 1px solid black;">Q ♦</td> <td colspan="3" style="border: 1px solid black;"></td> </tr> <tr> <td style="border: 1px solid black;">3 ♠</td> <td style="border: 1px solid black;">3 ♣</td> <td style="border: 1px solid black;">J ♥</td> <td style="border: 1px solid black;">8 ♦</td> <td style="border: 1px solid black;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is A's, K's, or Q's	Put small Pair in front.	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="border: 1px solid black;">3 ♦</td> <td style="border: 1px solid black;">3 ♠</td> <td colspan="3" style="border: 1px solid black;"></td> </tr> <tr> <td style="border: 1px solid black;">K ♥</td> <td style="border: 1px solid black;">K ♠</td> <td style="border: 1px solid black;">7 ♥</td> <td style="border: 1px solid black;">6 ♣</td> <td style="border: 1px solid black;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
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 an ace can be played in the front, otherwise put small Pair in front.	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="border: 1px solid black;">A ♣</td> <td style="border: 1px solid black;">7 ♥</td> <td colspan="3" style="border: 1px solid black;"></td> </tr> <tr> <td style="border: 1px solid black;">J ♦</td> <td style="border: 1px solid black;">J ♠</td> <td style="border: 1px solid black;">8 ♣</td> <td style="border: 1px solid black;">8 ♥</td> <td style="border: 1px solid black;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
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 a king or higher can be played in the front; otherwise put small Pair in front.	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="border: 1px solid black;">K ♠</td> <td style="border: 1px solid black;">9 ♠</td> <td colspan="3" style="border: 1px solid black;"></td> </tr> <tr> <td style="border: 1px solid black;">8 ♣</td> <td style="border: 1px solid black;">8 ♦</td> <td style="border: 1px solid black;">4 ♦</td> <td style="border: 1px solid black;">4 ♥</td> <td style="border: 1px solid black;">7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								

Face Up Pai Gow Poker

<p style="text-align: center;">Two Pair: High Pair is 5's, 4's, or 3's</p>	<p>Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♥</td> <td>8 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♥</td> <td>5 ♠</td> <td>4 ♥</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								
<p style="text-align: center;">Three Pair: With or without a Straight, Flush, or Straight Flush</p>	<p>Put highest Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>9 ♣</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>7 ♣</td> <td>5 ♥</td> <td>5 ♠</td> <td>A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
<p style="text-align: center;">Three of a Kind: Aces</p>	<p>Put an ace and highest single card in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♣</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>A ♦</td> <td>A ♠</td> <td>5 ♦</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								
<p style="text-align: center;">Three of a Kind: Kings and below</p>	<p>Put two highest single cards in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
<p style="text-align: center;">Two Three of a Kinds</p>	<p>Put highest Pair possible in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with no Pair</p>	<p>Put the highest possible two cards in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> </tr> </table>	A ♠	9 ♠				6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
A ♠	9 ♠											
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠								
<p style="text-align: center;">Straight, Flush, or Straight Flush with one Pair</p>	<p>Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> </tr> </table>	J ♥	8 ♦				9 ♠	8 ♥		6 ♠	5 ♦
J ♥	8 ♦											
9 ♠	8 ♥		6 ♠	5 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with two Pair</p>	<p>Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> </tr> </table>	7 ♦	7 ♣				9 ♥	9 ♦	Q ♦	J ♦	4 ♦
7 ♦	7 ♣											
9 ♥	9 ♦	Q ♦	J ♦	4 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with Three of a Kind</p>	<p>Put Pair or ace in front with complete hand behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> </tr> </table>	5 ♣	5 ♥				7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
5 ♣	5 ♥											
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥								
<p style="text-align: center;">Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)</p>	<p>Put the highest Pair in front while keeping at least Three of a Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> </tr> </table>	4 ♣	4 ♥				8 ♥	8 ♠	8 ♦	A ♣	K ♥
4 ♣	4 ♥											
8 ♥	8 ♠	8 ♦	A ♣	K ♥								
<p style="text-align: center;">Four of a Kind A's, K's, or Q's</p>	<p>Split to Pair-Pair.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> </tr> </table>	Q ♣	Q ♦				Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Q ♣	Q ♦											
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣								

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Four of a Kind: J's, 10's, or 9's	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
Four of a Kind: 8's, 7's, or 6's	Play Four of a Kind in back if at least a queen can be played 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 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair of aces in front.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push.

1. The base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand.
2. The base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
 - a. The base game wager also "pushes" if the ranking of the player-dealer's shown hand is a seven-card ace-high hand. Neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. The player-dealer will collect losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
6. A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.
7. The player-dealer shall pay all winning Ace-High Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.

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8. The player-dealer shall collect all losing Ace-High Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Bonus Bets

Fortune Bonus Bet

The Fortune Bonus Bet is an optional bonus bet that complements the game of Face Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet.

- A player has to place a base bet in order to place a Fortune Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated player may place a Fortune Bonus Bet.
- The Fortune Bonus Bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit.
- The bonus bet takes into account the first seven cards dealt as a player's hand. In the event that the first seven cards dealt to a player that placed a bonus bet is a predetermined and designated qualifying hand, as described below, the bonus bet will win. The player will then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven cards dealt, other than the hands described below, will lose.
- The bonus bet may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Fortune Bonus Bets and will collect all losing Fortune Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Fortune Bonus Bets will be paid according to the table, as shown below.

Fortune Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
Natural Seven Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	2,500 to 1	\$1,000
Royal Flush + Royal Match	A hand that consists of an ace, king, queen, jack and 10 of the same suit and a king and queen of the same suit.	1,000 to 1	\$750
Wild Seven Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	750 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$100
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	125 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

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Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1	
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	2 to 1	

Envy Bonus

A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive an Envy button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a predetermined and designated qualifying hand, as shown above. Players will receive one Envy button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- Only seated players are eligible to receive an "Envy" button.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown above, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, all players with Envy buttons will be paid for the multiple Envy payouts. However, players are not eligible to win an Envy Bonus for their own hand.
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown above.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown above.

Ace-High Bonus Bet

- A player has to place a base bet in order to place an Ace-High Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- The Ace-High Bonus Bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit.
- The Ace-High Bonus Bet takes into account the first seven cards dealt as a player's hand and the player-dealer's hand. In the event that the first seven cards dealt to a player that placed a bonus bet and the player-dealer's hand is a predetermined and designated qualifying hand, as described below, the bonus bet will win. The player will then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven cards dealt, other than the hands described below, will lose.
- The player-dealer will pay all winning Ace-High Bonus Bets and will collect all losing Ace-High Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Ace-High Bonus Bets will be paid according to the paytable, as shown below.

Face Up Pai Gow Poker

Ace-High Bonus Bet Paytable

Qualifying Hands	Payout
Player and Player-Dealer Ace-High Card Hand	40 to 1
Player-Dealer Ace-High Card Hand (with Joker)	15 to 1
Player-Dealer Ace-High Card Hand (No Joker)	5 to 1

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Face Up Pai Gow Poker, please refer to the California Games Collection Rates (GEGR-002153).

Dai Bacc

Type of Game

The game of Dai Bacc utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for the players to place a bet on either the Player line or Banker line that will have an accumulated point value as close to nine as possible. Also, there are three optional bonus bets players may wager on: Kill the Ox/Tiger, Ox 6, and Tiger 7 Bonus Bets.

Description of the Deck and Number of Decks Used

The game is played using a standard 52 card deck without the jokers. Cards may be dealt using a multiple deck "shoe" or an automated shuffling machine. In the event that the automatic shuffler breaks, cards will be hand shuffled. A minimum of four decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in Dai Bacc shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Dai Bacc, in order from highest to lowest rank, shall be:

EXAMPLE: *Two cards on the Banker line, queen and a five, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Dai Bacc, in order from highest to lowest rank, shall be:

Dai Bacc Hand Rankings

Hand Dealt	Hand Requirements
Natural 9	A two card hand with a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two card hand with a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight.
Nine or Eight	A three card hand with a value of nine or eight.
Seven through Zero	A two or three card hand with a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a Baccarat table that measures 144" x 59.5" and accommodates up to fourteen players and a player-dealer position for a total of fifteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet and the Ox 6 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Backline betting is permitted on all wagers.

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Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers.
3. At the start of a game a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.
4. Each player has the following options when placing their wager(s):
 - a. The Player line: pays 1 to 1;
 - b. The Banker line: pays 1 to 1 on all wins except a three-card hand totaling seven, which will be a push;
 - c. Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Kill the Ox/Tiger Bonus Bet, which pays 30 to 1.
 - d. Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1.
 - e. Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Ox 6 Bonus Bet, which pays 40 to 1.
5. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. Players are offered to cut the deck after the shuffle but before the cards are placed in the shoe. The first card dealt out of the shoe will be placed face-up. The value of the card will equal the amount of cards to be burned face-down; face cards are equal to ten, and aces are equal to one.
6. Once all wagers are placed and the initial cards have been burned, the house dealer deals one card to the right and one card to the left, one by one in rotation, until the Banker line hand and Player line hand has a total of two cards each. All cards are dealt face-down.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
7. The Player line hand will then be turned face-up and then the Banker line hand face-up.
8. The Player line hand is resolved first and then the Banker line hand is resolved.
9. After the Player line hand and Banker line hand have been turned face-up, the following Baccarat rules will apply.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand hits on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was a ten value card thus equal to zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.

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The following chart shows when the Banker line hand 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

10. The hand closest to nine wins.
11. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers shall be settled from seat to seat including backline bettors in the following order: all Player line wagers, all Banker line wagers, all Kill the Ox/Tiger Bonus Bets, all Ox 6 Bonus Bets, and then all Tiger 7 Bonus Bets.
12. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker line hand is closer to nine than the Player line hand. If the Banker line hand wins with a three card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- If the first two cards dealt to the Player line hand equal a Natural 8 or Natural 9, the Banker line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a Natural 8 or a Natural 9, the Player line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Bonus Bets

A player may place optional Kill the Ox/Tiger, Ox 6, and Tiger 7 Bonus Bet even if they have not placed either a Player line wager or a Banker line wager prior to the deal.

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Kill the Ox/Tiger

The Kill the Ox/Tiger Bonus Bet is an optional bonus bet. The bonus bet will pay out when the player has placed the Kill the Ox/Tiger Bonus Bet, and the Player line hand contains a three card six but does not beat the Banker line hand. Furthermore, the bonus bet also pays out when the Banker line hand contains a three card seven but does not beat the Player line hand.

- For each seated position, there shall be one separate and specifically designated area for the placement of a separate wager, the Kill the Ox/Tiger Bonus Bet. A player may place a Kill the Ox/Tiger Bonus Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- Backline betting is permitted on the Kill the Ox/Tiger Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Kill the Ox/Tiger Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Player line hand contains a three card six but does not beat the Banker line hand.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Banker line hand contains a three card seven but does not beat the Player line hand.
- The player-dealer shall collect all losing Kill the Ox/Tiger Bonus Bets.
- All winning Kill the Ox/Tiger Bonus Bets shall be paid 30 to 1.

Ox 6 Bonus Bet

The Ox 6 Bonus Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The bonus bet pays out when the player places the Ox 6 Bonus Bet, and the Player line hand beats the Banker line hand and the Player line hand totals six with three cards.

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ox 6 Bonus Bet. A player may place an Ox 6 Bonus Bet regardless of whether or not they have placed a Player line or Banker line wager.
- Backline betting is permitted on the Ox 6 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Ox 6 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Ox 6 Bonus Bets when the Player line hand beats the Banker line hand and the Player line hand totals six with three cards.
- The player-dealer shall collect all losing Ox 6 Bonus Bets when the Player line hand does not beat the Banker line hand with a three-card hand totaling six.
- All winning Ox 6 Bonus Bets shall be paid 40 to 1.

Tiger 7 Bonus Bet

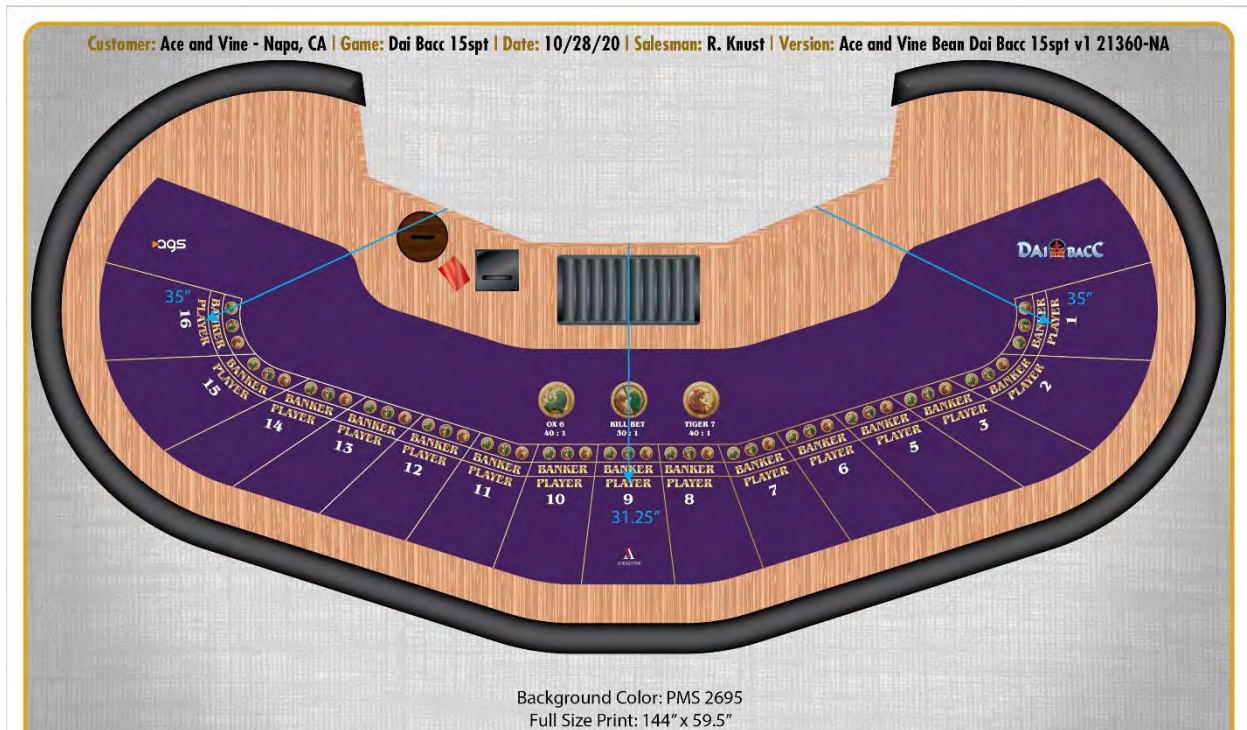
The Tiger 7 Bonus Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The bonus bet pays out when the player places the Tiger 7 Bonus Bet, and the Banker line hand beats the Player line hand and the Banker line hand totals seven with three cards.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 7 Bonus Bet. A player may place a Tiger 7 Bonus Bet regardless of whether or not they have placed a Player line or Banker line wager.
- Backline betting is permitted on the Tiger 7 Bonus Bet.

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- See the collection rate schedules for restrictions on the amount that may be wagered on the Tiger 7 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Tiger 7 Bonus Bets when the Banker line hand beats the Player line hand and the Banker line hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the Banker line hand does not beat the Player line hand with a three card hand totaling seven.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Dai Bacc, please refer to the California Games Collection Rates (GEGR-002153).

California Games Collection Rates

Dai Bacc (GEGR-002164)

For **schedule options 1 through 4**, a collection shall be taken per round of play from the player-dealer position. A collection shall also be taken from each player and backline bettor based on the amount of each game wager placed. There shall be no additional collection taken from any player or backline bettor for placing any bonus bet. Bonus bets may be less than, equal to, or greater than the base game wager so long as they are within table limits. The collection shall be taken from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	\$1 - \$100	\$1	\$1
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401+	\$5	
2	\$1 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401+	\$5	
3	\$1 - \$200	\$1	\$2
	\$201 - \$400	\$2	
	\$401 - \$600	\$3	
	\$601 - \$800	\$4	
	\$801+	\$5	
4	\$1 - \$200	\$1	\$3
	\$201 - \$400	\$2	
	\$401 - \$600	\$3	
	\$601 - \$800	\$4	
	\$801+	\$5	

California Games Collection Rates

For **schedule options 5 through 11**, a collection shall be taken per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled base game wagers and bonus bets placed prior to cards being dealt. A collection shall also be taken from each player and backline bettor based on the amount of each game wager placed. There shall be no additional collection taken from any player or backline bettor for placing any bonus bet. Bonus bets may be less than, equal to, or greater than the base game wager so long as they are within table limits. The collection shall be taken from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Option	Player Wager	Player Collection	Total Table Action	Player-Dealer Collection
5	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3	\$101+	\$2
	\$601 - \$800	\$4		
	\$801+	\$5		
6	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3	\$101+	\$3
	\$601 - \$800	\$4		
	\$801+	\$5		
7	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3	\$101 - \$300	\$3
	\$601 - \$800	\$4		
	\$801+	\$5	\$301+	\$4
8	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3	\$101 - \$400	\$3
	\$601 - \$800	\$4		
	\$801+	\$5	\$401+	\$5
9	\$1 - \$100	\$1	\$1 - \$100	\$1
	\$101 - \$200	\$2		
	\$201 - \$300	\$3	\$101 - \$300	\$3
	\$301 - \$400	\$4		
	\$401+	\$5	\$301+	\$4
10	\$1 - \$100	\$1	\$1 - \$100	\$2
	\$101 - \$200	\$2		
	\$201 - \$300	\$3	\$101 - \$300	\$3
	\$301 - \$400	\$4		
	\$401+	\$5	\$301+	\$4

California Games Collection Rates

11	\$1 - \$100	\$1	\$1 - \$100	\$2
	\$101 - \$200	\$2		
	\$201 - \$300	\$3	\$101 - \$400	\$3
	\$301 - \$400	\$4		
	\$401+	\$5	\$401+	\$5

For **schedule options 12 through 85**, a collection shall be taken per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled base game wagers and bonus bets placed prior to cards being dealt. No collection shall be taken from any player or backline bettor based for any base game wagers or bonus bets placed. Bonus bets may be less than, equal to, or greater than the base game wager so long as they are within table limits. The collection shall be taken from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000
Maximum Table Limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
12	\$1 - \$9	\$0	\$0
	\$10 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
13	\$1 - \$19	\$0	\$0
	\$20 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
14	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
15	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
16	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	

California Games Collection Rates

17	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
18	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
19	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
20	\$1 - \$29	\$0	\$0
	\$30 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
21	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
22	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
23	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
24	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
25	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	

California Games Collection Rates

26	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
27	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
28	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
29	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
30	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
31	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
32	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
33	\$1 - \$39	\$0	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
34	\$1 - \$39	\$1	\$0
	\$40 - \$79	\$2	
	\$80 - \$119	\$3	
	\$120 - \$139	\$4	
	\$140+	\$5	

California Games Collection Rates

35	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
36	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$1	
37	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
38	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
39	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
40	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
41	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300+	\$8	
42	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$5	
	\$200 - \$299	\$6	
	\$300+	\$8	
43	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$6	
	\$200 - \$299	\$7	
	\$300+	\$8	

California Games Collection Rates

44	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$9	
45	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$9	
46	\$1 - \$49	\$0	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
47	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$3	
	\$150 - \$199	\$4	
	\$200+	\$5	
48	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$4	
	\$150 - \$199	\$5	
	\$200+	\$6	
49	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
50	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
51	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
52	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	

California Games Collection Rates

53	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
54	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
55	\$1 - \$74	\$1	\$0
	\$75 - \$199	\$2	
	\$200 - \$399	\$5	
	\$400 - \$699	\$8	
	\$700+	\$12	
56	\$1 - \$74	\$0	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
57	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300 - \$399	\$5	
	\$400+	\$7	
58	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300 - \$399	\$6	
	\$400+	\$8	
59	\$1 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800+	\$12	
60	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800+	\$12	
61	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	

California Games Collection Rates

62	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$12	
	\$800+	\$20	
63	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
64	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$9	
	\$500 - \$799	\$13	
	\$800+	\$15	
65	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
66	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
67	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
68	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
69	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
70	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	

California Games Collection Rates

71	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
72	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
73	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
74	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
75	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
76	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
77	\$1 - \$99	\$0	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
78	\$1 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$500	\$4	
	\$501 - \$800	\$7	
	\$800+	\$10	
79	\$1 - \$199	\$3	\$0
	\$200 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1499	\$20	
	\$1,500+	\$35	

California Games Collection Rates

80	\$1 - \$299	\$3	\$0
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1199	\$15	
	\$1200+	\$18	
81	\$1 - \$499	\$5	\$0
	\$500 - \$699	\$10	
	\$700 - \$899	\$15	
	\$900 - \$1,099	\$20	
	\$1,100+	\$25	
82	\$1 - \$999	\$5	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$45	
83	\$1 - \$999	\$10	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$50	
84	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$20	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$40	
	\$4,000+	\$55	
85	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$35	
	\$3,000 - \$3,999	\$50	
	\$4,000+	\$70	

California Games Collection Rates

Face Up Pai Gow Poker (GEGR-002163)

For **schedule options 1 through 4**, a collection shall be taken per round of play from the player-dealer position. A collection shall also be taken from each player based on the amount of each Player Wager. Bonus bets may be less than, equal to, or greater than the base game wager, however, they may not exceed the table limit. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Options	Player Wager	Player Collection	Player-Dealer Collection
1	\$1 - \$100	\$1	\$1
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401+	\$5	
2	\$1 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401+	\$5	
3	\$1 - \$200	\$1	\$2
	\$201 - \$400	\$2	
	\$401 - \$600	\$3	
	\$601 - \$800	\$4	
	\$801+	\$5	
4	\$1 - \$100	\$1	\$3
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401+	\$5	

For **schedule options 5 through 11**, a collection shall be taken per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. A collection shall also be taken from each player based on the amount of each Player Wager. Bonus bets may be less than, equal to, or greater than the base game wager, however, they may not exceed the table limit.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Options	Player Wager	Player Collection	Total Table Action	Player-Dealer Collection
5	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3		
	\$601 - \$800	\$4	\$101+	\$2
	\$801+	\$5		

California Games Collection Rates

6	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2		
	\$401 - \$600	\$3	\$101+	\$3
	\$601 - \$800	\$4		
	\$801+	\$5		
7	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2	\$101 - \$300	\$3
	\$401 - \$600	\$3		
	\$601 - \$800	\$4	\$301+	\$4
	\$801+	\$5		
8	\$1 - \$200	\$1	\$1 - \$100	\$1
	\$201 - \$400	\$2	\$101 - \$400	\$3
	\$401 - \$600	\$3		
	\$601 - \$800	\$4		
	\$801+	\$5	\$401+	\$5
9	\$1 - \$100	\$1	\$1 - \$100	\$1
	\$101 - \$200	\$2	\$101 - \$300	\$3
	\$201 - \$300	\$3		
	\$301 - \$400	\$4	\$301+	\$4
	\$401+	\$5		
10	\$1 - \$100	\$1	\$1 - \$100	\$2
	\$101 - \$200	\$2	\$101 - \$300	\$3
	\$201 - \$300	\$3		
	\$301 - \$400	\$4	\$301+	\$4
	\$401+	\$5		
11	\$1 - \$100	\$1	\$1 - \$100	\$2
	\$101 - \$200	\$2	\$101 - \$400	\$3
	\$201 - \$300	\$3		
	\$301 - \$400	\$4	\$401+	\$5
	\$401+	\$5		

For **schedule options 12 through 37**, a collection shall be taken per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. Bonus bets may be less than, equal to, or greater than the base game wager, however, they may not exceed the table limit. There will no base collection taken from players. The collection shall be collected from the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Options	Total Table Action	Player-Dealer Collection	Player Collection
12	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	

California Games Collection Rates

13	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
14	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
15	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
16	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
17	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
18	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
19	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
20	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
21	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	

California Games Collection Rates

22	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
23	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
24	\$1 - \$74	\$1	\$0
	\$75 - \$199	\$2	
	\$200 - \$399	\$5	
	\$400 - \$699	\$8	
	\$700+	\$12	
25	\$1 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$500	\$4	
	\$501 - \$800	\$7	
	\$801+	\$10	
26	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300 - \$399	\$5	
	\$400+	\$7	
27	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300 - \$399	\$6	
	\$400+	\$8	
28	\$1 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800+	\$12	
29	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800+	\$12	
30	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	

California Games Collection Rates

31	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
32	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$12	
	\$800+	\$20	
33	\$1 - \$999	\$5	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$45	
34	\$1 - \$999	\$10	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$50	
35	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$20	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$40	
	\$4,000+	\$55	
36	\$1 - \$499	\$5	\$0
	\$500 - \$699	\$10	
	\$700 - \$899	\$15	
	\$900 - \$1,099	\$20	
	\$1,100+	\$25	
37	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$35	
	\$3,000 - \$3,999	\$50	
	\$4,000+	\$70	

California Games Collection Rates

EZ Baccarat Panda 8 (GEGR-002154), Three Card Poker 6 Card Bonus (GEGR-002156)

For **schedule options 1 through 74**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as Total Table Action. No collection fee will be taken from players or backline bettors. Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$100. The collection shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
2	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
3	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
4	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
5	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
6	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
7	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	

California Games Collection Rates

8	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
9	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
10	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
11	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
12	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
13	\$1 - \$74	\$1	\$0
	\$75 - \$199	\$2	
	\$200 - \$399	\$5	
	\$400 - \$699	\$8	
	\$700+	\$12	
14	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300 - \$399	\$5	
	\$400+	\$7	
15	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300 - \$399	\$6	
	\$400+	\$8	
16	\$1 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800+	\$12	

California Games Collection Rates

17	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800+	\$12	
18	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
19	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
20	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$12	
	\$800+	\$20	
21	\$1 - \$999	\$5	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$45	
22	\$1 - \$999	\$10	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$50	
23	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$20	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$40	
	\$4,000+	\$55	
24	\$1 - \$499	\$5	\$0
	\$500 - \$699	\$10	
	\$700 - \$899	\$15	
	\$900 - \$1,099	\$20	
	\$1,100+	\$25	
25	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$50	
	\$4,000+	\$70	

California Games Collection Rates

26	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
27	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
28	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
29	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
30	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
31	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
32	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
33	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
34	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	

California Games Collection Rates

35	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
36	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
37	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
38	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
39	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
40	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
41	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
42	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
43	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	

California Games Collection Rates

44	\$1 - \$199	\$3	\$0
	\$200 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1,499	\$20	
	\$1,500+	\$35	
45	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
46	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$9	
	\$500 - \$799	\$13	
	\$800+	\$15	
47	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
48	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
49	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
50	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
51	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
52	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	

California Games Collection Rates

53	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
54	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
55	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
56	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
57	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
58	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
59	\$1 - \$299	\$3	\$0
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1,199	\$15	
	\$1,200+	\$18	
60	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300+	\$8	
61	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$5	
	\$200 - \$299	\$6	
	\$300+	\$8	

California Games Collection Rates

62	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$6	
	\$200 - \$299	\$7	
	\$300+	\$8	
63	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$9	
64	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$9	
65	\$1 - \$9	\$0	\$0
	\$10 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
66	\$1 - \$19	\$0	\$0
	\$20 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
67	\$1 - \$29	\$0	\$0
	\$30 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
68	\$1 - \$39	\$0	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
69	\$1 - \$49	\$0	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
70	\$1 - \$74	\$0	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	

California Games Collection Rates

71	\$1 - \$99	\$0	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
72	\$1 - \$39	\$1	\$0
	\$40 - \$79	\$2	
	\$80 - \$119	\$3	
	\$120 - \$139	\$4	
	\$140+	\$5	
73	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$3	
	\$150 - \$199	\$4	
	\$200+	\$5	
74	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$4	
	\$150 - \$199	\$5	
	\$200+	\$6	

Collection Fees for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Hemphill's Lounge and Cardroom shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Poker Collection Rates

Texas Hold'em (GEGR-002157) - For **schedule options 1 through 4**, a collection fee will be taken based on the number of players, from the pot immediately after the flop. If the hand does not reach the flop, a Modified Fee will be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fee	Modified Fee
1	7+	\$6	\$1
	5-6	\$5	
	2-4	\$4	
2	7+	\$5	\$1
	5-6	\$4	
	2-4	\$3	
3	7+	\$4	\$1
	5-6	\$3	
	2-4	\$2	
4	7+	\$3	\$1
	5-6	\$2	
	2-4	\$1	

For **schedule options 5 through 8**, the house dealer will take the appropriate collection fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken from the pot.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fee
5	7+	\$6
	5-6	\$5
	2-4	\$4
6	7+	\$5
	5-6	\$4
	2-4	\$3
7	7+	\$4
	5-6	\$3
	2-4	\$2
8	7+	\$3
	5-6	\$2
	2-4	\$1

Poker Collection Rates

For **schedule options 9 through 12**, three Collection Fees will be taken by the house dealer from the pot at specific times during the game, based on the Number of Players: Pre-Flop will be taken after the initial hands are dealt. Flop will be taken after the flop. Turn will be taken after the turn. If the round of play does not reach the flop, Flop and Turn will not be taken. If the round of play does not reach the turn, Turn will not be taken.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
9	7+	\$1	\$4	\$1
	5-6		\$3	\$1
	2-4		\$2	\$0
10	7+	\$1	\$3	\$1
	5-6		\$2	\$1
	2-4		\$2	\$0
11	7+	\$1	\$2	\$1
	5-6		\$1	\$1
	2-4		\$1	\$0
12	7+	\$1	\$1	\$1
	5-6			
	2-4			

For **schedule options 13 through 36**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum amount in the pot listed for each schedule option. If the pot has not reached the maximum amount for the individual schedule option by the end of the hand, the appropriate collection fee based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand fails to reach the flop, a Modified Fee, will be taken from the pot.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Collection Fees		Modified Fee
	Total Amount in Pot	Amount of Collection	
13	\$1-\$5	\$1	\$1
	\$6-\$8	\$3	
	\$9+	\$6	
14	\$1-\$5	\$1	\$1
	\$6-\$8	\$3	
	\$9+	\$5	
15	\$1-\$5	\$1	\$1
	\$6-\$8	\$3	
	\$9+	\$4	

Poker Collection Rates

16	\$1-\$5	\$1	\$1
	\$6-\$8	\$2	
	\$9+	\$3	
17	\$1-\$6	\$1	\$1
	\$7+	\$2	
18	\$1-\$5	\$1	\$1
	\$6-\$10	\$3	
	\$11+	\$6	
19	\$1-\$5	\$1	\$1
	\$6-\$10	\$3	
	\$11+	\$5	
20	\$1-\$5	\$1	\$1
	\$6-\$10	\$2	
	\$11+	\$4	
21	\$1-\$5	\$1	\$1
	\$6-\$10	\$2	
	\$11+	\$3	
22	\$1-\$7	\$1	\$1
	\$8-\$12	\$3	
	\$13+	\$6	
23	\$1-\$7	\$1	\$1
	\$8-\$12	\$3	
	\$13+	\$5	
24	\$1-\$7	\$1	\$1
	\$8-\$12	\$3	
	\$13+	\$4	
25	\$1-\$7	\$1	\$1
	\$8-\$12	\$2	
	\$13+	\$3	
26	\$1-\$7	\$1	\$1
	\$8+	\$2	
27	\$1-\$15	\$1	\$1
	\$16-\$25	\$4	
	\$26+	\$6	
28	\$1-\$15	\$1	\$1
	\$16-\$25	\$4	
	\$26+	\$5	
29	\$1-\$15	\$1	\$1
	\$16-\$25	\$3	
	\$26+	\$4	
30	\$1-\$15	\$1	\$1
	\$16-\$25	\$2	
	\$26+	\$3	
31	\$1-\$15	\$1	\$1
	\$16+	\$2	
32	\$1-\$30	\$1	\$1
	\$31-\$50	\$4	
	\$51+	\$6	

Poker Collection Rates

33	\$1-\$30	\$1	\$1
	\$31-\$50	\$4	
	\$51+	\$5	
34	\$1-\$30	\$1	\$1
	\$31-\$50	\$3	
	\$51+	\$4	
35	\$1-\$30	\$1	\$1
	\$31-\$50	\$2	
	\$51+	\$3	
36	\$1-\$30	\$1	\$1
	\$31+	\$2	

For **schedule options 37 through 60**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum total amount in the pot listed for each schedule option. If the pot has not reached the maximum total amount in the pot for the schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand does not reach the flop, a collection will not be taken.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Collection Fees	
	Total Amount in Pot	Amount of Collection
37	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$6
38	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$5
39	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$4
40	\$1-\$5	\$1
	\$6-\$8	\$2
	\$9+	\$3
41	\$1-\$6	\$1
	\$7+	\$2
42	\$1-\$5	\$1
	\$6-\$10	\$3
	\$11+	\$6
43	\$1-\$5	\$1
	\$6-\$10	\$3
	\$11+	\$5
44	\$1-\$5	\$1
	\$6-\$10	\$2
	\$11+	\$4

Poker Collection Rates

45	\$1-\$5	\$1
	\$6-\$10	\$2
	\$11+	\$3
46	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$6
47	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$5
48	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9+	\$4
49	\$1-\$5	\$1
	\$6-\$8	\$2
	\$9+	\$3
50	\$1-\$7	\$1
	\$8+	\$2
51	\$1-\$15	\$1
	\$16-\$25	\$4
	\$26+	\$6
52	\$1-\$15	\$1
	\$16-\$25	\$4
	\$26+	\$5
53	\$1-\$15	\$1
	\$16-\$25	\$3
	\$26+	\$4
54	\$1-\$15	\$1
	\$16-\$25	\$2
	\$26+	\$3
55	\$1-\$15	\$1
	\$16+	\$2
56	\$1-\$30	\$1
	\$31-\$50	\$4
	\$51+	\$6
57	\$1-\$30	\$1
	\$31-\$50	\$4
	\$51+	\$5
58	\$1-\$30	\$1
	\$31-\$50	\$3
	\$51+	\$4
59	\$1-\$30	\$1
	\$31-\$50	\$2
	\$51+	\$3
60	\$1-\$30	\$1
	\$31+	\$2

Poker Collection Rates

For **schedule options 61 through 66**, the collection shall be taken by the house dealer from the pot after the pot has reached the 3rd level of the Total Amount in Pot for each Schedule Option. An additional \$1 fee will be taken immediately from the pot by the house dealer as soon as the amount in the pot reaches the 4th level. If the total amount in the pot does not reach the 3rd level, the appropriate collection will be taken after the river depending on the Total Amount in Pot. If the hand does not reach the flop, a Modified Fee, will be taken from the pot.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Collection Fees		Modified Fee
	Total Amount in Pot	Amount of Collection	
61	\$1-\$5	\$1	\$1
	\$6-\$8	\$3	
	\$9-\$99	\$5	
	\$100+	\$6	
62	\$1-\$5	\$1	\$1
	\$6-\$8	\$3	
	\$9-\$99	\$4	
	\$100+	\$5	
63	\$1-\$5	\$1	\$1
	\$6-\$10	\$3	
	\$11-\$149	\$5	
	\$150+	\$6	
64	\$1-\$7	\$1	\$1
	\$8-\$12	\$3	
	\$13-\$199	\$5	
	\$200+	\$6	
65	\$1-\$15	\$1	\$1
	\$16-\$25	\$3	
	\$26-\$399	\$5	
	\$400+	\$6	
66	\$1-\$30	\$1	\$1
	\$31-\$50	\$3	
	\$51-\$799	\$5	
	\$800+	\$6	

Poker Collection Rates

For **schedule options 67 through 72**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum total amount in the pot listed for each schedule option. If the pot has not reached the maximum total amount in the pot for the schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand does not reach the flop, a collection will not be taken.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Collection Fees	
	Total Amount in Pot	Amount of Collection
67	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9-\$99	\$5
	\$100+	\$6
68	\$1-\$5	\$1
	\$6-\$8	\$3
	\$9-\$99	\$4
	\$100+	\$5
69	\$1-\$5	\$1
	\$6-\$10	\$3
	\$11-\$149	\$5
	\$150+	\$6
70	\$1-\$7	\$1
	\$8-\$12	\$3
	\$13-\$199	\$5
	\$200+	\$6
71	\$1-\$15	\$1
	\$16-\$25	\$3
	\$26-\$399	\$5
	\$400+	\$6
72	\$1-\$30	\$1
	\$31-\$50	\$3
	\$51-\$799	\$5
	\$800+	\$6

Poker Collection Rates

For **schedule options 73 through 76**, the house dealer will take the appropriate collection from the pot after the flop, based on the Number of Players. If the round of play does not reach the flop, a Modified Fee, will be taken from each player.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Number of Players	Collection Fees	Modified Fee
		After the Flop	
73	7+	\$6	\$1
	5-6	\$5	
	2-4	\$4	
74	7+	\$5	\$1
	5-6	\$4	
	2-4	\$3	
75	7+	\$4	\$1
	5-6	\$3	
	2-4	\$2	
76	7+	\$3	\$1
	5-6	\$2	
	2-4	\$1	

For **schedule options 77 through 80**, the house dealer will take the appropriate collection fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, a collection will not be taken.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Number of Players	Collection Fee (After the Flop)
77	7+	\$6
	5-6	\$5
	2-4	\$4
78	7+	\$5
	5-6	\$4
	2-4	\$3
79	7+	\$4
	5-6	\$3
	2-4	\$2
80	7+	\$3
	5-6	\$2
	2-4	\$1

Poker Collection Rates

For **schedule options 81 through 84**, three Collection Fees will be taken by the house dealer from the pot at specific times during the game, based on the Number of Players: Pre-Flop will be taken after the initial hands are dealt. Flop will be taken after the flop. Turn will be taken after the turn. If the round of play does not reach the flop, Flop and Turn will not be taken. If the round of play does not reach the turn, Turn will not be taken.

No Limit Games
\$20 Minimum Buy-In
No Maximum Buy-in

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
81	7+	\$1	\$4	\$1
	5-6		\$3	\$1
	2-4		\$2	\$0
82	7+	\$1	\$3	\$1
	5-6		\$2	\$1
	2-4		\$2	\$0
83	7+	\$1	\$2	\$1
	5-6		\$1	\$1
	2-4		\$1	\$0
84	7+	\$1	\$1	\$1
	5-6		\$1	\$1
	2-4		\$1	\$1

Omaha (GEGR-002158), Omaha Hi-Lo Split (GEGR-002159) - For **schedule options 1 through 4**, a collection fee will be taken based on the Number of Players, from the pot immediately after the flop. If the round of play does not reach the flop, a Modified Fee, will be taken from the pot.

Limit Games
Minimum of a \$1-\$2 limit game
Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fees	Modified Fee
		After the Flop	
1	7+	\$6	\$1
	5-6	\$5	
	2-4	\$4	
2	7+	\$5	\$1
	5-6	\$4	
	2-4	\$3	
3	7+	\$4	\$1
	5-6	\$3	
	2-4	\$2	
4	7+	\$3	\$1
	5-6	\$2	
	2-4	\$1	

Poker Collection Rates

For **schedule options 5 through 8**, the house dealer will take the appropriate collection from the pot after the flop, based on the Number of Players. If the round of play does not reach the flop, a collection will not be taken.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fees
		After the Flop
5	7+	\$6
	5-6	\$5
	2-4	\$4
6	7+	\$5
	5-6	\$4
	2-4	\$3
7	7+	\$4
	5-6	\$3
	2-4	\$2
8	7+	\$3
	5-6	\$2
	2-4	\$1

For **schedule options 9 through 12**, three Collection Fees will be taken by the house dealer from the pot at specific times during the game, based on the Number of Players: Pre-Flop will be taken after the initial hands are dealt. Flop will be taken after the flop. Turn will be taken after the turn. If the round of play does not reach the flop, Flop and Turn will not be taken. If the round of play does not reach the turn, Turn will not be taken.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
9	7+	\$1	\$4	\$1
	5-6		\$3	\$1
	2-4		\$2	\$0
10	7+	\$1	\$3	\$1
	5-6		\$2	\$1
	2-4		\$2	\$0
11	7+	\$1	\$2	\$1
	5-6		\$1	\$1
	2-4		\$1	\$0
12	7+	\$1	\$1	\$1
	5-6			
	2-4			

Poker Collection Rates

Timed Collections

Texas Hold'em (GEGR-002157), Omaha (GEGR-002158), Omaha Hi-Lo Split (GEGR-002159)

For **schedule options 1 through 30**, a collection fee will be taken from each player at the end of each half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected. If a player is seated in the middle of the set times, they will pay a collection only for the bottom of the hour.

Limit/Pot Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000-\$2,000 limit game

Schedule Option	Number of Players	Collection Fee
1	2+	\$6
2	2+	\$7
3	2+	\$8
4	2+	\$9
5	2+	\$10
6	2+	\$11
7	2+	\$12
8	2+	\$13
9	2+	\$14
10	2+	\$15
11	2+	\$16
12	2+	\$17
13	2+	\$18
14	2+	\$19
15	2+	\$20

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-in

Schedule Option	Number of Players	Collection Fees
16	2+	\$6
17	2+	\$7
18	2+	\$8
19	2+	\$9
20	2+	\$10
21	2+	\$11
22	2+	\$12
23	2+	\$13
24	2+	\$14
25	2+	\$15
26	2+	\$16
27	2+	\$17
28	2+	\$18
29	2+	\$19
30	2+	\$20

Poker Collection Rates

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hemphill's Lounge and Cardroom shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Type of Game

The game of No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22 or "Natural." Natural pays 6 to 5.
- A "Natural" beats all other hands. This is accomplished when dealt a "Natural" ace card with a ten point card on the initial two cards, referred to as a Natural.
- If neither the player nor the player-dealer receives a Natural, the object of the game is to draw additional cards, if needed, until they achieve a hand as close to 21 as possible without going over.

Description of the Deck and Number of Decks Used

The game is played with at least two standard 52 card decks with no jokers. The game will be played with a minimum of two (2) and a maximum of eight (8) decks. Cards will be shuffled using an automatic shuffler. In the event that the automatic shuffler breaks, cards will be hand shuffled.

Card Values and Hand Rankings

- A king, queen, jack or ten card and an ace, on the initial deal, is the best possible hand. It is known as a "Natural."
- An ace dealt with a king, queen, jack, or ten, on the initial deal has a value of 12.
- In all other instances an ace card has the value of 1 or 11 and is added to the other card(s) point total.
- Two aces on the initial deal will have a combined value of 2 or 12. Two aces on the initial deal does not equal 22.
- All cards from 2-10 have their face value.
- A king, queen, or jack will have the value of 10.

Card	Value
Ace	1 or 11; 12 on the first two cards if the other card has a value of 10
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Ten	10
Jack	10
Queen	10
King	10

Description of Table Used and Total Number of Seated Positions

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet is played on a raised gaming table that accommodates up to seven players, including the player-dealer. The house dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of them. Each seated position will have three betting circles to accommodate for a base game wager, Buster Blackjack Bonus Bet, and a Lucky Lucky Bonus Bet. The play starts from the left of the house dealer and proceeds in a clockwise fashion.

Dealing Procedures and Round of Play

1. Backline betting is not permitted on any wager.
2. At the start of a game, players are offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits. Players at a table shall then place their wagers in designated betting circles or other unoccupied betting circles.
3. Depending on the number of decks used, cards will be dealt either face up or face down. When 1-2 decks are used, player's cards will be dealt face down and only the player-dealer's first card will be dealt face up. When more than two decks are used, player's cards will be dealt face up and the player-dealer's cards will be dealt face down. Once all players have received their cards, then the player-dealer's first card will be turned face up. The following rules are an example of a round of play based on when more than two decks are being used.
4. The first card is dealt to the player seated to the left of the house dealer, and continues in a clockwise manner. All cards dealt to players will be dealt face-up and the player-dealer's first card will be dealt face down. The house dealer is the only person at the table allowed to touch the cards.
5. The house dealer will then deal a second card face-up to each player starting with the player to the left of the house dealer position and continuing in a clockwise manner. The last card will go to the player-dealer and will be dealt face-down. Once all cards have been dealt to the players and player-dealer, the player-dealer's first card will be turned face up.
6. A Natural 22 is the best possible hand. Starting with the player seated to the left of the house dealer, players are given an opportunity to be dealt additional cards to make the best possible hand. The players will signal the house 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.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

7. If neither the player nor the player-dealer have a Natural, the players will have the opportunity to act on their hand (hit, split, double-down, stand, or surrender) depending on the value of their hand, as shown in the chart below.

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 Natural 22	11 Or Less	12 - 20

8. After all players have acted on their hands and indicated they do not want or cannot receive additional cards, the player-dealer’s second card will be turned face up and the player-dealer’s hand will then be completed according to the chart below:

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

9. After the player and the player-dealer have completed their hands, the house dealer will compare the player-dealer’s hand to the player’s hands to determine if the player’s hands win, lose, or push.
10. Wagers shall be settled in the following order: Lucky Lucky Bonus Bet, all base game wagers, followed by all Buster Bonus Bet wagers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
11. The game also utilizes an “action” button to determine which player receives first action on their wager. The player-dealer’s second face-up card determines the position of the action button. The player-dealer’s position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

Action Button Card Value Chart:

Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

12. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

How Winners are Determined and Paid

Once the player-dealer's hand has been revealed, the Lucky Lucky Bonus Bet will be collected as a win or loss according to the chart below (**See Lucky Lucky Bonus Bet Paytable**). Then the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each hand shall be settled in clockwise rotation around the table, beginning with the player with the action button and continuing clockwise. Wagers will be settled in the following order: Lucky Lucky Bonus Bet, base game wager, then Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie.

1. A Natural is the best possible hand. If the player and the player-dealer's hands are both a Natural, the hand is a push or tie, and no action is taken on the wager.
2. A two card Natural, an Ace and ten value card on the first two cards is a 22 and beats all other hands. If neither the player nor the player-dealer achieve a Natural on the first two cards, then they shall play as close to 21 as possible without going over.
3. If a player's total is less than 21 and the player-dealer's total is more than a 21, the player wins the hand.
4. If a player's total is less than a 21 and the player-dealer's hand is less than a 21, the hand closest to 21 wins.
5. If a player and the player-dealer have the same total and it is less than a 21, the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the player-dealer's totals are more than 21, the following will apply:
 - a. Regardless of whether the player or the player-dealer is closer to 21, the player-dealer will always win when both the player and player-dealer's totals are more than 21.
 - b. If the player is closer to 21, the player loses unless they have a three card hand totaling 25, in which case it will be a push.
7. If the player and player-dealer are both over 21 and have the same total, the player-dealer wins.
8. If a player has more than 21 and the player-dealer has less than 21, the player-dealer wins.

Player Options

1. Players may double down on any two cards by placing an additional wager equal to the original wager. Players may double down for less, but must be at least the table minimum. Only one additional card may be taken on a double down hand.
2. Players can split any pair and receive up to three draws except when splitting aces, which can only be split once. The player must place a second wager equal to the wager they originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. When splitting Aces, only one additional card may be drawn per split.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

3. Players can surrender on the first two cards and forfeit half their wager unless the dealer has a Natural.
4. If the player-dealer's first up card is an ace, players may take insurance by placing an additional wager up to 1/2 of their original wager. Insurance wagers pay 2 to 1.
5. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Bonus Bets

Buster Blackjack Bonus Bet

The Buster Blackjack Bonus Bet is an optional wager attached to No Bust 21st Century Blackjack 4.0 with Lucky Lucky Bonus Bet. It features a wager that allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed a base game wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack Bonus Bet must be placed prior to the initial deal.
3. Backline betting is not permitted.
4. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet and any collection fees that may be taken.
5. If the player-dealer does not or cannot have a Natural and the player has a Natural, the base game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet wager remains in action whether or not the player busts or is dealt a Natural.
6. Once all players have made the decisions concerning their hands according to the rules for the game, the house dealer will reveal the player-dealer's second card and play out their hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in their busted hand, the higher the payoff.
 - a. If the player-dealer hand busts, all Buster Blackjack Bonus Bet wagers will be paid according to the posted Buster Blackjack Bonus Bet payable.
 - b. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
 - c. There is no opportunity for the Buster Blackjack Bonus Bet to push as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
6. The player-dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers.
7. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Note: If there are no game wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack Bonus Bet wagers, the player-dealer must complete his hand, if not 17 or greater.

Buster Blackjack Bonus Bet Paytable

Number of Cards in Dealer's Busted Hand	Payout
3	2:1
4	2:1
5	4:1
6	15:1
7	50:1
8 or more	300:1

Lucky Lucky Bonus Bet

The Lucky Lucky Bonus Bet is an optional wager attached to No Bust 21st Century Blackjack 4.0. There will be a distinctive marked circle on the table in which the player will place the optional wager.

1. The Lucky Lucky Bonus Bet is an optional bet offered to all players who placed a base game wager. A player must participate in the base game in order to make the additional wager.
2. If a player chooses to participate, an additional bet is to be placed in the designated area on the layout. See the collection rate schedule for restrictions on the amount that may be wagered on the Lucky Lucky Bonus Bet and any collection fees that may be taken.
3. Backline betting is not permitted.
4. Lucky Lucky Bonus Bet wagers must be placed prior to the initial deal.
5. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky Bonus Bet win. The Lucky Lucky Bonus Bet is based on the player's first two cards and the player-dealer's first up card. The Lucky Lucky Bonus Bet is paid according to the posted **Lucky Lucky Bonus Bet Paytable** below.
6. Players who did place and win a Lucky Lucky Bonus Bet must be paid immediately and all payouts must be removed off the Lucky Lucky Bonus Bet betting circle before regular gameplay begins.
7. Player's who did not receive a Lucky Lucky win in their first two cards dealt and player-dealer's first up card will lose their Lucky Lucky Bonus Bet wager. All losing lucky Lucky Bonus Bet wagers will be removed immediately before regular gameplay begins.
8. The player-dealer will pay all winning Lucky Lucky Bonus Bet wagers and will collect all losing Lucky Lucky Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

9. In the event the player qualifies for more than one win, each player shall be entitled to only one payout (the highest payout) from the Lucky Lucky Bonus Bet Paytable.

Lucky Lucky Bonus Bet Paytable

Player's Hand	Pays
Suited 777	200 to 1
Suited 678	100 to 1
777	50 to 1
678	30 to 1
Suited 21	10 to 1
21 Total	3 to 1
20 Total	2 to 1
19 Total	2 to 1
18 Total or less	Loss

Table Layout

Customer: Ace and Vine - Napa, CA | Game: Buster BJ Lucky Lucky 6spt | Date: 12/07/20 | Salesman: R. Knust | Version: Ace and Vine BBJ LkyLky 6spt 6to5 v2 21522-NA

Lucky Lucky Paytable

Suited 777	200 TO 1
Suited 678	100 TO 1
777	50 TO 1
678	30 TO 1
Suited 21	10 TO 1
Total of 21	3 TO 1
Total of 20	2 TO 1
Total of 19	2 TO 1
Total of 18 or less	Loss

BUSTER BJ

3	2 TO 1
4	2 TO 1
5	4 TO 1
6	15 TO 1
7	50 TO 1
8 or more	300 TO 1

Full Size Print: 79.5" x 35"
Background Color: PMS 2695

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Collection Rates Schedule

For **schedule options 1 through 74**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a base game wager, bonus bet wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus bet wagers may be less than, equal to, or more than the game wager as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$1-\$1,000

Maximum Table Limit \$100-\$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
2	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
3	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
4	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
5	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
6	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

7	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
8	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
9	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
10	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
11	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
12	\$1 - \$74	\$1	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
13	\$1 - \$74	\$1	\$0
	\$75 - \$199	\$2	
	\$200 - \$399	\$5	
	\$400 - \$699	\$8	
	\$700+	\$12	
14	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300 - \$399	\$5	
	\$400+	\$7	
15	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300 - \$399	\$6	
	\$400+	\$8	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

16	\$1 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800+	\$12	
17	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800+	\$12	
18	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
19	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
20	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$12	
	\$800+	\$20	
21	\$1 - \$999	\$5	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$45	
22	\$1 - \$999	\$10	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$50	
23	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$20	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$40	
	\$4,000+	\$55	
24	\$1 - \$499	\$5	\$0
	\$500 - \$699	\$10	
	\$700 - \$899	\$15	
	\$900 - \$1,099	\$20	
	\$1,100+	\$25	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

25	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$50	
	\$4,000+	\$70	
26	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
27	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
28	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
29	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
30	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
31	\$1 - \$24	\$1	\$0
	\$25 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
32	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
33	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

34	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
35	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
36	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
37	\$1 - \$34	\$1	\$0
	\$35 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
38	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
39	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$10	
40	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$8	
	\$300+	\$12	
41	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$6	
	\$300+	\$8	
42	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

43	\$1 - \$39	\$1	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$10	
44	\$1 - \$199	\$3	\$0
	\$200 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1,499	\$20	
	\$1,500+	\$35	
45	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
46	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$9	
	\$500 - \$799	\$13	
	\$800+	\$15	
47	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
48	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
49	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
50	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
51	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

52	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
53	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
54	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
55	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$10	
	\$800+	\$15	
56	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$5	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
57	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$10	
	\$800+	\$15	
58	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$6	
	\$300 - \$499	\$7	
	\$500 - \$799	\$11	
	\$800+	\$15	
59	\$1 - \$299	\$3	\$0
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 - \$1,199	\$15	
	\$1,200+	\$18	
60	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300+	\$8	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

61	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$5	
	\$200 - \$299	\$6	
	\$300+	\$8	
62	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$6	
	\$200 - \$299	\$7	
	\$300+	\$8	
63	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$6	
	\$300+	\$9	
64	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$7	
	\$300+	\$9	
65	\$1 - \$9	\$0	\$0
	\$10 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
66	\$1 - \$19	\$0	\$0
	\$20 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
67	\$1 - \$29	\$0	\$0
	\$30 - \$49	\$1	
	\$50 - \$99	\$2	
	\$100 - \$199	\$4	
	\$200+	\$5	
68	\$1 - \$39	\$0	\$0
	\$40 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
69	\$1 - \$49	\$0	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

70	\$1 - \$74	\$0	\$0
	\$75 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	
71	\$1 - \$99	\$0	\$0
	\$100 - \$299	\$4	
	\$300 - \$499	\$8	
	\$500 - \$799	\$12	
	\$800+	\$15	
72	\$1 - \$39	\$1	\$0
	\$40 - \$79	\$2	
	\$80 - \$119	\$3	
	\$120 - \$139	\$4	
	\$140+	\$5	
73	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$3	
	\$150 - \$199	\$4	
	\$200+	\$5	
74	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$4	
	\$150 - \$199	\$5	
	\$200+	\$6	

Collection Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All base game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Ultimate Texas Hold'em Bad Beat Bonus

Type of Game

The game of Ultimate Texas Hold'em Bad Beat Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand. Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they wager, the more they can risk and win.

1. If players wager pre-flop, they may wager three or four times their Ante.
2. If they wager on the flop, they may wager two times their Ante.
3. If they wait until the river, when all community cards are out, they may only wager the same amount as their Ante.

This game also features an optional Trips Bonus Bet and an optional Bad Beat Bonus Bet. The Trips Bonus Bet shall win if the player's five-card hand is a Three of a Kind or better. The Bad Beat Bonus Bet shall win if either the player or player-dealer is beaten by a Three of a Kind or better.

Description of the Deck and Number of Decks Used

- **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
- **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - The backs of the cards of the two decks are of different color;
 - One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - a. If the automated card shuffling device breaks, the house dealer will manually shuffle the cards.
 - Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em Bad Beat Bonus, for the purpose of determining a winning hand in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Ultimate Texas Hold'em Bad Beat Bonus

The ranking of hands for Ultimate Texas Hold'em Bad Beat Bonus in order from the highest to the lowest rank, shall be:

Ultimate Texas Hold'em Bad Beat Bonus Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
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.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
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 five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a table having seven places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it for collection fees.

The cloth layout covering the table shall bear an inscription to the effect that the "Player-Dealer Only Plays with a Pair or Higher."

The wagering areas shall be designated as follows:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Play wagers, the word "Play."
- For Trips Bonus Bet, the word "Trips"; and
- For Bad Beat Bonus Bet, the words "Bad Beat".

Ultimate Texas Hold'em Bad Beat Bonus

Dealing Procedures and Round of Play

All wagers at Ultimate Texas Hold'em Bad Beat 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.

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any base game wagers or bonus bets.
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet; or
 - c. An equal wager in the "Ante" and "Blind" circles and a "Bad Beat" Bonus Bet; or
 - d. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet and a "Bad Beat" Bonus Bet.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Bonus Bets have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
 - b. Starting on their left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face-down.
 - a. When a card shoe is used, the cards shall be dealt as follows:
 - i. One card to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
 - ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
 - iii. Five community cards in the center of the table dealt face-down.
 - a. When an automatic shuffler is used the cards shall be dealt as follows:
 - i. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
 - ii. Two cards to the player-dealer; followed by
 - iii. Five community cards in the center of the table dealt face down.
6. After the cards 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.
 - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
 - b. The cards must not be removed from the table.
7. After the dealing procedures above have been completed, each player shall examine their cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once a player bets, they cannot bet again and cannot change the bet.
8. When the players have made their wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
12. A player who decides to fold shall place their cards face down on the table. The house dealer shall then, in relation to each player who has folded:

Ultimate Texas Hold'em Bad Beat Bonus

- a. Collect the Ante wager, Blind wager, any Trips Bonus Bet (if the hand is not a Three of a Kind or better), and any Bad Beat Bonus Bet on behalf of the player-dealer (if a player folds, the Bad Beat Bonus Bet automatically loses and is collected);
 - b. Take the player's cards and individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
 14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.
 15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
 16. All wagers shall be settled from seat to seat in the following order: Ante wager, Play wager, Blind wager, Trips Bonus Bet, and then the Bad Beat Bonus Bet.
 17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes.

The player-dealer does not qualify when the player-dealer does **not** have a Pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

NOTE: Ultimate Texas Hold'em Bad Beat Bonus handles qualifying differently than other games when the dealer does not qualify, it is not an automatic win for the player.

1. Starting with the player on the player-dealer's left, the house dealer shall:
 - a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
 - b. Resolve the Play, Blind, and Trips Bonus Bets normally (see below "The player-dealer qualifies");
 - c. Collect the Bad Beat Bonus Bet; and
 - d. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has a poker value of a Pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than the player-dealer's hand;
 - b. Lose if it has a lower poker value than the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to the player-dealer's hand.

Ultimate Texas Hold'em Bad Beat Bonus

- d. If a player wins with less than a Straight, the Blind wager pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below);
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer at 1 to 1;
 - b. Pay the Blind wager if the hand is a Straight or better, **see Blind Wager Payout Table**;
 - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **see Trips Bonus Bet Payout Table**;
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **see Bad Beat Bonus Bet Payout Table**; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better, or collect for the player-dealer if the hand is not a Three of a Kind;
 - b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wagers, Trips Bonus Bets, and Bad Beat Bonus Bets shall be paid in accordance with the payout tables below.
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a Three of a Kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)

Blind Wager Payout Table

Hand	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	8 to 1
Flush	3 to 2
Straight	1 to 1

Bonus Bets

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em Bad Beat Bonus.
- The object of the Trips Bonus Bet is to attain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.

Ultimate Texas Hold'em Bad Beat Bonus

- Players must place an Ante and a Blind wager in order to place a wager on the Trips Bonus Bet. Players must place their Trips Bonus Bet in the corresponding marked circle.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the payout table below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Bet Payout Table

Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

Bad Beat Bonus Bet

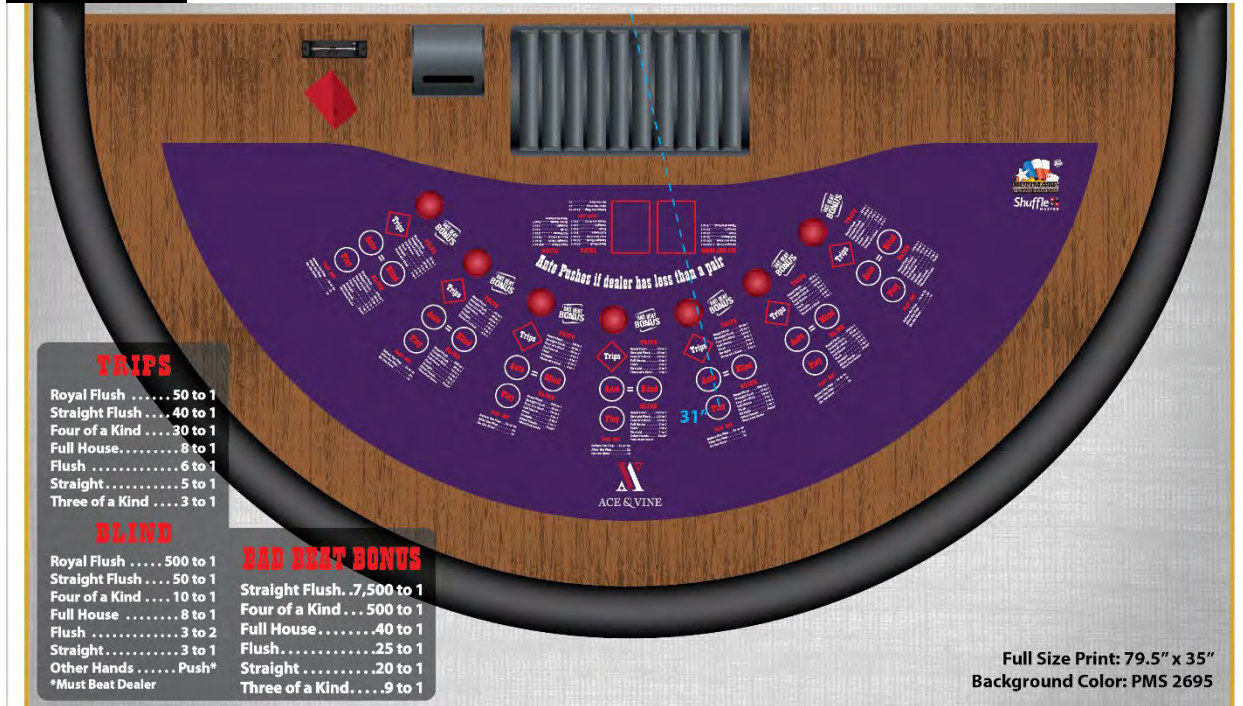
- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em Bad Beat Bonus.
- Players must place an Ante and a Blind wager in order to place a wager on the Bad Beat Bonus Bet. Players must place their Bad Beat Bonus Bet in the corresponding marked circle.
- The Bad Beat Bonus Bet shall win if the player has a Three of a Kind or better and loses to the player-dealer, or if the player-dealer has a Three of a Kind and the player has a higher ranked hand, using the player's two cards and the five community cards.
- The Bad Beat Bonus Bet shall lose if the player or the player-dealer has a lower ranked hand than a Three of a Kind.
- If neither the player nor the player-dealer has a Three of a Kind or better, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.
- The Bad Beat Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the payout table below.
- If the player's hand does not qualify for a Bad Beat Bonus Bet payout, the player-dealer collects the Bad Beat Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Ultimate Texas Hold'em Bad Beat Bonus

Bad Beat Bonus Bet Payout Table

Hand Beaten	Payout
Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Table Layout



Ultimate Texas Hold'em Bad Beat Bonus

Collection Rates Schedule

For **schedule options 1 through 24**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers, Blind wagers, all Trips Bonus Bets, and all Bad Beat Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "Total Table Action." The Total Table Action does not include the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, Trips Bonus Bet, or Bad Beat Bonus Bet. The Trips Bonus Bet and Bad Beat Bonus Bet may be less than equal to or greater than the base game wager, as long as it is within table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$1 and \$1,000

Maximum Wagering Limits shall be between \$100 and \$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$1 - \$49	\$2	\$0
	\$50 - \$99	\$4	
	\$100 - \$149	\$6	
	\$150 - \$199	\$8	
	\$200+	\$12	
2	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$3	
	\$100 - \$149	\$5	
	\$150 - \$199	\$7	
	\$200+	\$10	
3	\$1 - \$49	\$2	\$0
	\$50 - \$99	\$4	
	\$100 - \$199	\$6	
	\$200+	\$12	
4	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$149	\$3	
	\$150 - \$199	\$4	
	\$200+	\$5	
5	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300+	\$6	
6	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$399	\$4	
	\$400+	\$6	
7	\$1 - \$49	\$1	\$0
	\$50 - \$99	\$2	
	\$100 - \$199	\$3	
	\$200 - \$299	\$5	
	\$300+	\$8	

Ultimate Texas Hold'em Bad Beat Bonus

8	\$1 - \$74	\$1	\$0
	\$75 - \$149	\$2	
	\$150 - \$224	\$3	
	\$225 - \$299	\$4	
	\$300+	\$5	
9	\$1 - \$74	\$1	\$0
	\$75 - \$149	\$2	
	\$150 - \$224	\$3	
	\$225 - \$299	\$4	
	\$300+	\$6	
10	\$1 - \$74	\$1	\$0
	\$75 - \$149	\$2	
	\$150 - \$224	\$3	
	\$225 - \$399	\$4	
	\$400+	\$7	
11	\$1 - \$74	\$1	\$0
	\$75 - \$199	\$2	
	\$200 - \$399	\$5	
	\$400 - \$699	\$8	
	\$700+	\$12	
12	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$2	
	\$200 - \$299	\$3	
	\$300 - \$399	\$4	
	\$400+	\$6	
13	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$3	
	\$200 - \$299	\$4	
	\$300 - \$399	\$5	
	\$400+	\$7	
14	\$1 - \$99	\$1	\$0
	\$100 - \$199	\$4	
	\$200 - \$299	\$5	
	\$300 - \$399	\$6	
	\$400+	\$8	
15	\$1 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800+	\$12	
16	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800+	\$12	
17	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	

Ultimate Texas Hold'em Bad Beat Bonus

18	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800+	\$15	
19	\$1 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$12	
	\$800+	\$20	
20	\$1 - \$999	\$5	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$25	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$45	
21	\$1 - \$999	\$10	\$0
	\$1,000 - \$1,999	\$15	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$35	
	\$4,000+	\$50	
22	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$20	
	\$2,000 - \$2,999	\$30	
	\$3,000 - \$3,999	\$40	
	\$4,000+	\$55	
23	\$1 - \$999	\$20	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$35	
	\$3,000 - \$3,999	\$45	
	\$4,000+	\$55	
24	\$1 - \$999	\$15	\$0
	\$1,000 - \$1,999	\$25	
	\$2,000 - \$2,999	\$35	
	\$3,000 - \$3,999	\$50	
	\$4,000+	\$70	

Collection Rates for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.

Ultimate Texas Hold'em Bad Beat Bonus

- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Ace & Vine shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Texas Hold'em

Type of Game

The game of Texas Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards. They may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Texas Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Card hands shall rank, from highest to lowest, as follows:

Texas Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.

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One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) shall receive the flat white disk with the words "dealer".
4. Cards will be collected and shuffled.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as "the pot."
6. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down.
 - a. These initial two cards are referred to as hole cards.

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7. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player; or
 - b. Place their two hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check”, meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
8. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
9. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn card.”
10. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously.
 - a. This is referred to as “the flop.”
 - b. These are community cards and are shared by all players.
11. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
12. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
13. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
14. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
15. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn” card.
 - b. This card shall also become a community card and is shared by all players.
16. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
17. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or

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- b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 19. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
 20. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as "the river" card.
 - b. This card shall also become a community card and is shared by all players.
 21. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
 22. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 23. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.
 24. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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Player Option

Bomb Pots

Bomb Pots introduces a poker hand in which each player at the table puts a set amount of money in the pot prior to the hand being dealt. The pre-flop betting round is skipped and all players immediately see the flop and continue to resume controlled game.. Bomb pots are meant to foster big pots and action. In all instances, patrons shall be provided with ample advance notice of the rules and restrictions to qualify for the Bomb Pot.

- This option be open to all players who are seated and playing any of the above-listed controlled games.
- There is a minimum of two players required to be dealt in during a qualifying game for players to be eligible for this option.
- To qualify for the option, the player must be seated and playing prior to the first card being dealt.
- Each participating player must introduce the specified amount of money in the pot prior to the first player receiving their first card.
- The amount of the bet should be specified and confirmed by all participating players prior to the beginning of this option.

Collection Rates Schedule

For table limits and collection rate schedules for the game of Texas Hold'em, please refer to Bureau approved Poker Games Collection Rates (GEGR-002160).

Omaha

Type of Game

The game of Omaha is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with no joker. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Card hands shall rank, from highest to lowest, as follows:

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
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 2s is the lowest ranked Three of a Kind.

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Two Pairs	A hand that consists of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” shall have the right of last action.
2. The game also utilizes two separate disks, one with the words “small blind” and the other with the words “big blind” on them, to visually designate which player is in the “small blind” position and which player is in the “big blind” position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. House dealer will shuffle and cut the deck.
4. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds and clubs) will receive the flat white disk with the words dealer button. The cards will then be collected and shuffled.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are pre-determined based on the posted table limit and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”

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6. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
7. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind; or
 - b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
8. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
9. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
10. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are shared by all players.
11. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
12. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - c. “Call” a wager (meaning to match the amount wagered by another player) according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
13. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player wagers into the pot.
14. The house dealer shall then burn a card.
15. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.”
16. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
17. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or

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- b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
 19. The house dealer shall then burn a card.
 20. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table. This is referred to as “the river card.”
 21. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
 22. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 23. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot.
 24. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Player Option

Bomb Pots

Bomb Pots introduces a poker hand in which each player at the table puts a set amount of money in the pot prior to the hand being dealt. The pre-flop betting round is skipped and all players immediately see the flop and continue the controlled game. Bomb Pots are meant to foster big pots and action. In all instances, patrons shall be provided with ample advance notice of the rules and restrictions to qualify for the Bomb Pot.

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- This option be open to all players who are seated and playing prior to the first card being dealt.
- Each participating player must introduce the specified amount of money in the pot prior to the first player receiving their first card.
- The amount of the bet should be specified and confirmed by all participating players prior to the beginning of this option.

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha, please refer to Bureau approved Poker Games Collection Rates (GEGR-002160).

Omaha Hi-Low Split

Type of Game

The game of Omaha Hi-Low Split is a poker game where the patrons play against each other for “the pot” of money. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest and lowest ranking five-card poker hands. When making a five-card low hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck with no Joker. The 52-card deck will be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values - The rank of each card used in Omaha Hi-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

High hand ranking, from highest to lowest, is as follows:

Omaha High Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.

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One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Five-Card Low Card Values - The rank of each card used in Omaha Hi-Low Split when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand. The lowest high card would be the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play, and has the right of last action on all rounds of play except for the first round, where the "big blind" will have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.

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- c. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) shall receive the flat white disk with the words “dealer button.”
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind; or
 - b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
 - a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player; or
 - c. “Call” a wager, meaning to match the amount wagered by another player; or

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- d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
 13. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it.
 14. The house dealer will then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn card.”
 - b. This card will also become a community card and is shared by all players.
 15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
 16. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
 18. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it.
 19. The house dealer will then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river card.”
 - b. This card will also become a community card and is shared by all players.
 20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
 21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 22. After the fourth and final round of betting has been completed, the house dealer will move all player wagers into the pot.
 23. All active players will then enter into a showdown with each other and compare their hands.

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How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- If there is one qualifying five-card low hand and one qualifying five-card high hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking high hand and qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Player Option

Bomb Pots

Bomb Pots introduces a poker hand in which each player at the table puts a set amount of money in the pot prior to the hand being dealt. The pre-flop betting round is skipped and all players immediately see the flop and continue to resume controlled game.. Bomb pots are meant to foster big pots and action. In all instances, patrons shall be provided with ample advance notice of the rules and restrictions to qualify for the Bomb Pot.

- This option be open to all players who are seated and playing prior to the first card being dealt.
- Each participating player must introduce the specified amount of money in the pot prior to the first player receiving their first card.
- The amount of the bet should be specified and confirmed by all participating players prior to the beginning of this option.

Collection Rates Schedule

For table limits and collection rate schedules, for the game of Omaha Hi-Low Split please refer to Bureau approved Poker Games Collection Rates (GEGR-002160).