

Caribbean Stud Poker

GENERAL DESCRIPTION

- 1) Caribbean Stud Poker is played with a standard fifty-two (52) card deck.
- 2) The game is played on a table with up to eight seated-positions.
- 3) In front of each seated-position, there are multiple betting spots. Each betting spot has two positions (ANTE & BET).
- 4) All players are competing against the player/dealer.
- 5) The object of CARIBBEAN STUD POKER is to make the highest possible poker hand.
- 6) Hands are ranked according to a standard poker ranking chart.
- 7) A collection is taken by the house dealer from all players and the player/dealer based on the size of the ante according to a posted collection schedule. Antes are limited by the posted limits for each table.

PLAY OF THE GAME

- 1) Players must place an ante prior to receiving their cards.
- 2) Each player is dealt five cards (one of the player/dealer's five cards is immediately turned face up).
- 3) Once players have received their cards, players may fold and forfeit their antes (the player is then finished with the hand) or call - by placing a bet in the "bet circle." The bet must be equal to twice the ante. After making their decisions, all players must put their cards face down on the table.
- 4) Once all players have made their decisions to call or fold, the house dealer will expose the player/dealer's hand.
- 5) If the player/dealer does not have a qualifying hand:
 1. Players who called will be paid even money on their antes (regardless of the rank or their hands) and their bets do not receive action.
 2. Players who folded forfeit their antes.
- 6) If the player/dealer has a qualifying hand, his/her hand is compared against the players' hands:
 1. If a player has called and his/her hand is ranked lower than the player/dealer's hand, the player loses his/her ante and bet.
 2. If a player has called and his/her hand is ranked higher than the player/dealer's hand, the player wins and is paid even money on his/her ante and his/her bet is paid according to the bonus payout schedule listed below.
 3. If a player has called and his/her hand is ranked the same as the player/dealer (a tie), the hand is a push (nobody wins or loses). (The California Grand Casino reserves the right to change this rule to either: the player/dealer wins ties or the player wins ties; with notice to the Division.)
 4. Players who folded forfeit their antes.
- 7) Pay-offs begin at the action button and continue clockwise around the table until all of the player/dealer's wager(s) has(have) had action or all of the players have had action on their wagers.

General Rules for Caribbean Stud Poker

- 1) The house will specify in advance what the qualifying hand for the player/dealer is. (California Grand Casino will use *Ace King or better* as the qualifying hand but reserves the right to change the qualifier; with notice to the Division.)
- 2) The house will specify where the house dealer will begin dealing and whether or not the player/dealer will receive his/her cards in order or always last (as though the player/dealer was always in seat 8). (California Grand Casino dealers will begin dealing to the first position, with a live ante on it, clockwise from the player/dealer position. The player/dealer will always receive his/her card last on each round. The California Grand Casino reserves the right to change the method and order of the deal; with notice to the Division.)
- 3) By a random method (i.e. one of the player/dealer's cards, shaking dice, or other) the player/dealer determines which seated-position will have its bets settled against the player/dealer first. (The California Grand Casino will use the player/dealer's last card to determine where the action will start - according to Table 2 below. The California Grand Casino reserves the right to change the method of determining where the action begins; with notice to the Division.)
- 4) The house will specify a method for selecting which position will be offered the player/dealer position first. (At the beginning of a new game, the California Grand Casino's dealer will give all positions, with seated players occupying them, a card face up. The player with the highest card by rank and suit will be offered the player/dealer position first. If he/she refuses, it will pass around the table clockwise until someone accepts. The California Grand Casino reserves the right to change the method of selecting the initial player/dealer; with notice to the Division.)
- 5) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 6) Only chips placed in the demarcated areas on the table constitute a valid bet.
- 7) Each player is responsible for the chips he/she places on the table.
- 8) Betting limits are established in advance.
- 9) The player/dealer is allowed to cover all individual bets, but is not required to.
- 10) Kum-Kum bets will be paid off and/or collected as one bet.
- 11) Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 12) No side bets are allowed.
- 13) For all hands: there is no draw or discard.
- 14) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he/she paid a collection on his/her seated-position the previous hand. Players who also paid collections on that seated-position the previous hand are eligible to be the player/dealer, if the seated player refused, in order of the squares they bet in.
- 15) The player/dealer position rotates in a systematic and continuous way so that the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles

(1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.

- 16) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 17) If the player/dealer does not have a qualifying hand, players who called will be paid even money on their antes (regardless of the rank or their hands). Their bets do not receive action. If the player/dealer has a qualifying hand, his/her hand is compared against the players' hands:
 1. If a player has called and his/her hand is ranked lower than the player/dealer's hand, the player loses his/her ante and bet.
 2. If a player has called and his/her hand is ranked higher than the player/dealer's hand, the player wins and is paid even money on his/her ante and his/her bet is paid according to the bonus payout schedule listed below.
 3. If a player has called and his/her hand is ranked the same as the player/dealer, the hand is a push (nobody wins or loses). (The California Grand Casino reserves the right to change this rule so that the player/dealer wins ties or the player wins ties; with notice to the Division.)
 4. If a player folded, his/her ante is forfeited (they are not required or allowed to bet on the hand they fold).
- 18) Once the dealer has begun scrambling the cards together, management will not render a decision regarding the previous hand.
- 19) Players must protect their own hands.
- 20) The house does not stand good for mistakes.
- 21) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 22) Decisions of management are final.

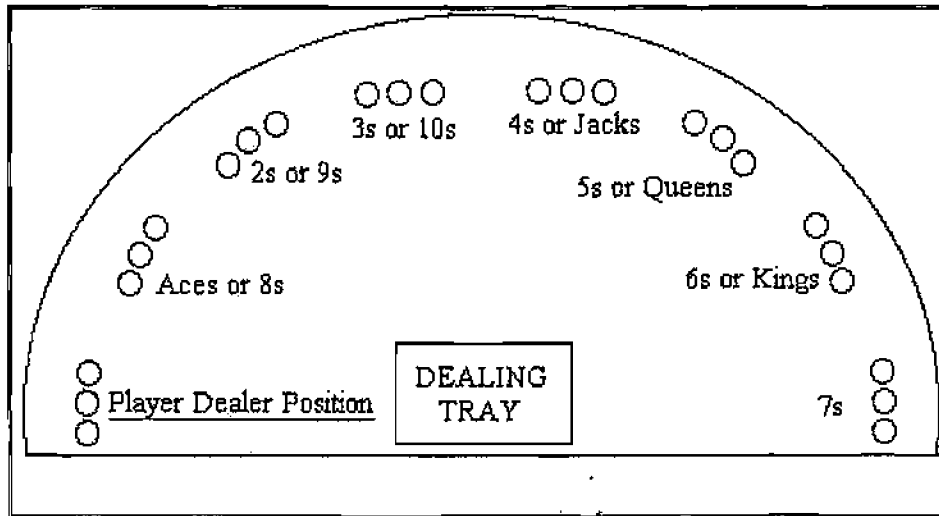
TABLE 1
Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on Bet
Pair of Aces or less	1 to 1
Any Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	5 to 1
Flush	6 to 1
Full House	7 to 1
Four of a Kind	8 to 1
Straight Flush	9 to 1
Royal Flush	10 to 1

TABLE 2

POSITION NUMBER	IS REPRESENTED BY
Player/dealer's position: 1	

2	Ace or 8
3	2 or 9
4	3 or 10
5	4 or Jack
6	5 or Queen
7	6 or King
8	7



HOW TO PLAY PANGUINGUE (PAN)

PLAYERS

Two or three can play; however, four to eight players is best.

THE PAN DECK

The complete pan deck consists of 320 cards. Eight decks of regular cards make one pan deck, from which are removed all the 8s, 9s, and 10s. There are no jokers. At California Grand Casino, one complete set of spades is removed, leaving a total of 310 cards. The sequence of cards is, from low to high, A, 2, 3, 4, 5, 6, 7, J, Q, K. Thus, in a sequence, the jack follows the seven.

THE DEAL

The deal and play proceed in a counterclockwise direction.

STARTING PLAY

On the first deal of a session (only), five cards are dealt to each player, with one of those cards turned face up and the rest face down. The player receiving the lowest card first will be the first to act. Each player then receives five more cards face down.

SUBSEQUENT HANDS

For every deal after the first of a session, the winner of the last hand is dealt to first and is first to act. Each player gets ten cards face down, dealt five at a time.

TOPS

Prior to receiving cards on a deal, each player antes a chip. These chips, analogous to the antes in a poker game, are placed on top of the block. They are known as the tops and are given at the end of play to the winner of the hand (the player who pans the hand).

BEFORE THE ACTION

Players look at their hands and evaluate the potential. Starting with the winner of the previous hand, each player declares in counterclockwise order whether he or she will play the hand or discard the hand and forfeit his or her top.

ACTION BEGINS

Action begins with the first person to declare drawing a card from the top of the deck. If the first player (only) chooses not to use the card drawn, he or she is allowed to draw again. (Exception: If only two players are in a hand, both get a choice on either of the first two cards.) A player drawing a card from the deck must either use the card immediately in a meld (and never place the card in his or her hand) or, if a drawn card cannot be used, discard it. A player may draw from the top of the discard pile only if the top card of the discard pile was drawn from the deck and discarded by the preceding player and if the player immediately either uses the card. After drawing a playable card and using it in a meld, you must discard one card from your hand, always having ten cards in play. A player may meld as many spreads as he or she holds or may add to any of his or her existing melds and collect any pays due before discarding. The act of discarding ends the player's turn.

MELDS OR SPREADS

Melds or spreads consist of at least three cards or as many as eleven. There are two types of melds:

- a. Sets (groups of cards of the same rank) are usually called squares.
- b. Sequences are usually called ropes.

SQUARES

Squares are three or more cards of the same rank that fulfill one of the following conditions:

- a. All of different suits; for example, 6 of clubs, 6 of hearts, 6 of diamonds.
- b. All of the same suit; for example, three queens of diamonds.
- c. Aces and kings only: any three aces or any three kings, regardless of suit, qualify; for example, king of hearts, king of hearts, king of diamonds. Aces

and kings are called non-comoquers.

ROPES

Ropes are any three or more cards of the same suit and in sequence, for example, 6, 7, J of clubs.

CONDITIONS

Certain melds have value and are called conditions. When you meld a condition, you can immediately collect chips from each active player (each player who declared in for the hand). According to the rules of pan, you must ask for the correct amount due to receive the payment.

VALUE OF CONDITIONS

All 3s, 5s, and 7s are valle (pronounced valley) cards. All others are non-valles. These melds have value:

- a. Any set of valle cards not of the same suit: one chip. Example: 3 of diamonds, 3 of hearts, 3 of clubs.
- b. Any set of valle cards of the same suit: two chips; four chips in spades. Example: 3 of diamonds, 3 of diamonds, 3 of diamonds is worth two chips; 5 of spades, 5 of spades, 5 of spades is worth four chips.
- c. Any set of non-valle cards of the same suit: one chip; two chips in spades. Example: J of hearts, J of hearts, J of hearts is worth one chips; 2 of spades, 2 of spades, 2 of spades is worth two chips.
- d. Any sequence of A, 2, 3 of the same suit: one chip; two chips for spades.
- e. Any sequence of J, Q, K of the same suit: one chip; two chips for spades.

ADDING TO A MELD

You can add one or more cards to any meld on your board, provided that the character of the meld is preserved. To any valid set of three cards of the same rank, you can add any card of the same rank. For example, if you have three deuces of clubs on the board, you can increase the meld by adding any other deuce. Some of these additions increase the value of the meld, and you can ask for a collection of more chips from each active player. The following are worth further collections:

- a. When you add one card of the same suit to a set of three valle cards in the same suit, you are entitled to collect one chip for any suit, two chips for spades. Example: You have 7 of hearts, 7 of hearts, 7 of hearts on the board. This is worth two chips. Each additional 7 of hearts you get is worth one chip. You have 5 of spades, 5 of spades, 5 of spades on the board. This is worth four chips. Each additional 5 of spades you get is worth two chips.
- b. When you add one card of the same suit to a set of three non-valle cards in the same suit, you are entitled to collect one chip for any suit, two chips for spades. Example: You have K of clubs, K of clubs, K of clubs on the board. This is worth one chip. Each additional K of clubs you get is worth one chip. You have 4 of spades, 4 of spades, 4 of spades on the board. This is worth two chips. Each additional 4 of spades you get is worth two chips.
- c. When you create a new condition worth more than the original condition by adding cards to it, you are entitled to collect as many chips as the new condition is worth, minus the chips you have already collected. An example clarifies this:

You have 3 of diamonds, 3 of hearts, 3 of hearts, 3 of clubs on the board. This is worth one chip as it stands. You get hit with another 3 of hearts. The three treys of hearts are worth two chips; you collected one chip early for the meld, so you are entitled to collect one more chip from each active player. This is calculated by the two chips the condition is now worth minus the one chip you already collected. If you now get hit with a 3 of spades, you are entitled to collect a further chip from each active player. This is because you have formed two valid melds: three treys of hearts, worth two chips, and 3 of diamonds, 3 of clubs, 3 of spades, worth one chip.

BORROWING

You can take a card from an increased meld (one of four or more cards) to make a new spread, provided you leave a valid meld. Example: From 5, 6, 7, J of diamonds, you can borrow either the jack or the 5, but not the 6 or 7. You could start with 6 and 7 of diamonds in your hand, draw a jack of diamonds, and put 6, 7, J on the board. You have a 5 of clubs in your hand. You get hit with a 5 of diamonds, making a four-card rope, 5, 6, 7, J of diamonds. The 5 of hearts comes along. You can take the 5 of diamonds off your meld, put down the 5 of clubs from your hand, take that 5 of hearts, and put down a new meld of three 5s. Now, before discarding, you ask for the one chip that which you are entitled to collect from every active player.

When you borrow from a square, the three or more remaining cards must continue to form a valid meld.

Example: From 6 of hearts, 6 of clubs, 6 of spades, 6 of spades, only one 6 of spades can be removed without affecting the meld. If you had the 7 of spades in your hand, and the jack of spades came along (that is, either you plucked it on your draw or the player to your left plucked and discarded), you could place that jack of spades on your board, pull the 7 of spades out of your hand, and slide a 6 of spades from the 6 meld over to this new rope.

Example: From four deuces of clubs, you could remove any one deuce to form a new meld. If you had a 3 of clubs in your hand and an ace of clubs came along, you could place that ace of clubs on your board, pull the 3 of clubs out of your hand, and slide a 2 of clubs from the deuces over to make a new rope. This forms a new condition, worth one chip, but you cannot collect for it, because you have reduced the value of the original collection. That is, you originally had four deuces of clubs worth two; you now have three deuces of clubs worth one and A, 2, 3 of clubs worth one.

GOING OUT

To go out, or pan the hand, you must have eleven cards forming valid melds. When one player goes out, each active player with chips pays the player all over again the total value of his or her pays as they lay, plus two chips for going out. The winner also receives the tops.

When a player goes out, no other player can make any further collections.

If the winning player puts down one or more pays at the same time as going out (also known as busting out, going out on a good one, or going out on a pay), the player gets paid twice for each such pay, once for when it hits and once as part of getting paid again for everything so far collected. Example: you have three kings of spades and four 4s of different suits on the board and two 7s of spades and a 7 of diamonds in your hand. The player to your left draws and discards a 7 of spades. You use that card from the discards, announce “Out on a good one!” (or “Back up the wagon!”) and ask for 12 chips. You get four plus four for the three 7s of spades you just made, two for the three kings of spades on the board, and two for the outs.

Rules for Pan

- 1) California Grand Casino management reserves the right to make decisions in the best interests of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may dictate a contrary decision.
- 2) By taking a seat in a pan game at the California Grand Casino, you agree that management has the final word on who may play and the manner in which play is conducted. Discourteous behavior or abusive language will not be tolerated.
- 3) Management is not responsible for the conduct of any player, but retains the right to refuse use of facilities to any player.
- 4) California Grand Casino is not responsible for chips or cash left on the table.
- 5) The decisions of management are final.
- 6) Playing behind is only allowed in a cash exchange for chips.
- 7) All players are seated by a floorperson, in turn, from the list.
- 8) No telephone reservations are accepted.
- 9) No one is allowed to play anyone else's chips or allowed to play over anyone's chips.
- 10) After the tops have been awarded to the winning hand by the dealer, no decision can be rendered on that hand.
- 11) You must make a full buy-in upon being seated in a game.
- 12) A player is allowed to make one short buy-in after a full buy-in. Anything less than a full buy-in is a short buy-in, even when adding to your stack.
- 13) You must keep your cards above the table at all times. If you remove any card from the plane of the table, your hand may be declared dead. If you deliberately throw cards off the table, you are subject to being denied use of the facilities or otherwise penalized.

- 14) Players are not allowed to cut the cards.
- 15) The dealer deals ten cards to each player, in two rounds of five cards each. In the event that five cards are turned face up, that player cannot keep those cards. The dealer continues and, after the deal has been completed, gives the player five cards from the center of the deck. If four cards or less are exposed during the deal, they remain in play.
- 16) Count your cards before you declare yourself as a player. Declaring to play implies that you have counted your cards and are ready for action. It is your responsibility, not the dealer's, to see that you have the correct number of cards.
- 17) Boxed cards do not play.
- 18) No stuffing of cards is permitted, except by the dealer.
- 19) If you have been dealt eight or twelve cards, you have a dead hand and your top is returned.
- 20) If you are dealt nine cards, you get another card from the front of the deck, provided no cards have yet been drawn. If cards have been drawn and you have not yet touched the deck, you receive a card from the middle of the deck. (If you touch the deck before becoming aware of the nine cards, you have a fouled hand.)
- 21) If you are dealt eleven cards and declare in, and before touching the deck realize you have the wrong number of cards, you must lay all of your cards face down. The dealer, after verifying the count, mixes these cards and draws the extra card from the hand. You now have an option to play this hand or not play, provided no one has acted behind you. If a player has acted behind you, you must play your hand.
- 22) If you announce "Time" or "Hold to me," you have protected your right to act while considering your options. It is your responsibility to protect your hand at all times.
- 23) If only two players have declared in, the second player has the option on the first card drawn off the deck to start play.
- 24) If you draw a card off the deck and place it in your hand, you have a fouled hand.

Exception: If you are going out.

- 25) If you draw a card from the deck and discard that card toward the muck, you lose all action on that particular card.
- 26) If any player's hand is flat on the table and that player has either discarded a card the player needs, or neglected to take a card that would put the player out, you may not force the card back on that player.
- 27) If all hands are fouled except one, the player who is left places his or her remaining cards face up on the table. That player then continues to draw and must use any card that fits in the hand in any way. The player draws until the hand is panned.
- 28) You must play your hand by yourself. No help or discussion from others is permitted. If you ask for a smaller amount due and discard, you receive the amount for which you asked. If you are hit again, you are then entitled to correct the amount due. (You must ask for it, of course, and, as usual, before discarding.)
- 29) Three valid cards placed on the board constitute a meld. Two cards placed on the board constitute a valid meld if the meld can be completed. When you place a drawn card with another card, it constitutes a meld that you are forced to complete if possible.
- 30) If you use a discard from another player's hand and then discard, and a player in the hand detects it, you have a fouled hand. If you have not discarded, the play can be backed up with no penalty.
- 31) No potting (for drinks or the like), no playing flats (agreeing not to pay off another player if both of you are flat), no topping (putting up another player's tops when you win) and no partners (paying off other players) are allowed.
- 32) If you miss a turn and three players have acted behind you, or players have acted to the point that it is your turn again, there is no penalty. You just miss a turn.
- 33) All cards lying on the table in valid melds must remain there. At no time may they be discarded or returned to your hand. These infractions foul your hand.
- 34) Bring the card to you, then discard. Discarding a card before you bring the valid

card to your melds means that your hand is fouled, because technically you have only nine cards. Exception: In a dealer game, you can request a discarded card from the dealer prior to discarding. Making such a request is equivalent to actually playing the card.

- 35) When playing heads up, a player drawing a card does not have to expose that card until the other player discards.
- 36) If a player draws two cards at one time in error (cards stuck together), that player returns the second card and continues playing. If a player draws a card and accidentally turns the next card over, that card goes back on the deck and plays in order.
- 37) When a player draws a card off the deck and offers it to the next player and then reconsiders, it is still his or her privilege to use the card, provided he or she have not released it.
- 38) Player "A" has a flat hand on the table. Player "B" also has a flat hand on the table. There are other players in the hand. Player "A" draws his or her out card, but inadvertently discards it. The card drawn is a dead card. When there are only two players, the card is not dead, except in tournament play.
- 39) If a player draws a card and throws it into the muck, and the next player brings the card toward his or her meld, then decides not to use the card and throws it back into the muck, the player cannot then change his or her mind again and use the card, because the player has already acted on that card. The player must draw in this situation.
- 40) Forcing has precedence over any other action.
- 41) Notwithstanding rule 39, after three players act, including the first pluck, all action on a card is dead. Example: Player A draws a card and discards it, even though that player could have used it. Player B draws a card and discards. Player C draws a card and discards. All action on the first card is dead; that is, it is too late for anyone to try to force the card back on player A.
- 42) If you think you are out but are not, and all of your melds are good except the last one, you may put back into your hand the cards that belong there, discard the card

that does not belong, and continue playing. However, if you say you are out and this causes another player to foul his or her hand, and then discover you are not out, you also have a fouled hand.

- 43) If you draw a card that you cannot use and put out the next player, who is flat on the table, you must show your entire hand face up on the table if requested to do so.
- 44) When going out, you may collect chips due you from a previous meld, providing you have enough chips in front of you and as long as the condition is intact.
- 45) You are not allowed to build up and go out. When going out, you can collect only the amount of chips you have in front of you.
- 46) If a player asks the value of a hand, any seated player is obligated to correct any errors.
- 47) A dealer may never foul a hand. However, when going out, if the winner of the hand asks the dealer, "How much is the hand worth?", or "Is that correct?", the dealer is obligated to give the correct answer, even if that answer fouls the hand.
- 48) If the winner of the hand wants to change seats, that player gives up his or her first. The next player in rotation dealt in the previous hand then becomes first to be dealt in and first to declare.
- 49) There will be no change in the seating after a new player has been seated or has placed the buy-in on the table, except when a change has been previously requested of the dealer or floorperson. The players on the list have priority on all new games.
- 50) You may be granted a table change from one game to another of the same limit, providing you first ask a floorperson. You must begin with a full buy-in when you change tables, except when coming from a broken game of the same limit.
- 51) If your game breaks, you will be allowed to cut cards with the remaining players for any available seats in another game of the same limit.
- 52) You may not take chips or cash off the table unless you are quitting the game. If you leave the table with chips (or money), they must be replaced before you

resume play.

- 53) There will be no playing for tops. If you run out of chips during the play of a hand, you must throw your hand away.
- 54) Playing behind is not supported by California Grand Casino, and a player who declares playing behind may do so only if the table accepts the action. Even if the table does so, management will take no responsibility for any player playing behind, nor will any decision be rendered in regard to such play.

Pineapple
(High, Low, and High-Low Split)

- 1) Pineapple is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card individually, in turn, face down, until each player has three cards. A round of betting follows.
- 4) House rules may allow players to discard one of their three cards at this time or at a later time.
- 5) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 6) A fourth community card is dealt face up on the table. A round of betting follows.
- 7) A fifth community card is dealt face up on the table. A round of betting follows.
- 8) The remaining players expose their hands to determine the winner or winners.
- 9) Players make the best five-card poker hand (s) possible to determine the winner or winners.
If a player has retained all three of his cards, house rules may allow the player to use any one, two, or three of the cards in his hand plus any of the needed community cards to make up a five-card poker hand (s).
If a player has discarded one of his three cards, then he may use any five of the seven cards (player's two plus the five community cards) to make a five-card poker hand (s).
- 10) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible, or the highest and the lowest (qualifying) ranking hand (s) may split the pot.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Pineapple (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) In a game where players are required to discard one of their cards before the flop, any player who still has three cards on the flop has a dead hand. In Crazy Pineapple, players must discard one card before the turn card is put up (any player who has three cards on the turn card has a dead hand).
- 13) In Tahoe Pineapple, players may keep all three cards to the end of the hand.

- 14) When there is a qualifier for low, in high-low split, and no hand qualifies for low the highest hand wins the whole pot.
- 15) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Pineapple (High, Low, and High-Low Split)

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Pineapple game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the “short raise” will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the “short raise” will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Lowball

Ace to Five Lowball and Deuce to Seven or "Kansas City" Lowball

- 1) Lowball is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card, face down, in turn, until each has five cards.
- 4) A round of betting follows.
- 5) Remaining players are allowed to draw cards (exchanging cards in their hands for different cards from the dealer).
- 6) Another round of betting follows.
- 7) The remaining players turn their hands face up to determine the winner.
- 8) The winning hand is the lowest ranking five-card poker hand, or the highest and the lowest ranking hand (s) may split the pot. At any given point during the hand, after the initial deal, if only one active player remains, the remaining player wins the pot and the hand is over.
- 9) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 10) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Ace to Five Lowball

- 1) After the draw, the first person, in order of action, with a seven or better must bet or they lose all rights to action after the draw.
- 2) The best hand is A-2-3-4-5. The worst hand is K-K-K-K-Q. A pair, three of a kind, and a full house count against players in lowball. However, flushes and straights do not.
- 3) Aces are always low.
- 4) A joker, if used, is considered the lowest card not already in a player's hand.
- 5) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 6) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 7) The house may allow players to kill-it in certain designated games.
- 8) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 9) The house may allow a player to kill-it before the third card is dealt. However, in order to do this the player wishing to kill-it must have, in front of him, four times the amount necessary to kill-it.
- 10) Any player may object to a player killing it unless it's a forced kill.
- 11) There may or may not be a limit to the number of raises.
- 12) If a card is exposed on the deal; players must keep a five or lower, a six or higher will be replaced with the first card after the deal is complete and the exposed card will be used as the burn. On the draw, if cards are exposed, the dealer will continue giving all the players their cards until everyone has had a chance to draw. Then the dealer will replace the exposed cards with the next cards off the deck.
- 13) All cards dealt off the table are treated like an exposed card.
- 14) Once action has started after the draw the dealer may not tell any player how many cards another player drew.

- 15) Check Raise may or may not be permitted.
- 16) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).
- 17) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would be shuffled up, the dealer would again burn, and then complete the draw.
- 18) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Rules for Deuce to Seven "Kansas City" Lowball

- 1) Standard ranking of hands is used except the lowest hand possible is the best and the highest hand possible is the worst. The best hand is 2-3-4-5-7 and the worst is a royal flush. Straights and flushes do count against players' hands.
- 2) Aces are always high. An ace cannot be used to complete a five high straight.
- 3) A joker, if used, is considered the card that makes a player the lowest possible hand.
- 4) In a game where a forced kill is used, when a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 5) The house may allow players to kill-it in certain designated games.
- 6) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 7) The house may allow a player to kill-it before the third card is dealt. However, in order to do this the player wishing to kill-it must have, in front of him, four times the amount necessary to kill-it.
- 8) Any player may object to a player killing it unless it's a forced kill.
- 9) There may or may not be a limit to the number of raises.
- 10) If a card is exposed on the deal; players must keep a seven or lower, an eight or higher will be replaced with the first card after the deal is complete and the exposed card will be used as the burn. On the draw, if cards are exposed, the dealer will continue giving all the players their cards until everyone has had a chance to draw. Then the dealer will replace the exposed cards with the next cards off the deck.
- 11) All cards dealt off the table are treated like an exposed card.
- 12) Once action has started after the draw the dealer may not tell any player how many cards another player drew.
- 13) Check Raise may or may not be permitted.
- 14) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards

receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).

- 15) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would be shuffled up, the dealer would again burn, and then complete the draw.
- 16) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Betting Structures

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Lowball game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the Draw:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the Draw:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the Draw:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or

fold.

- 3) All raises must be in increments of the stipulated limit (unless going all-in).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Draw Poker

- 1) Draw Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card, face down, in turn, until each has five cards.
- 4) A round of betting follows.
- 5) Remaining players are allowed to draw cards (exchanging cards in their hands' for different cards from the dealer).
- 6) Another round of betting follows.
- 7) The remaining players turn their hands face up to determine the winner.
- 8) The winning hand is the highest ranking five-card poker hand, the lowest ranking five card poker hand, or the highest and the lowest ranking hand (s) may split the pot. At any given point during the hand, after the initial deal, if only one active player remains, the remaining player wins the pot and the hand is over.
- 9) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 10) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Draw Poker with a Qualifier

The game may or may not be played with a qualifier to open. e.g. Jacks or better to open. In this case a player would have to have at least a pair of jacks to open the pot.

Special rules for draw with a qualifier to open.

- A) Once someone opens the pot, other players may play with any hand.
- B) Players must have a qualifying hand to open.
- C) The opener must prove he had a qualifying hand in order to win the pot.
- D) Any player may request to see the openers after the hand.
- E) Players may split openers to draw to another hand. However, the opener must declare this and show his discard.
- F) If no player can open, players discard their hands and a new hand is dealt. Players ante again. The betting limit may or may not change.
- G) The qualifier may or may not be progressive. If no player can open the pot, all the players discard their hands, ante again, and the qualifier the next hand goes up. e.g. Queens or better if the qualifier was originally Jacks or better. If no player can open the pot the next hand, all the players discard their hands, ante again, and the qualifier the next hand goes up again. e.g. Kings or better. At some predetermined point, if no player can open, players may stop putting in an ante and the qualifier will go back to the original qualifier.
- H) Another rule may be that if no player can open the pot, the hand is then played as lowball (with all the rules of lowball applying). The first player to act would be required to put up a forced bet.
- I) The opener bets first after the draw. Unless, it goes back to lowball, then lowball rules apply.
- J) If a player opens the pot, and it is discovered, before the draw, that the player did not have an opening hand, all bets are returned except for the opener's and the opener has a dead hand.
- K) After the draw, if the opener cannot prove he had an opening hand, his bets are forfeited, his hand is dead, and the best hand wins. If no other player calls the openers bet after the draw, and he can't prove he had an opening hand, all bets are returned except for the opener's and the hand is dealt again.

General rules for Draw Poker

- 1) One or more jokers may or may not be used. Jokers count as aces or may be used to complete a straight or flush. When used as a straight or flush card, it will be the best possible card for that hand (it may not be the same card, suit and value, as another card in the same hand unless being used to make five aces).
- 2) Before the draw, a player must keep any exposed cards.
- 3) After the draw, a player cannot keep any exposed cards. The dealer will finish the draw and give the player the next card off the deck.
- 4) All cards dealt off the table are considered exposed cards.
- 5) Any player may request to see any hand which is still live after all the action is complete.
- 6) Check and Raise may or may not be permitted.
- 7) There may or may not be a limit on the number of raises.
- 8) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 9) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 10) The house may allow players to kill-it in certain designated games.
- 11) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 12) Any player may object to a player killing it unless it's a forced kill.
- 13) Once action has started after the draw the dealer may not tell any player how many cards another player drew.
- 14) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).
- 15) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would

be shuffled up, the dealer would again burn, and then complete the draw.

- 16) The house may or may not allow the use of wild cards.
- 17) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

Betting Structures for Draw Poker

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Draw Poker game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

In any Draw Poker game played with a qualifier to open, regardless of the betting structure or limit, if no player can open the pot, the hand is over and no player will be allowed to draw cards.

No Limit

Before the Draw:

- 1) Players may either check or bet at least the minimum bring-in (unless going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) Players must call any bets or raises made in order to continue in a hand or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the Draw:

- 1) Players may either check or bet at least the minimum bring-in (unless going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

After the Draw:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) Players must call any bets or raises made in order to continue in a hand or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the Draw:

- 1) Players may either check or bet at least an amount equal to the lower limit, and no larger than the upper limit (unless all-in).

- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

After the Draw:

- 1) Players may check as long, as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the Draw:

- 1) Players may either check or bet an amount equal to the lower limit (unless all-in) in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the Draw:

- 1) Players may either check or bet an amount equal to the betting limit (unless all-in) in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the stipulated limit (unless going all-in).

After the Draw:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Pai-Gow Poker (Double Hand Poker)

GENERAL DESCRIPTION

- 1) Pai Gow Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) Player/dealers win all hands that copy (are ties).

PLAY OF THE GAME

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.

General Rules for Double Hand Poker

- 1) The hands are ranked in sequence according to the Poker Ranking Chart shown in the accompanying ranking charts.
- 2) Players and the player/dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of Kings in the low hand and the pair of Aces 2 3 4 in the high hand. The player could also put 3 4 in the low hand and two pair, Aces and Kings with a 2 kicker in the high hand. The pair of Aces could not be in the two card hand.
- 3) If a player's two card hand and the player/dealer's two card hand are equally ranked (copy), the player/dealer wins the two card hand. If a player's five card hand and the player/dealer's five card hand are equally ranked (copy), the player/dealer wins the five card hand.
- 4) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 5) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 6) Each player is responsible for the chips he places on the table.
- 7) Betting limits are established in advance.
- 8) The player/dealer is allowed to cover all individual bets, but is not required to.
- 9) Kum-Kum bets will be paid off and/or collected as one bet.
- 10) Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 11) No side bets are allowed.
- 12) A joker, if used, counts as an ace or may be used to complete a straight, a flush, or a straight flush.
- 13) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer (if the seated player refused), in order of the square they bet in.
- 14) The player/dealer position rotates in a systematic and continuous way so that the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.
- 15) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.

- 16) By a random method (e.g. shaking dice or other) the player/dealer determines which seated-position receives the action pile and is the first to have its bets settled against the player/dealer.
- 17) Piles are dealt starting with the action pile and continuing with the next pile to the dealers right. Piles are given out in order (clockwise) to each seated-position.
- 18) Any piles dealt to a seated-position without a bet are subsequently retrieved by the dealer.
- 19) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with top card left over after making seven piles of seven cards. If the exposed card is an ace or a joker, the entire deck is scrambled together, shuffled, and redealt.
- 20) When the dealer is distributing piles to the players, if a card is exposed, that player's hand is dead and all bets on that seated-position are returned.
- 21) The controlling player is the one with the largest bet on that position. That player controls the setting of the hands.
- 22) It is each player's responsibility to arrange his hands correctly. Hands play as set.
- 23) Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand. If the hand is not set at all, it will be played House Way.
- 24) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 25) Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
- 26) Upon opening the player/dealer's hand, the dealer may show reasonable options in setting of the hands, but the final setting is the player/dealer's decision.
- 27) Any attempts to switch, pass, hold out cards, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 28) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands
- 29) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- 30) Player's must protect their hands.
- 31) The house does not stand good for mistakes.
- 32) Players may be away from the table for a maximum of 30 minutes. After that period, players may forfeit their seats. The house may change the length of the time period.
- 33) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 34) Decisions of management are final.

September 6, 2002

Pai Gow Tiles

- 1) Pai Gow Tiles is played with a set of 32 dominoes (tiles), each having two to twelve red or white dots.
- 2) The game is played on a table with eight seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two pairs of tiles which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two pairs of tiles which are the same or superior to each player's two pairs of tiles.
- 4) Players and the player/dealer put up any bets they wish to place for the next hand.
- 5) The player/dealer selects a specific stack (action stack) of tiles to be given out first on the deal.
- 6) The player/dealer shakes the dice cup to determine who will receive the first stack of tiles and first action against the player/dealer.
- 7) Each seated-position with at least one bet on it receives a set of four tiles.
- 8) Players arrange their tiles into a low pair and a high pair.
- 9) Once all players have set their tiles, the player/dealer's tiles are exposed and set into a low and a high pair.
- 10) Once the player/dealer's tiles are set, each player's tiles are exposed, in turn, to decide the winners and the losers.
- 11) The winner is determined by comparing a player's low pair against the player/dealer's low pair and a player's high pair against the player/dealer's high pair. A player wins if his low pair is superior to the player/dealer's low pair and his high pair is superior to the player/dealer's high pair. The player/dealer wins if his low pair is superior to or "copies" a player's low pair and the player/dealer's high pair is superior to or "copies" the player's high pair. If one of a player's pairs is superior and one is not, then it is a push.

General Rules for Pai Gow Tiles

- 1) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 2) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 3) Each player is responsible for the chips he/she places on the table.
- 4) Betting limits are established in advance.
- 5) The player/dealer is allowed to cover all individual bets, but is not required to.
- 6) Kum-Kum bets will be paid off and/or collected as one bet.
- 7) Player/dealers who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 8) No side bets are allowed.
- 9) When the player/dealer passes to a seated-position, any player who bet on that seated-position the previous hand is eligible to be the player/dealer the next hand. The player sitting at that position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer, if the seated player refused, in order of the square they bet in.
- 10) The player/dealer position rotates in a systematic and continuous way so the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.
- 11) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 12) The player/dealer shakes the dice cup and the house dealer opens the cup. Beginning with the player/dealer as number 1, and continuing counter clockwise around the table the dealer counts each seated-position up to the total of the dice. The position corresponding to the total on the dice receives the action stack and is the first to have its bets settled against the player/dealer.
- 13) Tiles are dealt starting with the action stack, which is given to the seated-position selected by the shake of the dice cup. Continuing with the next stack to the dealers left, tiles are given out in order, counter clockwise, to each seated-position.
- 14) Any tiles dealt to a seated-position without a bet are subsequently retrieved by the dealer.

While tiles are being stacked:

- 15) If the dealer exposes a "2", a "12" a "low 3" or a "low 6" he must reshuffle.
- 16) If the dealer exposes two or more tiles, all tiles must be reshuffled.

When the dealer is distributing tiles to a player:

- 17) If one tile is exposed, the player must accept the tiles as playable.
- 18) If two tiles are exposed, that player's hand is dead and the hand continues as normal.

When the dealer is distributing tiles to the player/dealer:

- 19) If one tile is exposed, the player/dealer must accept it. Except, if the tile is a 2 or a 12, then all the tiles must be reshuffled.
- 20) If two or more tiles are exposed, play is dead, all tiles are reshuffled and restacked.

Setting the tiles for play:

- 21) After the deal all tiles must remain plainly visible on or above the table.
- 22) The controlling player is the one with the most chips bet on that position. That player controls the setting of the tiles.
- 23) It is each player's responsibility to arrange his tiles correctly. Hands play as set.
- 24) Once the hand is set, players must place it in front of their bets. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the dealer to ultimately set the tiles "House Way."
- 25) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 26) Should a player want the dealer to set the tiles House Way, the player should stack his tiles in a stack of four. The dealer will set them House Way after the player/dealer's hand has been set, and in order of action.
- 27) The dealer may not influence the player/dealer as to selection of the action stack, shaking of the dice, and setting of tiles. However, the dealer or the floor person may set the tiles House Way if requested. At the request of the player/dealer, the dealer may show reasonable options in setting the tiles, but the final setting is the player/dealer's decision.
- 28) Any attempts to switch, pass, hold out tiles, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 29) The player/dealer may allow one other player at the table to handle one or more of the tiles and assist in setting the hand.
- 30) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands.
- 31) The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying ranking charts.

If neither the player nor the player/dealer has a pair, Wong, or Gong:

- 32) The hands are compared according to their numerical values, which equal the right-hand digit only of the total number of dots on the two tiles in the hand. The best hand has a numerical value of nine; the next best, eight; and so on down to zero.
- 33) If both a player's hand and the player/dealer's hands have the same numerical value (except 0), the hand with the highest-ranking tile wins. See the ranked singles chart. Only the highest tile in a hand is relevant; the other tile does not count in breaking ties.
- 34) If both the player/dealer and a player have numerical values of zero, the player/dealer wins that

hand regardless of which hand has the highest tile.

- 35) Once a hand is out of play, management cannot render a decision regarding the hand.
- 36) Player's must protect their own hands.
- 37) The house does not stand good for mistakes.
- 38) Players may be away from the table for a maximum of 30 minutes. After that period, he is subject to have his seat forfeited. The house may change the length of the time limit.
- 39) If both the player and the player/dealer have hands of exactly the same rank and value and equivalent high tiles (copy), the player/dealer wins.
- 40) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 41) Decisions of management are final.

December 28, 2004

Texas Hold'em (High, Low, and High-Low Split)

- 1) Texas Hold'em is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.) (We are currently using blinds in all poker games.)
- 3) Each player is dealt one card, face down, in turn, until each player has two cards, and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any combination of the two cards in a player's hand and the five community cards on the table each player's best five-card poker hand is established to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible (Lowest low hand is A 2 3 4 5 ; California Grand Casino reserves the right to change the lowest hand with notice to the division), or the highest and the lowest (qualifying) ranking hand (s) may split the pot. If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Hold'em (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$2 was bet on the turn card in a 3-6 fixed limit game), the card will not be taken back.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 14) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Hold'em (High, Low, and High-Low Split)

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Texas Hold'em game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

December 28, 2004

Omaha (High, Low, and High-Low Split)

- 1) Omaha is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.) (We are currently using blinds in all poker games.)
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible, or the highest and the lowest (qualifying) ranking hand (s) may split the pot. (We are currently using A 2 3 4 5 as the lowest low hand; California Grand Casino reserves the right to change the lowest hand with notice to the division.) If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Omaha (High, Low, and High-Low Split)

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule. If the wager that was not called by all active players was less than half the amount to bet on that round (\$4 was bet on the turn card in a 6-12 fixed limit game), the card will not be taken back.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) Players must use two of their four hole cards to make a hand.
- 13) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 14) The house may allow the use of Jokers or Wild Cards.

Betting Structures for Omaha (High, Low, or High-Low Split)

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

Before the flop:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

After the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

After the turn:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

After the river:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Seven Card Stud

{High, Low (Razz), and High-Low Split}

- 1) Seven Card Stud is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt. California Grand is currently using antes for Seven Card Stud.
- 3) Each player is dealt one card individually, in turn, face down, until each player has two cards, then a third card is dealt to each player face up. A round of betting follows.
- 4) Remaining players are dealt a fourth card face up and a round of betting follows.
- 5) Remaining players are dealt a fifth card face up and a round of betting follows.
- 6) Remaining players are dealt a sixth card face up and a round of betting follows.
- 7) Remaining players are dealt a seventh and final card face down and a round of betting follows.
- 8) The remaining players expose their hands to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand possible (using any combination of five cards from an individual's seven cards), the lowest ranking five-card poker hand possible, (We are currently using A 2 3 4 5 as the lowest low hand; California Grand Casino reserves the right to change the lowest hand with notice to the division.), or the highest and the lowest (qualifying) ranking hand (s) may split the pot. If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
 - A) No Limit
 - B) Pot Limit
 - C) Spread Limit
 - D) Straight Limit
 - E) Fixed Limit

Rules for Seven Card Stud {High, Low (Razz), and High-Low Split}

- 1) Suits do not count, in ranking of hands, to determine a winner. The ranking of suits is used only for determining low card when a forced opening bet is used. Suits are ranked as spades (highest), hearts, diamonds, and clubs.
- 2) If a player antes or posts a blind and/or asks to be dealt-in but is unable to return in time to act on his hand, then he forfeits his ante or blind and the amount of any forced opening bet if he was required to make one.
- 3) If a player does not have the correct number of cards, on the initial deal, and it is realized before there is action, it is a misdeal. If there is action before the mistake is noticed, the player with the incorrect amount of cards will receive his money back and is out of the hand.
- 4) If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a bet.
- 5) If a dealer deals a card to a dead seat, and is realized before he/she has dealt to the next player, then the card is moved to the next player. If the dealer deals beyond the dead seat, it is a misdeal unless it can be corrected!
- 6) If a dealer burns and deals a card before the round of betting is completed, the entire round will be eliminated. This is done by burning a card for each remaining player. After the round of betting is complete, play continues as normal.
- 7) If a dealer burns two cards for one round or fails to burn a card, the cards should be moved back if possible. If the mistake is on a down card, and there is no way to tell which card was received, the player must accept the card.
- 8) If a player's first or second card is turned up it is not a misdeal. The third card is to be dealt down. If two of a player's cards are exposed, the player receives his ante back. The player has no option. He cannot play that hand.
- 9) If on the sixth card the dealer realizes he does not have enough cards to finish the last round, he must count remaining cards in stub, along with the 4 burn cards. If that is sufficient to complete the round, allowing one card for the burn and one card to be used as the last card in the deck, the dealer will shuffle the burn cards with stub and complete the deal. If stub and burn cards are not enough to complete the deal (seventh street), the dealer will burn 1 card and turn the next card face up. This card will act as a "community card" and play for everyone in the hand. The player who was high on sixth St. will initiate action.
- 10) If a dealer turns the last card face-up to the first player, all remaining players will receive there last cards face-up. The player who was high on the sixth card remains the first to act and betting continues as normal. If players have already received down cards, before a card is exposed, any remaining players will receive down cards, and no betting will take place. **The Exception** to this is if the exposed card is to a player that was already all-in, then betting will continue as usual.
- 11) A dealer must never turn the last card up to a player who is all-in, even if the player requests it turned up.
- 12) A player must have the appropriate number of cards to win, even though five cards make up a hand. If a player has the wrong number of cards after the initial deal, the player has a dead hand.
- 13) Split Pots: in all stud games the odd chip goes to the player that has the highest card by suit of the seven cards. This does not apply high-low split where the high hand gets the odd chip.
- 14) The last card of the deck is never dealt out.

- 15) In a fixed limit game, if a player makes an open pair on fourth street, he has the option to bet an amount equal to the lower or the higher limit. e.g. \$4 or \$8 in a \$4-\$8 limit game. If a player bets an amount equal to the lower limit another player can raise an amount equal to the lower or higher limit. Once a player has bet an amount equal to the higher limit, all raises must be in increments of the higher limit.
- 16) Switching the door card and the 4th card is unethical but there's no penalty for it.
- 17) Check Raise may or may not be allowed.
- 18) There may or may not be a limit on the number of raises.
- 19) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 20) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 21) The house may allow players to kill-it in certain designated games.
- 22) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 23) Any player may object to a player killing it unless it's a forced kill.
- 24) When using a qualifier for low in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 25) When using a forced opener, either the highest or the lowest card, by rank and suit, may be used. The amount of the forced bet may be a predetermined minimum amount (lower than the limit being played). The forced opener may have the option of bringing it in for the minimum amount or bringing it in at the lowest betting limit. If the first player brings it in for the minimum, all subsequent players may call that amount or bet an amount equal to the lower limit. Once the lower limit is bet, the minimum may no longer be bet or called.

Betting Structures for Seven Card Stud {High, Low (Razz), and High-Low Split}

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Seven Card Stud game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

No Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table anytime it is their turn to bet.

On all following rounds of betting:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

Pot Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an

all-in bet that is less than the amount required to raise.

On all following rounds of betting:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be at least as much as the required amount to call except, if someone goes all-in for less than the amount required to raise. In that case, the "short raise" will be ignored for purposes of determining the amount required to raise. Therefore, a player who has bet or raised may not subsequently re-raise an all-in bet that is less than the amount required to raise.

General:

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

Spread Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

On all following rounds of betting:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Fixed Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check on the first round of betting.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

On fourth street:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are one exception.
- 5) Exception: if a player makes an open pair, he has the option to bet an amount equal to the lower or the higher limit. e.g. \$3 or \$6 in a \$3-\$6 limit game. If a player bets an amount equal to the lower limit another player can raise an amount equal to the lower or higher limit. Once a player has bet an amount equal to the higher limit, all raises must be in increments of the higher limit.

On fifth street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

On sixth street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

On seventh street:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

Straight Limit

After the first three cards are dealt:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the stipulated limit (unless going all-in).

On all following rounds of betting:

- 1) Players may check as long as no other player has bet.

- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

Terms Used in 7 Card Stud {High, Low (Razz), and High-Low Split}

Community Cards	Cards dealt face up on the table to be used by all players at the table to make a five-card poker hand.
Low Card	The lowest open card on the table on the first round.
Split Pair	When a player's first up card matches one of his down cards.
Pocket	A player's first two down cards.
Down Card	Any of the cards in a player's hand which are face down.
Rolled up	Three of a kind on the first three cards.
Wired	Same as Rolled up.
Turned a set	Made three of a kind on the fourth card.
Door Card	The first face up card a player receives.
4th Street	The fourth card (turn - second up card)
5th Street	The fifth card (3rd up card).
6th Street	The sixth card (4th up card).
River	The seventh and final card dealt face down.
Open Pair	When a player has a pair face up on the table.
Forced Bet	When a player is required to open the pot because he has met some predetermined requirement.
Scooper	A hand that wins the high and the low in a high-low split game.
Hogger	Same as a Scooper.
Razz	Razz is seven card stud played low only. Lowball rules apply but the structure is otherwise the same (Except high card would make the first forced bet if there is one).
Qualifier	(When playing Seven Card Stud High-Low Split) The designated low hand that you must have or better in order to be eligible to win the pot.
8 or Better	(When playing Seven Card Stud High-Low Split) The low hand must be an eight or better to qualify.
Wild Cards	Predetermined card or cards that can take on the value and suit of any card in the deck not already in that player's hand. Except, in the case of five of a kind.
Joker	A card that can be used as an ace or to complete a straight, a flush, or a straight flush.

Hot Action BlackjackTM

PLAYER/DEALER SELECTION

Before any cards are dealt, one position is selected as the player/dealer position. A representative of the house (house dealer) actually deals at all times on behalf of the player/dealer. The house dealer does not receive any cards and does not participate as a player or as the player/dealer. If a player does not wish to be player/dealer the option passes in turn to the next player. The player/dealer position will be rotated or offered to all positions after every two hands.

CARDS

Played with standard decks of 52 cards with one, two, three, or four jokers added to each deck. California Grand Casino currently deals multiple decks. Jokers have a playing value of 2 and a value of 12 for Super Naturals. Aces count one or eleven. Face cards count ten. All other cards count their face value. Suits are valued equally and are ignored. Except, two aces of the same suit, dealt in the first two cards are a Natural 22.

BETTING

Players and the player/dealer make wagers prior to receiving any cards. Players bet against the player/dealer and not against the house. Only chips placed in the demarcated areas on the table constitute a valid bet. Player/dealers are never required to cover all the opposing players' wagers. Backline wagering may or may not be allowed. (Currently, the California Grand Casino does allow backline betting.)

THE ACTION

By a random method {e.g. shaking dice, using the value of the player/dealer's first card, using the value of the player/dealer's second card, or other (California Grand Casino currently uses the value of the player/dealer's second card - as it relates to the list below)} the player/dealer determines which player position has its bet or bets settled first. This position receives the action button. The action rotates clockwise around the table starting with the action button first.

If the Player/dealer's card is:

- Ace or 8 – action begins on the player position to the left of the Player/dealer position.
- Deuce or 9 – action begins two player positions to the left of the Player/dealer position.
- 3 or 10 – action begins three player positions to the left of the Player/dealer position.
- 4 or Jack – action begins four player positions to the left of the Player/dealer position.
- 5 or Queen – action begins five player positions to the left of the Player/dealer position.
- 6 or King – action begins six player positions to the left of the Player/dealer position.
- 7 or Joker – action begins seven player positions to the left of the Player/dealer position.

The game may be played without an action button. If the first player/dealer covers all action on the table, the house dealer may choose not to use the action button.

THE DEAL

After the players have placed their wagers for the next hand, cards are dealt one at a time, in turn to each player, beginning with the player to the immediate left of the house dealer. Each player receives two cards (the California Grand currently deals all players' cards face up). The player/dealer receives one card face up. The player/dealer's second card may be dealt face down on the initial deal or face up after all players' hands have been hit to completion. The house dealer does not receive any cards.

THE PLAY

The object of the game is to get the highest ranking hand. All players are playing against the player/dealer and the player/dealer is playing against each individual player.

After the first two cards are dealt, if the player/dealer is dealt his/her first two cards on the initial deal and the face up card is an ace, a face card, or a ten, the house dealer or the player/dealer checks the face down card. If

the first two cards are any of the following "Natural Two-Card" hands: two suited aces (Natural 22), or an ace and a ten or face card (Natural 21), the house dealer or the player/dealer immediately turns the hand over. If the player/dealer has either a Natural 22 or a Natural 21, the player/dealer cannot improve his/her hand. Only a Natural Two-Card hand can beat or tie another Natural Two-Card hand.

The highest ranking Natural Two-Card hand is two jokers in the player's hand (called a Super Natural 24). In order to qualify as a Super Natural 24, the two jokers must be in a player's hand and must be dealt as the player's first two cards. If a player has a Super Natural 24, he/she wins. The player wins ties on Super Natural 24. If a player and the player/dealer are both dealt two jokers as their first two cards, the player wins. Two jokers in the player/dealer's first two cards give him/her a hand value of four.

The second highest ranking Natural Two-Card hand is two suited aces (Natural 22) in a player or the player/dealer's hand. The player wins ties on Natural 22. If both a player and the player/dealer have a Natural 22, the player wins. A Natural 22 beats all other hands except a Super Natural 24 and can only be beaten by a Super Natural 24.

The third best hand is an ace and a ten or face card (Natural 21) in a player or the player/dealer's hand. If a player has a Natural 21 and the player/dealer has a Natural 21, then each of them has the third highest ranking hand possible and it's a push. If either the player or the player/dealer has a Natural 22 and the other has a Natural 21, the one with the Natural 22 wins.

If the player/dealer does not have a Natural Two-Card hand or the player/dealer doesn't receive his/her second card until all players have finished hitting, the house dealer will ask the first player position if he/she wants any additional cards. The player may continue to ask for cards as long as the total value of all the player's cards does not equal or exceed hard 18. If the player's hand equals or exceeds hard 18, the player must stop drawing cards. A player may elect to stop drawing cards once his/her hand totals hard 12 or more. Once the first player's hand is no longer eligible to hit, or the player has told the house dealer he/she does not want anymore cards, the next player, in turn, has the right to draw cards. This continues until all players have had one opportunity to draw cards and their hands are no longer eligible to hit or they have refused additional cards. At which time, the player/dealer is eligible to draw cards. The player/dealer must continue to draw cards as long as the total of all the player/dealer's cards does not equal or exceed hard 17. The player/dealer must stand (not draw more cards) on any hand that equals or exceeds 17; except that the player/dealer must draw cards to any hand that totals 17 counting an ace as 11 (the California Grand Casino reserves the right to change the rule to – the player/dealer must stand on soft 17; with notice to the Division).

If the player's hand is over 21 and the Player/dealer's hand is over 21, the Player/dealer wins. Except: if the player and the Player/dealer both have 22 (in three or more cards), then it's a push (tie) and neither the player nor the Player/dealer wins; if the player and the Player/dealer both have two Jokers (Super Natural 24), the player wins; if the player and the Player/dealer have two Suited Aces (Natural 22), the player wins.

CARD VALUE CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two (deuce)	2
Three (trey)	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	2 or 12

HAND RANKING CHART

<u>HAND</u>	<u>Ratio</u>
Two Jokers (Super Natural 24)	4 · 1 (Player's hands only)
Two Suited Aces (Natural 22)	2 · 1 (Player's hands), 1 · 1 (player/dealer's hand)
Two Card 21 (Natural 21)	6 · 5 (Player's hands), 1 · 1 (player/dealer's hand)
21	1 · 1
20	1 · 1
19	1 · 1
18	1 · 1
17	1 · 1
16	1 · 1
15	1 · 1
14	1 · 1
13	1 · 1
12	1 · 1
11-2	1 · 1
22	1 · 1
23	1 · 1
24	1 · 1
25	1 · 1
26	1 · 1
27	1 · 1

PAY-OFFS

Once the player/dealer has stopped drawing cards, the house dealer (using the player/dealer's wager) will then settle players' bets against the player/dealer, paying off players whose hands rank higher (per the hand ranking chart) than the player/dealer's and collecting from players' whose hands rank lower (per the hand ranking chart) than the player/dealer's.

Two Jokers as the player's first two cards (Super Natural 24) gets paid 4 to 1. Player's Suited Aces (Natural 22) gets paid 2 to 1. Player's two-card 21 (Natural 21) gets paid 6 to 5 (except for ties).

In a game where an action button is used, bets will be settled starting with the player with the action button and continuing, in turn, until all of the player/dealer's wager has had action or all players' bets have had action. Money wagered by the player/dealer may only be used once to settle bets, win or lose. If the player/dealer's wager runs out before all bets are settled, the remaining bets receive no action.

TIES

When the player has two Jokers (Super Natural 24) and the Player/dealer has two Jokers, the player wins. When both the player and the Player/dealer have two Suited Aces in the first two cards (Natural 22), the player wins. When both the player and the Player/dealer have hands that total 22 (in three or more cards), it is a push and neither the player nor the Player/dealer win. If a player and the Player/dealer have the same total and it is 21 or less, the hand is a push (tie) and neither the player nor the Player/dealer wins. Except, a two card 21 (Natural 21) beats a 21 made with three or more cards.

DOUBLE-DOWN

Players can double-down on any two card hand except for the following: Two Jokers in the first two cards (Super Natural 24), two Suited Aces in the first two cards (Natural 22), a two-card 21 (Natural 21), and any hands totaling hard 12 - 20. In order to Double-Down, at least one player must place a second wager equal to or less than the wager he/she originally placed prior to the start of the hand. The player will only receive one card regardless of the total.

PAIR SPLITTING

Players may split any pair, in the first two cards, originally dealt to them that are the same hand value; except, two Jokers (Super Natural 24) and two Suited Aces (Natural 22). In order to split, at least one player must place a second wager equal to the wager he/she originally placed prior to the start of the hand. A player may draw as many cards as he/she desires per split card to make the best hand.

Players may split any two unsuited Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the hand.

Multiple splitting of pairs is permitted.

There is no extra collection taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

INSURANCE

When the Player/dealer has an Ace showing, players may take insurance by betting 1/2 of their wager. If the Player/dealer has a two-card 21 (Natural 21) or a Natural 22 (two suited aces) the insurance bet is paid 2 to 1 and the player's wager loses if the player does not have a Natural 21 or Natural 22.

GENERAL RULES

1. Hand values are determined according to the Hand Ranking chart.
2. The house may change the rule that sets the value of player or player/dealer's hands at which they must hit or stand.
3. If, after all the players have played their hands, it is discovered that the player/dealer has a Natural Two-card hand, the hand still plays as a Natural Two-card hand without penalty.
4. Soft hands: Player/dealers must hit soft 17. Players have an option to hit or stand on soft 12 – 18. Players and Player/dealers must stand on soft 19 – 21 (unless doubling down). Except for Natural Two-card hands, soft hands may not exceed 21.

HOT ACTION BLACKJACK GAME OPTIONS

The California Grand Casino reserves the right to make the following changes to Hot Action Blackjack with notice to the division.

1. The deck may be played with one to eight decks. The cards may be dealt by hand or from a shoe.
2. Any number of jokers may be added to each deck.
3. Backline wagering may or may not be allowed.
4. A new method of determining the action may be used or action may always start at seat one.
5. Player's cards may be dealt face up or down.
6. The player/dealer's cards may be dealt one down and one up or both cards face down.
7. The player/dealer may receive his/her hole card after all players have had a chance to hit their hands.
8. Players may win ties on any hand(s) of a predetermined value.
9. Player/dealers may win ties on any hand(s) of a predetermined value.
10. All ties may be a push.
11. Players may double down after receiving their first two cards (upon approval of these rules, the California Grand Casino will begin offering this option).
12. Players may split any pair dealt as their first two cards (upon approval of these rules, the California Grand Casino will begin offering this option).
13. Players may surrender their hand (the California Grand Casino currently does not offer this option to players).
14. Players who receive a predetermined two card hand as their first two cards, may be paid at a multiple (more than even money - i.e. 2 to 1 for two aces).

No changes to the Player/dealer rotation rules will be made without prior approval from the division.

Hot Action Blackjack™ Glossary of terms

Action Button	A token used to designate where the settling of bets will begin (the action).
Action (1)	The player position where the settling of bets begins.
Action (2)	When a player or player/dealer's bet is either paid or collected.
Action (3)	A bet made in front of the first betting spot in the player/dealer position which allows a player to take the first action. This bet is the first settled against the players; starting with the seated-position with the action button.
Soft Hand	Any hand that includes an ace can be counted with the ace as 1 or 11. If the ace is counted as 11, that hand is called a soft hand (e.g. ace + 7 = 18 or 8. 18 would be a soft 18 in this case).
Hard Hand	Where the value of a player or the player/dealer's hand is arrived at without counting an ace as 11.
Stand	To not draw any additional cards.
Hit	To draw additional cards.
Push	To tie a hand. When a player's hand and the player/dealer's hand tie (and the house does not allow either the player or the player/dealer to win ties on that hand total) neither the player nor the player/dealer wins.
Player/dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
Backline Wagering	The practice of allowing players, other than the seated player, to bet on a seated player's position.
Side Bet	A bet not placed on the table as part of the action.
Seated-position	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Hand (1)	The two cards that a player or the player/dealer gets to begin with and all the additional cards that player or the player/dealer draws afterwards.
Hand (2)	Each individual practice from the beginning (opening up the dice cup) to the end (settling the last bet on the table).
Kum-Kum	When two or more players put two bets of equal amount together, on the same betting square, on the same seated-position.
Proposition Bet	A bet whereby a player in the player/dealer position and another player agree to make a bet between them, as long as all the other players have action.
3-Ways, 4-Ways, Etc.	When two or more players put bets together, on the same square, on the same seated-position, which at the end of the hand may be split up (evenly) three or more ways in order for everyone to get their fair share of the bet.

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Money Covers	A statement made, usually by the house dealer, to indicate that the wager in the player/dealer position is large enough to cover all the action on the table.
Joker	A card that counts as 2 (or 12 when being used for a Super Natural 24).
Scratch	A signal for another card.
Double Down	After receiving his/her first two cards on the initial deal, the player doubles his/her bet and receives a single hit on which he/she must stand.
Split	After receiving his/her first two cards on the initial deal, and having received a pair, the player splits the pairs and plays them as two individual hands.
Suited	Two cards of the same suit.
Surrender	After receiving his/her first two cards on the initial deal, the player decides to surrender half of his/her bet rather than play the rest of the hand out and risk losing the entire bet.
Natural Two-Card	A hand of special and/or superior value. Two Jokers dealt in the first two cards of any player's hand is the best Natural Two-Card hand possible; called a Super Natural 24. Two suited aces dealt in the first two cards of a player or the player/dealer's hand is the second best Natural Two-Card hand possible; called a Natural 22. An ace and either a ten or a face card dealt in the first two cards of a player or the player/dealer's hand is the third best Natural Two-Card hand possible; called a Natural 21.

Explanation of Collection Rate Schedule coding system:

1. The last letter in the code represents the basic collection rate schedule.
2. The first number in the code represents the limit on the number of thousands of dollars the each player can bet per position (example: 2-A has a \$2,000 wagering limit per player per position).
3. The A schedules usually have a \$2 minimum bet but I made some of them with a \$5 minimum. I denoted this by putting a 5 in front of the A on those schedules with a \$5 minimum.

In some of the schedules, under player/dealer wager, (total action) is written. “Total Action” means the total of the wagers made by the players on the table against the player/dealer.

For example: (in reference of Collection Rate Schedule 4-E) If a player wagers \$50, that player pays \$.50. If the player wagers \$200, the player would pay \$2 (\$51 and over pays \$1 and \$101 - \$200 pays an added \$1). If the player wagers \$250, then they pay \$3 (\$1 base plus \$2 added). In the player-dealer position, if the player/dealer wagers \$1,000, and they get action of that amount from all the players combined, then they would pay \$2 (\$1 for \$51 and over) and \$1 because the total action is over \$100. If the player/dealer gets only \$95 in total action, the player/dealer would not pay the added collection.

I. For All Three Card Poker games:

Collection Rate Schedule (A1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 and over	\$1

Collection Rate Schedule (A2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$50	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection		\$51 and over	\$1

Collection Rate Schedule (B1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 to \$100	\$1
		\$101 and over	\$2

Collection Rate Schedule (B2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$50	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection		\$51 to \$100	\$1
				\$101 and over	\$2

Collection Rate Schedule (C1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$10 to \$100	\$10 to \$100	\$10 to \$199	\$1
		\$200 and over	\$2

Collection Rate Schedule (C2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$10 to \$100	\$10 to \$100	No	\$10 to \$100	\$10 to \$199	\$1
		Collection		\$200 and over	\$2

Collection Rate Schedule (D1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$50 to \$300	\$50 to \$300	\$50 to \$300	\$2
		\$301 to \$499	\$3
		\$500 and over	\$5

Collection Rate Schedule (D2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$50 to \$300	\$50 to \$300	No	\$50 to \$300	\$50 to \$300	\$2
		Collection		\$301 to \$499	\$3
				\$500 and over	\$5

Collection Rate Schedule (E1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1

Collection Rate Schedule (E2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$100	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1

Collection Rate Schedule (F1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
		\$101 and over	\$2

Collection Rate Schedule (F2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$100	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
				\$101 and over	\$2

Collection Rate Schedule (G1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$200	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2

Collection Rate Schedule (G1) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$200	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2

Collection Rate Schedule (H1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$200	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2

Collection Rate Schedule (H2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$200	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2

Collection Rate Schedule (I1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$300	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3

Collection Rate Schedule (I1) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$300	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3

Collection Rate Schedule (J1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$300	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3

Collection Rate Schedule (J2) ; Bonus Bet					
Player Wager Limit	Bonus Bet - Wager Limit	Bonus Bet Collection	Player Wager	Player/dealer Wager	Collection
\$5 to \$300	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3

III. Generally Applicable Rules:

- A. The applicable schedule is posted at the table. The Floor-people and dealers shall enforce the schedules.
- B. Players may make multiple wagers, stacked separately. Multiple wagers made by the same player may be stacked after fee collection.
- C. Player/Dealer wager limits are always table stakes, meaning that the Player/Dealer wager is limited to the chips held by the Player/Dealer on the table regardless of the per player or per position wager limits.
- D. The House shall post per position wagering limits from \$2,000 to \$20,000 per position. So for example, if pursuant to a schedule with a wagering limit of \$2,500 per player, the seated player wagers the maximum, and the wagering limit per position is \$8,000, then other players may make up to a total of \$5,500 in additional wagers in that same position, placed behind the seated Players' wagers(s), each of which wagers must conform to the rules herein.
- E. If the game gets slow, the Floor-person may, at his/her own discretion, decide to waive the collections. This decision will be made on a per hand basis. The decision will be made before any cards are dealt.
- F. In Three Card Poker, the collection is taken before the bets are settled
- G. Fee collection(s) shall be placed in front of or abutting wager(s).
- H. All bet amounts must be in \$5 increments. Except, when betting limits allow bets of \$2, \$3, or \$4, then only bets of those amounts will not be required to be in \$5 increments.

IV. Three Card Poker Rules:

- A. Three Card Poker bonus bets may not exceed the original bet played on the Three Card Poker table. Only one Three Card Poker bonus bet per player per position.

Explanation of our Collection Rate Schedule coding system:

1. The last letter in the code represents the basic collection rate schedule.
2. The first number in the code represents the limit on the number of thousands of dollars the each player can bet per position (example: 2-A has a \$2,000 wagering limit per player per position).
3. The A schedules usually have a \$2 minimum bet but I made some of them with a \$5 minimum. I denoted this by putting a 5 in front of the A on those schedules with a \$5 minimum.

In some of the schedules, under player/dealer wager, (total action) is written. “Total Action” means the total of the wagers made by the players on the table against the player/dealer.

For example: (in reference of Collection Rate Schedule 4-E) If a player wagers \$50, that player pays \$.50. If the player wagers \$200, the player would pay \$2 (\$51 and over pays \$1 and \$101 - \$200 pays an added \$1). If the player wagers \$250, then they pay \$3 (\$1 base plus \$2 added).

In the player-dealer position, if the player/dealer wagers \$1,000, and they get action of that amount from all the players combined, then they would pay \$2 (\$1 for \$51 and over) and \$1 because the total action is over \$100. If the player/dealer gets only \$95 in total action, the player/dealer would not pay the added collection.

I. For Buster Blackjack Bonus Bet:

Collection Rate Schedule (A)					
\$50 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$50	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$100 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$200 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$300 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$300	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$400 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$400	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$500 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$500	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$50 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ – Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
			\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$300 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$300	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
		\$201 to \$300	\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$500 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$500	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
		\$201 to \$300	\$201 to \$300		\$3
		\$301 to \$500	\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
			\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (A)					
\$400 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$400	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 and over	\$1
		\$201 to \$400	\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$50 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$100 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$200 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$300 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$400 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$400	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$500 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$500	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 and over	\$1
		On	\$101 to \$200		\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$50 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ – Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
			\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$300 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$300	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
		\$201 to \$300	\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$500 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$500	\$2 to \$50	\$2 to \$50	\$2 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 and over	\$1
		\$101 to \$200	\$101 to \$200		\$2
		\$201 to \$300	\$201 to \$300		\$3
		\$301 to \$500	\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
			\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 and over	\$1
			\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (5A)					
\$400 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$400	\$2 to \$100	\$2 to \$50	\$2 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 and over	\$1
		\$201 to \$400	\$101 to \$200		\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$50 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$50	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$100 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$100	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$200 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$200	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$300 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$300	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$400 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$400	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (B)					
\$500 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$2 to \$500	\$2 to \$500	No	\$2 to \$50	\$2 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$500	\$1
		On	\$101 to \$200	\$501 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$50 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$100 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$200 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$300 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$400 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$400	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$500 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$500	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 and over	\$2
		Buster BJ	\$201 to \$300		\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$50 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ – Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
			\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$200	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 to \$100	\$1
		\$101 to \$200	\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$300 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$300	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 to \$100	\$1
		\$101 to \$200	\$101 to \$200	\$101 and over	\$2
		\$201 to \$300	\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$500 Maximum Buster Blackjack Bet – \$.50 Collection/\$50					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$500	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50
		\$51 to \$100	\$51 to \$100	\$51 to \$100	\$1
		\$101 to \$200	\$101 to \$200	\$101 and over	\$2
		\$201 to \$300	\$201 to \$300		\$3
		\$301 to \$500	\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$100	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50
			\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$200	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 to \$100	\$1
			\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (C)					
\$400 Maximum Buster Blackjack Bet – \$.50 Collection/\$100					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$400	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50
		\$101 to \$200	\$51 to \$100	\$51 to \$100	\$1
		\$201 to \$400	\$101 to \$200	\$101 and over	\$2
			\$201 to \$300		\$3
			\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$50 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$100 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$200 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$300 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$400 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$400	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (D)					
\$500 Maximum Buster Blackjack Bet – No Collection					
Player Wager Limit	Buster BJ - Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection
\$5 to \$500	\$5 to \$500	No	\$5 to \$50	\$5 to \$50	\$.50
		Collection	\$51 to \$100	\$51 to \$100	\$1
		On	\$101 to \$200	\$101 to \$499	\$2
		Buster BJ	\$201 to \$300	\$500 and over	\$3
		Wagers	\$301 to \$500		\$5

Collection Rate Schedule (E)						
\$50 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$50	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$100 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$100	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$200 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$200	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$300 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$300	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$400 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$400	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$500 Maximum Buster Blackjack Bet – No Collection						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$500	No	\$5 to \$50	\$5 to \$50	\$.50	
		Collection	\$51 and over	\$51 and over	\$1	
		On	\$101 to \$200	\$100 and over (total action)		\$1
		Buster BJ	\$201 to \$300			\$2
		Wagers	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$50 Maximum Buster Blackjack Bet – \$.50 Collection/\$50						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50	
			\$51 and over	\$51 and over	\$1	
			\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$50						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50	
		\$51 to \$100	\$51 and over	\$51 and over	\$1	
			\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$50						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$200	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50	
		\$51 to \$100	\$51 and over	\$51 and over	\$1	
		\$101 to \$200	\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$300 Maximum Buster Blackjack Bet – \$.50 Collection/\$50						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$300	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50	
		\$51 to \$100	\$51 and over	\$51 and over	\$1	
		\$101 to \$200	\$101 to \$200	\$100 and over (total action)		\$1
		\$201 to \$300	\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$500 Maximum Buster Blackjack Bet – \$.50 Collection/\$50						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$500	\$5 to \$50	\$5 to \$50	\$5 to \$50	\$.50	
		\$51 to \$100	\$51 and over	\$51 and over	\$1	
		\$101 to \$200	\$101 to \$200	\$100 and over (total action)		\$1
		\$201 to \$300	\$201 to \$300			\$2
		\$301 to \$500	\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$100 Maximum Buster Blackjack Bet – \$.50 Collection/\$100						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$100	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50	
			\$51 and over	\$51 and over	\$1	
			\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)						
\$200 Maximum Buster Blackjack Bet – \$.50 Collection/\$100						
Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$200	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50	
		\$101 to \$200	\$51 and over	\$51 and over	\$1	
			\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

Collection Rate Schedule (E)**\$400 Maximum Buster Blackjack Bet – \$.50 Collection/\$100**

Player Wager Limit	Buster BJ Wager Limit	Buster BJ Wager	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500	\$5 to \$400	\$5 to \$100	\$5 to \$50	\$5 to \$50	\$.50	
		\$101 to \$200	\$51 and over	\$51 and over	\$1	
		\$201 to \$400	\$101 to \$200	\$100 and over (total action)		\$1
			\$201 to \$300			\$2
			\$301 to \$500			\$4

II. Jackpot rules:

- A. The Jackpot collection fee will not be collected if there aren't at least a predetermined number of participants playing hands, who have made a wager, involved in the play of the hand.
- B. In the event that there were fewer than the predetermined number of hands wagered upon necessary for the table to be eligible to win the Jackpot Prize: the game would not be recognized as an official Jackpot game and a Jackpot fee would not be collected.
- C. If a Jackpot fee is not collected, the participants would not be eligible for the Jackpot prize. The amount of the Jackpot Collection and predetermined number of participants with playing hands will be posted within view of each participating table.
- D. Except for "*No Purchase Necessary*" participants, players who do not pay a collection will not be eligible to win a portion of the Jackpot.

III. Generally Applicable Rules:

- A. The applicable schedule is posted at the table. The Floor-people and dealers shall enforce the schedules.
- B. Players may make multiple wagers, stacked separately. Multiple wagers made by the same player may be stacked after fee collection.
- C. Player/Dealer wager limits are always table stakes, meaning that the Player/Dealer wager is limited to the chips held by the Player/Dealer on the table regardless of the per player or per position wager limits.
- D. The House shall post per position wagering limits from \$2,000 to \$20,000 per position. So for example, if pursuant to a schedule with a wagering limit of \$2,500 per player, the seated player wagers the maximum, and the wagering limit per position is \$8,000, then other players may make up to a total of \$5,500 in additional wagers in that same position, placed behind the seated Players' wagers(s), each of which wagers must conform to the rules herein.
- E. Changes made pursuant to Generally Applicable Rules D will not result in percentage collection rates, and the club will send notice to the Division of all such changes.
- F. If the game gets slow, the Floor-person may, at his/her own discretion, decide to waive the collections. This decision will be made on a per hand basis. In blackjack, the decision will be made before any cards are dealt. In Pai Gow Poker, the decision will be made before the player/dealer's hand is exposed.
- G. In Blackjack, the collection is taken before the bets are settled. In Pai Gow Poker, the collection is taken before the Player/Dealer hand is exposed.
- H. Fee collection(s) shall be placed in front of or abutting wager(s).
- I. All bet amounts must be in \$5 increments. Except, when betting limits allow bets of \$2, \$3, or \$4, then only bets of those amounts will not be required to be in \$5 increments.

IV. Buster Blackjack Rules:

- A. Buster Blackjack bets may not exceed the original bet played on the Blackjack table.
Only one Buster Blackjack bet per player per position.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

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

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

The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Players may make one bonus bet for each regular bet placed.
3. The player/dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

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

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

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A
3	1
4	3
5	4

6	15
7	40
8 or more	200

The Benefits of Buster Blackjack

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

THREE CARD POKER 1.3

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

Rules for Three Card Poker:

1. The game may be played on a poker style table, a blackjack style table, a bat shaped "Pai Gow" table, or on a long table at a bar for instance.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played on a table with 6-10 seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down, starting with the position with a wager to the left of the house dealer and continuing in a clockwise manner. Once all players have received cards, the player/dealer receives three cards last, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play Bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
 - a) If the player/dealer does NOT qualify, the Play Bet receives no action. The dealer shall immediately refund this bet to players.
 - b) If the player/dealer does NOT qualify, the Ante Bet – the ones not surrendered by folding – will receive action. If the player's hand beats the

THREE CARD POKER 1.3

player/dealer's hand, the dealer will then pay each Ante – even money. If the player's hand does not beat the player/dealer's hand, the Ante bet will not be paid.

- c) If the player/dealer's hand qualifies:
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
- 9. All bets receive action to the extent that the player/dealer wager covers.
- 10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
- 11. The player/dealer position will be rotated or offered to all positions after every two hands.
- 12. We may use an automatic shuffler or a shoe to deal from.

Bonus Bet:

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

- 1. Bonus Bets must be placed prior to the initial deal.
- 2. Bonus Bets must be less than or equal to the Ante to qualify for a Bonus Bet payoff.
- 3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
- 4. An action button may be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
- 5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- 6. Bonus Bets pay as follows:

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

THREE CARD POKER 1.3

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The Play Bet must equal the Ante bet.
Play Wager	If players make the Play Bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play Bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is referred to as the Player/dealer.
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

PAIBAC™

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PAIBAC
GAME RULES
GEGA #003529

GENERAL DESCRIPTION

PAIBAC is a game that combines Pai Gow Poker with Baccarat. There are two parts of the game.

For the Baccarat part, the object is to form a hand that equals nine (9) or as close to 9 as possible. There are two hands, a banker hand and a player hand. The hand closest to 9 wins. If both hands have the same total, they push, except as specified herein.

For the Pai-Gow Poker part, each seated position receives its own hand. The object of the game, as a player, is to make two hands which are both superior to the player-dealer's. The object of the game, as the player-dealer, is to make two hands which are the same or superior to each player's two hands. Player-dealers win all hands that copy (are ties).

All players are competing against the player-dealer. In the Pai Gow part, the player-dealer is playing the player-dealer hand against the player hands. In the Baccarat part, the player-dealer wagers against the player wagers, which player wagers are made on either the banker or player hand.

The game is played with a single deck, using the player-dealer Pai Gow hand to deal and play the Baccarat game part.

START OF THE GAME

1. PAIBAC is played with a standard fifty-two (52) card deck and one (1) joker. The game is played on a table with seven active seated-positions.
2. Players and the player-dealer put up separate wagers for the Baccarat part and the Pai Gow part.
3. The dealer deals 49 cards into 7 separate 7 card piles face down or takes 7 card piles from a shuffle machine.
4. The player-dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
5. By random method, such as the player/dealer shaking a dice cup or an electronic device generating a random number, it is determined which player position will receive the action pile (chosen by the player-dealer in the previous step) and have that position's wagers settled first.

PAIBAC
GAME RULES
GEGA #003529

6. One position is the player-dealer position.
7. Players arrange their Pai Gow cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
8. The Player-Dealer does not expose, look at, or set his Pai Gow Poker hand until after the players set their Pai Gow Hands.

PLAY OF BACCARAT GAME PART

1. Once all players have finished setting their Pai Gow hands, the dealer will deal from the top of the player-dealer's unexposed Pai Gow hand two cards for the designated Banker Baccarat hand and two cards for the Player's Baccarat hand.
2. The Player hand will be hit or stand first. The cards used for hitting the Baccarat hands are from the player-dealer Pai Gow Hand.
3. The Player hand and Banker hand will hit or stand based on these guidelines:

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

Otherwise, a third card may be dealt to either position based on the following rules:

- The Player hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player stands, then the Banker hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player hand draws a card, the Banker hand hits on hand totals of 0-2, and according to the following rules:
 - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card is an 8.
 - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card is a 0, 1, 8, or 9.

PAIBAC
GAME RULES
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- If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card is 4, 5, 6, or 7.
- If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card is a 6 or 7.
- If the Banker's hand is 7, the Banker does not hit.

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

		PLAYER'S THIRD CARD									
		0	1	2	3	4	5	6	7	8	9
BANKER'S HAND	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

4. Card values: all cards 2-9 use their face value; tens, jacks, queens and Kings have a value of zero, and ace has a value of one. A hand sum in double digits is ranked with the tens digit ignored. For example, a hand totaling 18 is counted as 8. A joker counts as a 10.
5. If the banker and player hand tie on 7, the player hand is a push and the player receives back their wager, and the banker hand loses. All other ties are pushes.
6. After the Baccarat hands are complete, the dealer will signify which Baccarat hand won. The dealer will settle the Baccarat wagers before commencing the Pai Gow part.

PAIBAC
GAME RULES
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OPTIONAL BONUS WAGERS FOR BACCARAT

1. A tie bet is an optional wager that both the bank hand and player hand, including for both any draw cards, will have the same total. A player winning wager on the tie bet pays 8:1 (8 times the player wager) for the player.
2. A pair bet is an optional wager that the first two cards of either the banker Baccarat hand or the player Baccarat hand will be a pair. If the player bets that either hand will be a pair, the player winning wager pays 7:1 for the player.
3. A Lucky 7 bet is a wager that the Player Hand and Banker Hand both equal 7. A player winning wager on Lucky 7 pays 45:1 for the player.
4. When settling the Baccarat wagers, the wagers are settled for each position as if settled in the following order: Banker Hand Wagers, Player Hand Wagers, Pair Bet Wagers, Tie Bet Wagers, then Lucky 7 Wagers.

PLAY OF THE PAI GOW (DOUBLE HAND) GAME PART

1. Once the Baccarat game part is complete, the dealer will combine the cards used for the Baccarat hands with the remaining cards for the player-dealer Pai Gow hand, expose the entire hand, and set the player-dealer Pai Gow hand. The player-dealer Pai Gow hand will be set into a two card hand and a five card hand. A player-dealer's five card hand must rank higher than his or her two card hand.
2. Once the player-dealer's hands are set, each player's Pai Gow hand is exposed, in turn, to decide the winners and the losers.
3. The winner is determined by comparing a player's two card hand against the player-dealer's two card hand and a player's five card hand against the player-dealer's five card hand. A player wins if his/her two card hand is superior to the player-dealer's two card hand and his/her five card hand is superior to the player-dealer's five card hand. The player-dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player-dealer's five card hand is superior to or "copies" the player's five card hand.
4. If a player has one hand that ranks higher than the player-dealer and one hand that ranks lower or "copies", it is a push and no one wins.

PAIBAC
GAME RULES
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GENERAL RULES FOR PAI GOW POKER PART

1. The hands are ranked in sequence according to the Poker Ranking Chart submitted by the club with this submission, and shown below:

Standard deck of 52 cards with one joker that plays as a wild card. The deck consists of four suits, but no suit is of any higher value than another. Within each suit there are 13 cards

Lowest - Deuce (two), Trey (three), Four, Five, Six, Seven, Eight, Nine, Ten, Jack (J), Queen (Q), King(K), and Ace (A) - Highest.

Aces can also be low when being used to complete a five high straight or straight flush.

The joker can take on the value and suit of any card in the deck not already in that player's hand (except, in the case of five of a kind).

Hand

Example

High

Five of a Kind	Ah - Ad - Ac - As - As	Five of the same card (only possible if using a joker or other wild cards)
Royal Flush	Ah - Kh - Qh - Jh - 10h	All of the same suit.
Straight Flush	9s - 8s - 7s - 6s - 5s	All of the same suit.
Four of a Kind	As - Ah- Ad- Ac- Ks	Four of the same card.
Full house	Js - Jd - Jc - 10s - 10h	Three of a kind and a pair.
Flush	2s - 4s - 8s - 9s - Ks	All the same suit.
Straight	3s - 4d - 5c - 6c - 7h	5 cards in a row.
Three of a kind	4s - 4d - 4h - 6s - Qs	Three of the same card.
Two Pair	5s - 5h - 3c - 3s - Ad	Two pair of the same cards.
A Pair	As - Ah - Jd - 3h- 2c	Any two of the same card.
High card		

Five of a kinds are ranked as follows:

Highest - A A A A A to 2 2 2 2 2 - Lowest

Straight flushes are ranked as follows:

Highest - A K Q J 10 to 5 4 3 2 A - Lowest.

Aces can be used as high or low for purposes of making a straight flush.

PAIBAC
GAME RULES
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Four of a kinds are ranked as follows:

Highest - A A A A K to 2 2 2 2 3 - Lowest

Full Houses are ranked as follows:

Highest - A A A K K to 2 2 2 3 3 - Lowest

If the player dealer and a player in a hand have full houses, the hand with the larger three of a kind would win.

Flushes are ranked based on the highest card of the suit.

Straights are ranked as follows:

Highest - A K Q J 10 to 5 4 3 2 A - Lowest.

Aces can be used as high or low for purposes of making straights.

Three of a kinds are ranked as follows:

Highest - A A A K Q to 2 2 2 3 4 - Lowest

Two Pairs are ranked as follows:

Highest - A A K K Q to 3 3 2 2 4 - Lowest

Two pair is ranked first by the highest pair. If the remaining players in a hand have the same highest pair, then the second pair is considered. If players have the same two pair, then the unpaired card (kicker) will determine the winner.

Pairs are ranked as follows:

Highest - A A K Q J to 2 2 3 4 5 - Lowest

If the remaining players in a hand have the same pair, then the highest unpaired card (kicker) will determine the winner.

2. Players and the player-dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of Kings in the low hand and the pair of Aces 2 3 4 in the high hand. The player could also put 3 4 in the low hand and two pair, Aces and Kings with a 2 kicker in the high hand. The pair of Aces could not be in the two card hand.

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3. A joker is wild (able to take on the value of any of the cards in a standard deck of 52 playing cards that gives the hand its highest possible ranking).
4. It is each player's responsibility to arrange his hands correctly. Hands play as set.
5. Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand. If the hand is not set at all, it will be played House Way.
6. Players are forbidden to show or discuss their hand with any player involved in another active hand.
7. Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
8. Upon opening the player-dealer's hand, the dealer may show reasonable options in setting of the hands, but the final setting is the player-dealer's decision.

GENERAL RULES FOR PAIBAC

1. The game uses a player-dealer position. The player-dealer wagers for each part of the game are separate. All players at the table play against another player or players acting as the player-dealer. Players are never playing against the card room. Players and the player-dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player-dealer's bet is in action. Once the player-dealer wagers are exhausted, the wagers not covered will be returned to the respective players.
2. The player-dealer position will be offered systematically and continuously in a clock wise manner around the table after every two hands.
3. An employee of the Card room deals all cards and settles all wagers, but has no interest in the outcome of the game. More than one employee at a time may fulfill the function of the dealer.

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4. Players place their bets before the action position is chosen. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
5. All wagers are paid at 1:1 value except as noted.
6. No side bets are allowed. Back line betting is permitted for all wagers, including bonus bets.
7. Piles are dealt using an automatic shuffle machine or by hand.
8. Once the dealer has begun scrambling the cards together, management may not render a decision regarding the previous hand.
9. Each player must protect their hands and is solely responsible for any chips they place on the table.
10. The game may use a video display terminal showing the result of prior hands.
11. The game is played on a standard card table with demarcated areas for the Baccarat and Pai Gow hands, and demarcated areas for separate wagers for each.
12. There are seven or eight player positions, but if eight positions are used, one position does not receive a Pai Gow hand and is inactive as a wagering position as denoted with a no action button.
13. When dealing manually the seven piles of seven cards for Pai Gow, the house dealer shall deal one card at a time in front of himself/herself until there are seven cards, starting from left to right, face-down. Once there are seven cards laid out face-down, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two face-down cards. This process of dealing cards left to right, then right to left, shall be repeated (not completed) until each pile has seven face-down cards. The player-dealer then selects one of the seven piles. The action button, which designates the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed after the placement of the action button has been determined, as described above. Once the action button position is determined, the house dealer shall distribute the piles of cards, starting with the pile that has the action button, and continuing clockwise around the table to all positions where a Pai Gow wager has been placed.

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14. When dealing the seven piles of seven cards using an automatic shuffler, the automatic shuffler deals piles of seven cards each. The card room dealer shall distribute the piles of cards, starting with the first pile from the shuffler which goes to the position designated as the action position, and continuing clockwise. Piles of cards are distributed to all positions where a Pai Gow wager has been placed.
15. The remaining cards not dealt to a seated position shall be placed in the discard pile. After all players have set their hands or left them for the dealer to set house way, the dealer will deal out the Baccarat portion of the game. The dealer deals from the top of the player-dealer's Pai Gow hand. All Baccarat cards may be dealt face up or face down. The top card is dealt as the Player's first card. The second card from the player-dealer's hand is dealt face up as the first card of the Banker's hand. The third card is the Player's second card and the fourth card is the Banker's second card. The dealer then either hits or does not hit the Player's hand, according to the rules of the game. After the Player's hand is complete, the dealer hits or does not hit the Banker's hand, according to the rules of the game.

Glossary of Terms for PAIBAC

- Action (1)** The player position where the settling of bets begins.
- Action (2)** When a player or player-dealer's bet is either paid or collected.
- Action (3)** A bet made in front of the first betting spot in the player-dealer position which allows a player to take the first action. This bet is the first settled against the players; starting with the seated-position with the action button.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action Pile** The Pai Gow pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Baccarat Hand** Either the banker or the player hand.

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Copy	When a players hand is ranked equally to the player-dealer hand.
Double Hand	Refers to Pai Gow poker and vice versa.
Go Button	A button with the word "GO" on one side. In Pai Gow, the "GO" button is turned over by the player-dealer so that the word "GO" is face up on the table to signal that the player-dealer agrees that his hand is set the way he wants and now may be compared to the player's hands.
Hand (1)	For Pai Gow Poker part, the seven cards that each seated-position, with a bet on it, receives. The seven cards are then split up to make two individual hands, one with two cards and the other with five. The two card hand must be lower than the five card hand.
Hand (2)	A period of play starting at the beginning (opening up the dice cup) to the end (settling the last bet on the table).
House Way	A predetermined strategy for setting a Pai Gow hand into two and five card hands which may vary from house to house.
Primary Wager	A wager on a Pai Gow or Baccarat Hand relating to the object of the game as provided in the General Description.
Push	In Pai Gow, when a player wins either the high or the low hand and the player-dealer wins the other.
Side Bet	A bet not placed on the table as part of the action.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

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PAI BAC COLLECTION RATES

Generally Applicable Rules:

1. The applicable schedule and wager limits are posted at the table. The Floor-people and dealers shall enforce the schedules.
2. Players may make multiple wagers, stacked separately. Multiple wagers made by the same player may be stacked after fee collection.
3. Player/Dealer wager limits are always table stakes, meaning that the Player/Dealer wager is limited to the chips held by the Player/Dealer on the table regardless of the per player or per position wager limits.
4. The House shall post per position wagering limits from \$10 to \$20,000 per position, and per player per position wagering limits. So for example, if pursuant to a schedule with a wagering limit of \$2,500 per player per position and \$8,000 per position, the seated player wagers the maximum, then other players may make up to a total of \$5,500 in additional wagers in that same position, placed behind the seated Players' wagers(s), each of which wagers must conform to the rules herein.
5. Fee collection(s) shall be placed in front of or abutting wager(s).
6. For \$5 minimum wager collection schedules, all bet amounts must be in \$5 increments.
7. A player that places a primary wager or wagers on Baccarat or Pai Gow may wager an equal amount on any combination of Baccarat bonus wagers without paying an additional collection. A collection is charged on any bonus wagers where any portion of the wager exceeds the amount of the player's primary wager or wagers.
8. The limit per bonus wager is \$100. The House also may limit bonus wagers per position to a lower maximum than table per position wager limits. For example, the table limit for primary wagers may be \$2,000 per position, but the house may limit bonus wagers to \$100 - \$500 per position. In addition, the House may limit bonus wagers per player to a lower maximum than per player wager limits. For example, the per player wager limit may be \$1,000 per player, but the house may limit bonus wagers to \$100 - \$500 per player.
9. In some of the schedules, under player/dealer wager, "total action" is written. "Total Action" means the total of the wagers made by the players per game part on the table against the player/dealer position wagers by game part.

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10. For the Baccarat game part, in the collection schedules “player wager” refers to the player wagers on either the bank or player hand, and “player-dealer wager” refers to wagers against the player wagers.
11. For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the amount he/she wagered on the game. A collection fee shall also be taken from each player based on the amount of each wager placed by the player.
12. For **schedule options 8 through 17**, a collection shall be taken per hand from the player-dealer based on the amount he/she wagered on the game. An additional collection shall be added to the original, and taken from the player-dealer based on the total action wagered against him/her by all of the other players. A collection shall also be taken from each player based on the amount of each wager placed by the player. An additional collection shall be added to the original, and taken from each player if the amount he/she wagers exceeds the amount listed.
13. For **schedule option 18**, there shall be no collection fee taken from any player or the player-dealer.
14. For **schedule option 19**, a collection fee of \$1 is taken from the player-dealer position, there shall be no collection fee taken from other players.
15. For **schedule options 1 through 19**, if a player places a wager on the Tie Bet, Pair Bet, and/or Lucky 7 Bet, that exceeds the amount of their primary wager, the player shall pay a collection fee, based on the amount that exceeds the primary wager. For example, if a player makes a primary wager of \$40 and places three bonus wagers of \$25 each, a collection is charged on the second and third bonus wagers. If the same player had wagered \$50 on the primary wager, he or she would be charged a collection only on the third bonus wager.
16. The Tie Bet, Pair Bet, and Lucky 7 Bets may be less than or equal to, or exceed the base game wager pursuant to the rules above.
17. The collection fees shall be collected from each player and the player-dealer prior to the Pai Gow wagers being settled. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. 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.

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I. Pai Bac Schedules :

Collection Rate Schedule (1)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$2 to \$500, except The limit per bonus wager is \$100.	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5
Collection Rate Schedule (2)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$500, except The limit per bonus wager is \$100.	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 and over	\$1
	\$101 to \$200		\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

Collection Rate Schedule (3)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$2 to \$500, except The limit per bonus wager is \$100.	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 to \$500	\$1
	\$101 to \$200	\$501 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

Collection Rate Schedule (4)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$500, except The limit per bonus wager is \$100.	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$500	\$1
	\$101 to \$200	\$501 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

Collection Rate Schedule (5)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$2 to \$500, Except The limit per bonus wager is \$100	\$2 to \$50	\$2 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

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Collection Rate Schedule (6)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$500, Except The limit per bonus wager is \$100	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 and over	\$2
	\$201 to \$300		\$3
	\$301 to \$500		\$5

Collection Rate Schedule (7)			
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection
\$5 to \$500 Except The limit per bonus wager is \$100	\$5 to \$50	\$5 to \$50	\$.50
	\$51 to \$100	\$51 to \$100	\$1
	\$101 to \$200	\$101 to \$499	\$2
	\$201 to \$300	\$500 and over	\$3
	\$301 to \$500		\$5

Collection Rate Schedule (8)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$5 to \$500 Except The limit per bonus wager is \$100	\$5 to \$50	\$5 to \$50	\$.50	
	\$51 and over	\$51 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$500			\$4

Example: In reference to Collection Rate Schedule 8, if a player wagers \$50, that player pays \$.50. If the player wagers \$200, the player would pay \$2 total. Of the \$2 paid, he pays \$1 for making a bet of \$51 or more and a second \$1 is added to the first for the bet being between \$101 and \$200. If the same player had wagered \$250 instead, the player would pay \$3 total. Of the \$3 paid, again he pays \$1 for making a bet of \$51 or more but this time his additional collection is \$2 because he has bet between \$201 and \$300. In the Player/Dealer position, if the Player/Dealer wagers are \$1,000 and they get action of that amount from all the players combined in the Pai Gow game part, then they would pay \$2 total. Of the \$2 paid, they pay \$1 for betting \$51 and over and an additional \$1 because the "Total Action" wagered against the Player/Dealer for the Pai Gow game part is \$100 and over.

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Collection Rate Schedule (9)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$10 to \$500 Except The limit per bonus wager is \$100	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

Collection Rate Schedule (10)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$10 to \$500 Except All Baccarat bonus bets are maximum \$100 per position.	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

Collection Rate Schedule (11)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$10 to \$500 Except All Baccarat bonus bets are maximum \$100 per position. position.	\$10 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4

Collection Rate Schedule (12)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$25 to \$500 Except All Baccarat bonus bets are maximum \$100 per position.	\$25 and over	\$25 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

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Collection Rate Schedule (13)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$25 to \$500 Except The limit per bonus wager is \$100	\$25 and over	\$25 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

Collection Rate Schedule (14)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$25 to \$500 Except The limit per bonus wager is \$100	\$25 and over	\$25 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4

Collection Rate Schedule (15)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$50 to \$500 Except The limit per bonus wager is \$100	\$50 and over	\$50 and over	\$1	
	\$101 to \$200	\$100 and over (total action)		\$1
	\$201 to \$300			\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

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Collection Rate Schedule (16)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$50 to \$500 Except The limit per bonus wager is \$100	\$50 and over	\$50 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 and over (total action)		\$2
	\$301 to \$400			\$3
	\$401 to \$500			\$4

Collection Rate Schedule (17)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	Additional Collection
\$50 to \$500 Except The limit per bonus wager is \$100	\$50 and over	\$10 and over	\$1	
	\$101 to \$200	\$100 to \$200 (total action)		\$1
	\$201 to \$300	\$201 to \$300 (total action)		\$2
	\$301 to \$400	\$301 to \$400 (total action)		\$3
	\$401 to \$500	\$401 and over (total action)		\$4

Collection Rate Schedule (18)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Collection	
\$10 to \$40 Except All Baccarat bonus bets are maximum \$40 per position.	\$10 and over	\$10 and over	\$0	

Collection Rate Schedule (19)				
Per Wager Limit for Players	Player Wager	Player/dealer Wager	Player Collection	Player/dealer Collection
\$10 to \$40 Except All Baccarat bonus bets are maximum \$40 per position.	\$10 and over	\$10 and over	\$0	\$1

Baccarat

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GENERAL DESCRIPTION

Two hands play against each other: the Banker hand and the Player hand. The hand that gets closest to 9 wins. If both hands have the same total, they push, except as specified herein.

The object of Baccarat is to choose whether the Banker hand or the Player hand will be closer to 9. Players wager against the player - dealer.

GAME SPECIFICATIONS

1. Baccarat is played with 1-8 standard fifty-two (52) card decks. The game is played on a table with seven or more active seated-positions.
2. Card values are as follows: all cards 2-9 are face value; tens, jacks, queens, and kings equal zero; aces equal one. A hand sum in double digits is ranked with the tens digit ignored. For example, a hand totaling 18 is counted as 8.

PLAY OF THE GAME

1. One position is the player-dealer position. Players may wager on the Banker hand, the Player hand or on Bonus Bets. The player-dealers wager against the other players.
2. By random method, such as the player - dealer shaking a dice cup, an electronic device generating a random number, or based on the Player or Banker up cards, it is determined which player position will receive the action and have that position's wagers settled first. If the house uses a method other than a dice cup, the action on payouts will begin with the player to the left of the player-dealer position and continue clockwise. If a dice cup is used to determine action, the house dealer shall shake the dice cup (which contains 3 dice numbered from 1 to 6) and give it to the player-dealer to shake. The player-dealer shakes the dice cup, the house dealer announces "No more bets" and lifts the lid of the dice cup. The sum of the number of the 3 dice are added up to come up with the action number (example: 2,5,6 =13)

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3. The cards are dealt by hand, from either a standard shoe or from a shuffler with a shoe assembly on front of it for dealing. The dealer deals two cards for the designated Banker hand and two cards for the Player hand. The house dealer may deal the cards face-up or face-down. When the cards are dealt face-up, the house dealer shall deal, starting with the top of the deck, one card face up for the Player hand, then one card face up for the Banker hand, then a second card face up for the Player hand, then a second card face up for the Banker hand. When dealt face-down, the house dealer shall deal, starting with the top of the deck, one card face down for the Player hand, then one card face down for the Banker hand, then a second card face down for the Player hand, then a second card face down for the Banker hand.
4. A Natural 8 or 9 is accomplished when the first two cards of the Player or Banker hand has a value of eight (8) or nine (9). When this occurs, neither hand will be allowed to draw an additional card. If there is no natural 8 or 9, the Player hand will hit or stand first.
5. The Player and Banker hands will hit or stand according to the following rules:
 - The Player hand hits on a total of 5 or less and stands on a total of 6 or more.
 - If the Player hand stands, then the Banker hand hits on a total of 5 or less and stands on a total of 6 or more.
 - If the Player hand draws a card, the Banker hand hits on hand totals of 0-2, and according to the following rules:
 - If the Banker hand total is 3, then the Banker hand is dealt a third card unless the Player hand's third card is an 8.
 - If the Banker hand total is 4, then the Banker hand is dealt a third card unless the Player hand's third card is a 0, 1, 8, or 9.
 - If the Banker hand total is 5, then the Banker hand is dealt a third card if the Player hand's third card is 4, 5, 6, or 7.
 - If the Banker hand total is 6, then the Banker hand is dealt a third card if the Player hand's third card is a 6 or 7.
 - If the Banker hand is 7, the Banker does not hit.

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

		PLAYER'S THIRD CARD									
		0	1	2	3	4	5	6	7	8	9
BANKER'S HAND	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

6. If the Banker hand and Player hand tie on 7, the Player hand is a push. Players receive their Player hand wagers back, and the Banker hand wagers lose. All other ties are pushes.

OPTIONAL BONUS WAGERS FOR BACCARAT

1. A tie bet is an optional wager that both the Banker hand and Player hand, including for both any draw cards, will have the same total. A player winning wager on the tie bet is paid 9:1 (9 times the player wager) for the player.
2. A pair bet is an optional wager that the first two cards of either the Banker hand and/or the Player hand will be a pair. If either hand is a pair, the wager is paid 5:1 for the player; and if both hands are pairs, the wager is paid 23:1 for the player.
3. A Lucky 7 bet is a wager that the Player Hand and Banker Hand both equal 7. A player winning wager on Lucky 7 is paid 47:1 for the player.
4. Wagers are settled for each position as if settled in the following order: Banker Hand Wagers, Player Hand Wagers, Pair Bet Wager, Tie Bet Wager, then Lucky 7 Wager.
5. The Tie, Lucky 7, and/or the Pair Bets remain in action regardless of the outcome of any other wager(s).

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GENERAL RULES

1. The game uses a player-dealer position. All players at the table play against players acting as the player-dealer. Players are never playing against the card room. Players and a player-dealer may only win or lose, on any given hand, an amount equal to the chips bet. Bets are collected and paid only to the extent that the player-dealer's bet is in action. Once the player-dealer's wagers are exhausted, the wagers not covered will be returned to the respective players.
2. The player-dealer position will be offered systematically and continuously in a clock wise manner around the table after every two hands.
3. An employee of the Card room deals all cards and settles all wagers, but has no interest in the outcome of the game. More than one employee at a time may fulfill the function of the dealer.
4. All wagers are paid at 1:1 value except as noted.
5. Players place their bets before the action position is chosen or the first card is dealt – whichever comes first. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
6. No side bets are allowed. Back line betting is permitted for all wagers, including bonus bets.
7. Once the dealer has begun scrambling the cards together, management may not render a decision regarding the previous hand.
8. Each player is solely responsible for any chips they place on the table.
9. The game may use a video display terminal showing the result of prior hands.
10. The game is played on a card table with demarcated areas for the Baccarat and bonus wagers.
11. The House may stop or re-start offering the bonus wagers listed above with advance written notice to the Bureau.

Baccarat

California Grand Casino

California Game

The game of Baccarat utilizes a player-dealer position and is a California game. 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.

Collection Fees

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the amount he/she wagered on the game. A collection fee shall also be taken from each player based on the amount of each wager placed on each base game wager. For **schedule options 8 through 17**, a collection shall be taken per hand from the player-dealer based on the amount he/she wagered on the game. An additional collection shall be added to the original, and taken from the player-dealer based on the total action wagered against him/her by all of the other players. A collection shall also be taken from each player based on the amount of each wager placed on each base game wager. An additional collection shall be added to the original, and taken from each player if the amount he/she wagers exceeds the amount listed. For **schedule option 18**, a collection fee shall be taken per hand from the player-dealer position based on the amount he/she wagered on the game. There shall be no collection fee taken from each player. For **schedule options 1 through 18**, the California Grand Casino shall post per position wagering limits from \$2,000 to \$20,000 per position, and per player per position wagering limits. The per wager minimum limits shall range from \$1 to \$100. The per wager maximum limits shall range from \$10 to \$2,000. The California Grand Casino may set different minimum and maximum wager limits for bonus wagers within the minimum and maximum limits listed above. For collection schedules with a \$5 minimum wagering limit, all bet amounts shall be in \$5 increments. The collection fees shall be pre-determined and conspicuously posted on each table or visible from each table prior to any

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cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. 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. The approved collection fees and schedule for the game of Baccarat are as shown below:

Schedule Option	Player Wager	Player-Dealer Wager	Player/ Player-Dealer Fee Collections
1	\$2 - \$50	\$2 - \$50	\$0.50
	\$51 - \$100	\$51+	\$1.00
	\$101 - \$200		\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00
2	\$5 - \$50	\$5 - \$50	\$0.50
	\$51 - \$100	\$51+	\$1.00
	\$101 - \$200		\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00
3	\$2 - \$50	\$2 - \$50	\$0.50
	\$51 - \$100	\$51 - \$500	\$1.00
	\$101 - \$200	\$501 +	\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00
4	\$5 - \$50	\$5 - \$50	\$0.50
	\$51 - \$100	\$51 - \$500	\$1.00
	\$101 - \$200	\$501 +	\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00
5	\$2 - \$50	\$2 - \$50	\$0.50
	\$51 - \$100	\$51 - \$100	\$1.00
	\$101 - \$200	\$101+	\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00
6	\$5 - \$50	\$5 - \$50	\$0.50
	\$51 - \$100	\$51 - \$100	\$1.00
	\$101 - \$200	\$101+	\$2.00
	\$201 - \$300		\$3.00
	\$301 - \$500		\$5.00

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7	\$5 - \$50	\$5 - \$50	\$0.50
	\$51 - \$100	\$51 - \$100	\$1.00
	\$101 - \$200	\$101 - \$499	\$2.00
	\$201 - \$300	\$500+	\$3.00
	\$301 - \$500		\$5.00

Schedule Option	Player Wager	Player-Dealer Wager	Player/Player-Dealer Fees	Additional Player/Player-Dealer Fees
8	\$5 - \$50	\$5 - \$50	\$0.50	
	\$51 +	\$51+	\$1.00	
	\$101 - \$200	\$100+ (total action)		\$1
	\$201 - \$300			\$2
	\$301 - \$500			\$4
9	\$10+	\$10+	\$1.00	
	\$101 - \$200	\$100+ (total action)		\$1
	\$201 - \$300			\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
10	\$10+	\$10+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201+ (total action)		\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
11	\$10+	\$10+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201 - \$300 (total action)		\$2
	\$301 - \$400	\$301 - \$400 (total action)		\$3
	\$401 - \$500	\$401+ (total action)		\$4
12	\$25+	\$25+	\$1.00	
	\$101 - \$200			\$1
	\$201 - \$300	\$100+ (total action)		\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
\$401 - \$500			\$4	

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13	\$25+	\$25+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201+ (total action)		\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
14	\$25+	\$25+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201 - \$300 (total action)		\$2
	\$301 - \$400	\$301 - \$400 (total action)		\$3
	\$401 - \$500	\$401+ (total action)		\$4
15	\$50+	\$50+	\$1.00	
	\$101 - \$200	\$100+ (total action)		\$1
	\$201 - \$300			\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
16	\$50+	\$50+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201+ (total action)		\$2
	\$301 - \$400			\$3
	\$401 - \$500			\$4
17	\$50+	\$50+	\$1.00	
	\$101 - \$200	\$100 - \$200 (total action)		\$1
	\$201 - \$300	\$201 - \$300 (total action)		\$2
	\$301 - \$400	\$301 - \$400 (total action)		\$3
	\$401 - \$500	\$401+ (total action)		\$4

Schedule Option	Player Wager	Player-Dealer Wager	Player-Dealer Fee	Player Fee
18	\$2+	\$2+	\$1-\$20 As Posted	\$0

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Glossary of Terms for Baccarat

Action	The player position where the settling of bets begins.
Action Button	A token used to designate where the settling of bets will begin (the action).
Baccarat Hand	Either the banker or the player hand.
Hand	A period of play starting at the beginning with the selection of the action position, to the end (settling the last bet on the table).
Primary Wager	A wager on a Baccarat Player or Banker Hand being closer to 9.
Side Bet	A bet not placed on the table as part of the action.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets.

EZ BACCARAT™ PANDA 8



*EZ Baccarat Panda 8 is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

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 position shall be offered systematically and continuously in a clockwise manner around the table at least every two hands. 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. 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 assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

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 shall be used during the play of the game.

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:

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, in that order, with nine being higher than eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero, in that order, with seven being highest and zero being lowest.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen 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 wager, 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. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all 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 respective players.

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

- If either the Player or Banker achieves a total of 8 or 9 on the initial deal of 2 cards, the hand is a "natural" and no further cards are drawn or hit.
- 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.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - 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.
 - 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.
 - 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.
 - 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.

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

How Each Wager Wins, Loses, or Pushes

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 hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- If the Banker wins with a 3 card hand equal to 7 (player hand is 6 or less), the Banker wager pushes and the player wager loses.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers 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 Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- 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.
- 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 wager 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 wager.
- All winning Tie Bet wagers shall be paid 9 to 1.
- 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 only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- 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.
- 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.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- 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.

EZ BACCARAT PANDA 8**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 only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- 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.
- 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.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 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.

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.

EZ BACCARAT PANDA 8**Collection Fees**

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the amount he/she wagered on the game. A collection fee shall also be taken from each player based on the amount of each wager placed on each base game wager.

For **schedule options 8 through 17**, a collection shall be taken per hand from the player-dealer based on the amount he/she wagered on the game. An additional collection shall be added to the original, and taken from the player-dealer based on the total action wagered against him/her by all of the other players. A collection shall also be taken from each player based on the amount of each wager placed on each base game wager. An additional collection shall be added to the original, and taken from each player if the amount he/she wagers exceeds the amount listed.

For **schedule options 1 through 17**, the California Grand Casino shall post maximum per position wagering limits from \$2,000 to \$20,000 per position, and per player per position wagering limits. The per wager minimum limits shall range from \$1 to \$100. The per wager maximum limits shall range from \$10 to \$2,000. The California Grand Casino may set different minimum and maximum wager limits for bonus wagers within the minimum and maximum limits listed above. For collection schedules with a \$5 minimum wagering limit, all bet amounts shall be in \$5 increments. The collection fees shall be pre-determined and conspicuously posted on each table or visible from each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. 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. The approved collection fees and schedule for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Player Wager	Player Fee Collections	Player-Dealer Wager	Player-Dealer Fee Collections
1	\$2 - \$50	\$0.50	\$2 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51+	\$1.00
	\$101 - \$200	\$2.00		\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00
2	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51+	\$1.00
	\$101 - \$200	\$2.00		\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00
3	\$2 - \$50	\$0.50	\$2 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51 - \$500	\$1.00
	\$101 - \$200	\$2.00	\$501 +	\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00
4	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51 - \$500	\$1.00
	\$101 - \$200	\$2.00	\$501 +	\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00

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5	\$2 - \$50	\$0.50	\$2 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51 - \$100	\$1.00
	\$101 - \$200	\$2.00	\$101+	\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00
6	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51 - \$100	\$1.00
	\$101 - \$200	\$2.00	\$101+	\$2.00
	\$201 - \$300	\$3.00		\$3.00
	\$301 - \$500	\$5.00		\$5.00
7	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
	\$51 - \$100	\$1.00	\$51 - \$100	\$1.00
	\$101 - \$200	\$2.00	\$101 - \$499	\$2.00
	\$201 - \$300	\$3.00	\$500+	\$3.00
	\$301 - \$500	\$5.00		\$5.00

Schedule Option	Player Wager	Player/ Player-Dealer Fees	Player-Dealer Wager	Player/ Player-Dealer Fees	Additional Player/ Player-Dealer Fees
8	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50	
	\$51 +	\$1.00	\$51+	\$1.00	
	\$101 - \$200		\$100+ (total action)		\$1
	\$201 - \$300				\$2
	\$301 - \$500				\$4
9	\$10+	\$1.00	\$10+	\$1.00	
	\$101 - \$200		\$100+ (total action)		\$1
	\$201 - \$300				\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4
10	\$10+	\$1.00	\$10+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201+ (total action)		\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4
11	\$10+	\$1.00	\$10+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201 - \$300 (total action)		\$2
	\$301 - \$400		\$301 - \$400 (total action)		\$3
	\$401 - \$500		\$401+ (total action)		\$4
12	\$25+	\$1.00	\$25+	\$1.00	
	\$101 - \$200				\$1
	\$201 - \$300		\$100+ (total action)		\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4

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13	\$25+	\$1.00	\$25+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201+ (total action)		\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4
14	\$25+	\$1.00	\$25+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201 - \$300 (total action)		\$2
	\$301 - \$400		\$301 - \$400 (total action)		\$3
	\$401 - \$500		\$401+ (total action)		\$4
15	\$50+	\$1.00	\$50+	\$1.00	
	\$101 - \$200		\$100+ (total action)		\$1
	\$201 - \$300				\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4
16	\$50+	\$1.00	\$50+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201+ (total action)		\$2
	\$301 - \$400				\$3
	\$401 - \$500				\$4
17	\$50+	\$1.00	\$50+	\$1.00	
	\$101 - \$200		\$100 - \$200 (total action)		\$1
	\$201 - \$300		\$201 - \$300 (total action)		\$2
	\$301 - \$400		\$301 - \$400 (total action)		\$3
	\$401 - \$500		\$401+ (total action)		\$4



PLAYER | BANKER

DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1



War Blackjack

Type of Game

The game of War Blackjack 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. The player-dealer position (including for bonus bets) is continuously and systematically rotated by offering the position to each seated player position in a clockwise fashion around the gaming table at least every two hands. 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

War Blackjack elevates the traditional blackjack experience by empowering the player to engage in an optional game of war prior to the blackjack game. If the player chooses, he can take his winnings from the war game and increase his current blackjack wager.

Description of the Deck and Number of Decks Used

War Blackjack is played with standard decks of 52 cards with three jokers added to each deck. Decks may be used in groups of 1-10 decks.

Card/Tile Values and Hand Rankings

War

Jokers equal a 2, Aces are low, and Kings are the highest card in this order: K-Q-Jack-10-9-8-7-6-5-4-3-2 or Joker-A.

Blackjack

Jokers have a playing value of 2 except in the player hand Super Natural 24 when each Joker counts as a 12. Aces count one or eleven. All face cards count as ten. All other cards count their face value. Suits are valued equally and are ignored, except, two aces of the same suit, dealt in the first two cards are a Natural 22.

BLACKJACK – HAND RANKING CHART

Hand Ranking	Hand
1.	Two Jokers (Super Natural 24) (only in player's hand)
2.	Two Suited Aces (Natural 22)
3.	Two Card 21 (Natural 21)
4.	21
5.	20
6.	19
7.	18

War Blackjack

8.	17
9.	16
10.	15
11.	14
12.	13
13.	12
14.	11
15.	10
16.	9
17.	8
18.	7

Description of Table Used and Total Number of Seated Positions

War Blackjack is played on a gaming table that seats 7 to 12 players. There are demarcated betting areas for each player position and the different wagers, which are War, Parlay, and Blackjack. There is one demarcated betting area for each player position for the Buster Blackjack Bonus Bet. There also is a position for the house dealer and the house dealer's chip tray. The following wagers will be available to players: War, Parlay, Blackjack, Double Down, Split, Insurance, and Buster Bet. The Parlay bet may be referred to as Parlay or Attack, but for the purposes of these rules, it will be referred to as the Parlay bet.

Dealing Procedures and Round of Play

BETTING

1. Players and the player-dealer make wagers prior to receiving any cards. Players bet against the player-dealer and not against the house. Only chips placed in the demarcated areas on the table constitute a valid bet. A player-dealer is never required to cover all the player wagers.
2. The Blackjack and War wagers are independent options. A player may make a Blackjack wager, War wager, or both wagers.
3. Before any cards are dealt, any person may choose to make a War wager by placing the War wager in a designated player position on the table. A player may make each wager in any amount permitted for any player position wagers; there is no required ratio between player War and Blackjack wagers.
4. To parlay, a player's War wager must be for the same player hand as the player's Blackjack wager.

War Blackjack

5. Backline wagering is allowed on all wagers. With regards to the Buster Blackjack Bonus Bet, backline bettors share the circle with seated players. For example, each of the players could place stacks of chips inside and outside of the circle, but clearly touching the demarcated area; another example would be if the players placing a wager on the Buster Blackjack Bonus Bet stack their bets but in a manner where they are easily distinguishable.

THE ACTION

Money wagered by the player-dealer may only be used once to settle bets, win or lose. Half the player-dealer wager will be used for the War wagers and half will be used for the Blackjack wagers. If a player-dealer covers all action on the table, the house dealer will not use the action button and the bets can be settled in any order.

If the player-dealer's wager runs out before all bets are settled, bets are settled in the following order: all War Wagers, then Blackjack Wagers (including Double Down, Split, Parlay Wagers, and Insurance wagers) and Buster Blackjack wagers; the remaining bets receive no action. Each wager is settled position by position in order of Action, as determined by the action button explained below.

An action button is utilized to designate which player receives first action on their wager. The player-dealer's first card, which is dealt face-up, determines the position of the action button. Aces are one (1); Jacks, Queens, and Kings are ten (10). Jokers are two (2). All other cards are their numerical value. The player-dealer position is zero (0). Other seats, in clockwise rotation, respectively represent the other numbers. When there are more than 10 seated player positions, jacks will count as 11 and if needed, queens will count as 12. This position receives the action button. The action rotates clockwise around the table starting with the action position. Alternatively, the club may designate the action to start with the first player to the left of the player dealer.

THE INITIAL DEAL

1. After the players have placed their wagers, one card is dealt, one at a time, face up, in turn, to each player position with wagers on them, beginning with the position to the immediate left of the house dealer. The player-dealer's card is always dealt after all player positions have received their first cards. The house dealer does not receive a card.
2. These cards are used to determine winners and losers for the War wagers.
3. Players with winning War wagers may add ("Parlay") any part of or all of their War wager winnings to their Blackjack wager. Only the War wager winnings can be Parlayed. The player's original War wager is returned to the player.

SETTLING THE WAR WAGER AND "PARLAY"

1. If the player's first card is a higher value card than the player-dealer's first card, the player wins even money on his or her War wager.
2. If the player's first card ties with or is a lower value card than the player-dealer's first card, the player-dealer wins the War wager and collects the player's War wager.

War Blackjack

3. The house dealer settles all War wagers before dealing more cards for Blackjack.

CONTINUING THE DEAL FOR BLACKJACK

1. After settling the War wagers and placing any Parlay or Attack wagers, the house dealer continues dealing the player and player-dealer hands for Blackjack, dealing a second blackjack card only to those player positions with a blackjack wager.
2. Each player receives a second card face up. The cards are dealt one at a time, in turn to each player, beginning with the player to the immediate left of the house dealer. The player-dealer's second card is always dealt last and is dealt face down.

BLACKJACK PLAY

1. The object of the Blackjack portion of the game is to get the highest ranking hand.
2. After the first two cards are dealt, if the player-dealer's face up card is an ace, a face card, or a ten, the house dealer checks the face down card. If the player-dealer's first two cards are any of the following "Natural Two-Card" hands: two suited aces (Natural 22), or an ace and a ten or face card (Natural 21), the house dealer immediately turns the hand over.
3. If the player-dealer does not have a Natural Two-Card hand, the house dealer will ask the first player position if he or she wants any additional cards.
4. Soft hands: Player-dealers must hit a soft 17. Players have an option to hit or stand on soft 12 – 18. Players and Player-dealers must stand on soft 19 – 21 (unless players are doubling down). Except for Natural Two-card hands, soft hands may not exceed 21.

Rules for Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 18-21 (except when splitting), Soft 19-21 (except when doubling down)	Hard 4-11, Soft 12 (or split)	All other counts

Rules for Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17-21, Soft 18-21	Hard 4-16, Soft 12-17	No Option

5. Players may not stand on a hard 4-11, unless required to when doubling down.
6. The player may continue to ask for cards as long as the total value of all the player's cards does not equal or exceed a hard 18. If the player's hand equals or exceeds hard 18, the player must stop drawing cards (except for hands that are eligible to split). A player may elect to stop drawing cards once his or her hand totals hard 12 or more. However, players that have doubled down and received a card must stay no matter what the total of their hand. Once the first player's hand is no longer eligible to hit, or the player has told the house dealer he or she does not want anymore cards, the next player, in turn, has the right to draw cards. This continues until all players have had one opportunity to draw cards and their hands are no longer eligible to hit or they have refused additional cards. Then the player-dealer is eligible to draw cards. The player-

War Blackjack

dealer must continue to draw cards as long as the total of all the player- dealer's cards does not equal or exceed hard 17. The player-dealer must stand (not draw more cards) on any hand that equals or exceeds 17; except that the player-dealer must draw cards to any hand that totals 17 counting an ace as 11.

7. If the player's hand is over 21 and the Player-dealer's hand is over 21, the Player-dealer wins; except: if the player and the Player-dealer both have 22 (in three or more cards), then it's a push (tie) and neither the player nor the Player-dealer wins; if the player and the Player-dealer both have two Jokers, the player wins; if the player and the Player-dealer have two Suited Aces (Natural 22), the player wins.
8. If after all the players have played their hands it is discovered that the player-dealer has a Natural Two-card hand, the hand still plays as a Natural Two-card hand without penalty.

BLACKJACK PAY-OFFS

1. Once the player-dealer has stopped drawing cards, the house dealer (using the player-dealer's wager) will then settle player Blackjack wagers, paying off players whose hands rank higher (per the hand ranking chart) than the player-dealer's and collecting from players whose hands rank lower (per the hand ranking chart) than the player-dealer's hand.
2. Two Jokers as the player's first two cards (Super Natural 24) gets paid 4 to 1. Player's Suited Aces (Natural 22) gets paid 2 to 1. Player's two-card 21 (Natural 21) gets paid 6 to 5 (except for ties). All other winning base game player wagers pay even money, except insurance wagers as provided below.

BLACKJACK TIES

1. When the player has two Jokers (Super Natural 24) and the player-dealer has two Jokers, the player wins.
2. When both the player and the player-dealer have two Suited Aces in the first two cards (Natural 22), the player wins.
3. When both the player and the player-dealer have hands that total 22 (in three or more cards), it is a push and neither the player nor the player-dealer win.
4. If a player and the player-dealer have the same total and it is 21 or less, the hand is a push (tie) and neither the player nor the player-dealer wins, except, a two card 21 (Natural 21) beats a 21 made with three or more cards.

Player Options

DOUBLE-DOWNS

1. Players can double-down on any two card hand except for the following: Two Jokers in the first two cards (Super Natural 24), two Suited Aces in the first two cards (Natural 22), a two-card 21 (Natural 21), and any hands totaling hard 12 - 20.
2. In order to Double-Down, at least one player must place a second wager equal to or less than their Blackjack wager. The player will only receive one card regardless of the total.

War Blackjack

3. Parlay wagers are included in the player's Blackjack wager for the purpose of determining the amount needed or allowed for double downs.

PAIR SPLITTING

1. Players may split any pair in the first two cards originally dealt to them that are the same card value; except, two Jokers (Super Natural 24) and two Suited Aces (Natural 22).
2. In order to split, at least one player must place a second wager equal to their Blackjack wager. A player may draw as many cards as he or she desires subject to the hitting rules.
3. Players may split any two unsuited Aces originally dealt to them but can only receive one hit card per Ace.
4. Multiple splitting of pairs is permitted.
5. Parlay wagers are included in the player's Blackjack wager for the purpose of determining the amount needed for splits.

INSURANCE

1. When the player-dealer has an Ace showing, players are given the option of placing a separate "insurance" wager. If the player-dealer has a two-card 21 (Natural 21) or a Natural 22 (two suited aces) the insurance bet is paid 2 to 1 and the player's Blackjack wager loses if the player does not also have a Natural 21 or Natural 22. (A player may also lose if the player has a Natural 21 and the player-dealer has a Natural 22.)
2. If a player's wager is an even amount, the player may insure his or her bet for half the original wager. If the player's wager is odd amount (\$25) the player may insure his or her wager for half the original wager, rounded down to the nearest \$1 (i.e. \$12 for a \$25 original wager).
3. Parlay wagers are included in the player's Blackjack wager for the purpose of determining the amount needed for insurance.

Bonus Bet(s)

BUSTER BONUS

1. Before any cards are dealt, each player making a blackjack wager also has the option to place a "Buster Blackjack" wager, which cannot exceed the initial (before any Parlay or attack) Blackjack wager.
2. The Buster Blackjack wager remains in action no matter whether the player busts, or has a Blackjack, Natural 22 or Super Natural 24 in his initial two card hand. As long as there are Buster wagers in action, the player dealer must draw additional cards to complete the player-dealer's hand.
3. If the player-dealer hand exceeds a value of 21, and is not a Natural 22, the player Buster wager wins and is paid according to the number of cards in the player-dealer hand as shown in the following pay table:

War Blackjack

# Cards in Dealer's	
8 or more	200:1
7	40:1
6	15:1
5	4:1
4	3:1
3	1:1

4. Buster Blackjack bonus bet wagers must be placed prior to the initial deal.
5. Back-line betting is permitted on the Buster Blackjack wager
6. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack bonus bet.
7. The player-dealer will pay all winning Buster Blackjack bonus bets and will collect all losing Buster Blackjack bonus bets, unless the player-dealer wager does not cover some or all of the Buster Blackjack wagers.

Collection Rates Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

PART ONE: GENERAL RULES

I. Generally Applicable Rules:

1. These schedules apply to War Blackjack. The person who takes the player-dealer position is referred to as "The Player-Dealer." The other seated positions at the table are referred to as "player positions."
2. The collection fees shall be pre-determined and conspicuously posted for players as provided in Generally Applicable Rule number 3 below. Only one collection schedule, as listed below, shall be used on 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. If the gambling establishment waives its collection fee, this does not constitute one of the five collection rates. A jackpot fee is not a fee on a player wager and does not count as a separate collection rate.
3. The collection rates, wager limits and any other notices to players required to be "posted" under these rules shall be posted at the table or within plain view of the table prior to any cards being dealt or a round of play commencing where those posted rates, limits or notices are applicable.

Three Card Poker

Type of Game

The game of Three Card 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. The player-dealer position (including bonus bets) is continuously and systematically rotated by offering the position to each seated player position in a clockwise fashion around the gaming table at least every two hands. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Description of the Deck and Number of Decks Used

The game of Three Card Poker is played with one (1) to eight (8) standard 52-card decks.

Card/Tile Values and Hand Rankings

The object of Three Card Poker is to form a three-card hand, using the poker rankings as listed below, which ranks higher than the player-dealer's. Hand rankings are as follows:

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

The game is played on a blackjack style table that seats up to nine (9) players and a player-dealer for a total of ten (10) seated players, a poker table that seats up to nine (9) players and a player-dealer for a total of ten (10) seated players, or a batwing style table that seats up to 12 players.

Three Card Poker

Dealing Procedures and Round of Play

Dealing Procedures

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. All players must place an Ante wager in accordance with table limits. The house dealer then deals each seated player three (3) cards, face-down, starting with the first position with a wager to the left of the house dealer, and continuing in a clockwise manner around the table. Once all players have received their cards, the player-dealer will be dealt three (3) cards; two (2) cards face-down and one (1) card dealt face-up. The player-dealer may not look at or touch their cards.
3. If the shuffle machine is unavailable, the house dealer will shuffle the cards by hand and may deal from the hand shuffled decks multiple hands before re-shuffling.

Round of Play

If the player-dealer covers all action on the table, the house dealer will not use the action button, and the bets can be settled in any order.

If the player-dealer's wager does not cover all action, the remaining bets receive no action and each wager is settled position by position in order of action. Action may be determined in two different ways: either to the left of the player-dealer or via the top card dealt to the player-dealer. If the player-dealer card is used to determine action, the position to the left of the player-dealer position is position 1, the next seat to the left is position 2, and so on. Aces count as 1, and all face cards count as 10, except when 11 handed (Jacks count as 11) or 12 handed (Jacks count as 11 and Queens count as 12). In either event, the action rotates clockwise around the table starting with the action position. To determine if the player-dealer is able to cover all wagers on the table, all base game wagers are added to the sum of bonus bet wagers multiplied by the maximum payout for each bonus bet. This determination will be made by the house dealer.

Prior to the deal, all players must place an Ante wager in accordance with table limits. The house dealer then deals each seated player three (3) cards, face-down, starting with the first position with a wager to the left of the house dealer, and continuing in a clockwise manner around the table. Once all players have received their cards, the player-dealer will be dealt three (3) cards; two (2) cards face-down and one (1) card dealt face-up. The player-dealer may not look at or touch their cards. Players are then given the following two (2) options:

1. Fold the hand and forfeit their Ante and Bonus wager; or
2. Stay in the game by making a Play bet; this bet must be equal to the Ante wager.

How Winners are Determined and Paid

After each player has either placed a Play bet or has forfeited their hand, the house dealer shall reveal the player-dealer's remaining cards and begin comparing each player's hand to the player-dealer's. The player-dealer must qualify to play with a minimum of Queen-High. If the player-dealer's hand does not qualify, the Play bet receives no action and will be immediately

Three Card Poker

refunded to each player that did not fold. Additionally, if the player-dealer's hand did not qualify, each Ante (the ones not surrendered by folding) will automatically be paid even money. If the player-dealer's hand qualifies with a Queen-High or better, the dealer will begin comparing each player's hand to the player-dealer's. If the player's hand ranks higher than the player-dealer's hand, the player is paid even money on the Ante and Play wagers. If the player-dealer's hand beats the player's hand, the player loses and the Ante and Play wagers are collected. If the player and the player-dealer's hands are identical, the hands are considered a push and Ante and/or Play wagers are not paid or taken. The round of play ends when the player-dealer exhausts his wager or when all player wagers receive full action, whichever occurs first.

Bonus Bet

The Bonus bet is an optional bet for players who placed an Ante bet.

1. The Bonus bet must be placed prior to the initial deal.
2. The Bonus bet must be less than or equal to the Ante in order to qualify for a Bonus bet payoff.
3. The Bonus bet considers the three (3) cards dealt to the player. If the player's hand qualifies based on those three (3) cards, according to the table below, the player is paid according to the posted pay table. If the player's hand does not qualify according to the table, the wager loses.
4. Depending on the collection table used, an additional collection fee may or may not be taken for placing a bonus bet wager. Collection fees will be taken in accordance with the approved collection rate tables for Three Card Poker.
5. The player-dealer will pay all winning Bonus bets and will collect all losing 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. 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.

Bonus Bet Pay Table

Hand Dealt	Pay Out Odds
Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Poker Collection Rates

1. The applicable rate schedule is determined prior to the start of play of any hand and posted or displayed to players on the gaming floor. Fees are not calculated as a fraction or percentage of wagers made or winnings earned, nor collected per wager or based on any wager. Collections will be taken from the pot before it is awarded.
2. The California Grand Casino may waive collection of the fee or a portion of the fee in any hand or round of play after the hand or round has begun pursuant to the published rules of the game and the notice provided to the public, and this does not constitute one of the five collection rates (including “no flop, no drop”). Jackpot fees if any will not constitute one of the five collection rates.
3. For convenience, the collection schedules are organized into series and include both per hand and time collection rates. The California Grand may use different individual schedules from different series. For example, the California Grand may use a schedule for 3-6 limit Hold'em from Series A, but a different schedule for 6-12 Hold'em from Series C.
4. For series G, there is a time collection where each player pays a fixed rate per 30 minute period instead of a per hand collection.

Poker Collection Rates

Schedule Series A

Limit Poker

For **schedule options 1-7**, the appropriate collection, based on the number of players, shall be taken by the house dealer from the pot.

Minimum of a \$1-\$2 game to a maximum of a \$50-\$100 game.

Schedule Option	Players Dealt In	Collection
1	7-10	\$4
	6	\$3
	5	\$2
	2-4	\$1
2	8-10	\$5
	7	\$4
	6	\$3
	5	\$2
	2-4	\$1
3	7-10	\$5
	6	\$4
	5	\$3
	4	\$2
	2-3	\$1
4	8-10	\$6
	7	\$5
	6	\$4
	5	\$2
	2-4	\$1
5	8-10	\$6
	7	\$5
	6	\$4
	5	\$3
	2-4	\$1
6	7-10	\$6
	6	\$5
	5	\$4
	4	\$2
	2-3	\$1
7	7-10	\$6
	6	\$5
	5	\$4
	4	\$3
	2-3	\$1

Poker Collection Rates

Schedule Series B

No Limit, Spread Limit, and Pot Limit Poker

For **schedule options 1-9**, the appropriate collection, based on the number of players, shall be taken by the house dealer from the pot.

Schedule Option	Players Dealt In	Collection
1	6-10	\$2
	2-5	\$1
2	7-10	\$3
	5-6	\$2
	2-4	\$1
3	7-10	\$4
	6	\$3
	5	\$2
	2-4	\$1
4	8-10	\$5
	7	\$4
	6	\$3
	5	\$2
	2-4	\$1
5	7-10	\$5
	6	\$4
	5	\$3
	4	\$2
	2-3	\$1
6	8-10	\$6
	7	\$5
	6	\$4
	5	\$2
	2-4	\$1
7	8-10	\$6
	7	\$5
	6	\$4
	5	\$3
	2-4	\$1
8	7-10	\$6
	6	\$5
	5	\$4
	4	\$2
	2-3	\$1
9	7-10	\$6
	6	\$5
	5	\$4
	4	\$3
	2-3	\$1

Poker Collection Rates

Schedule Series C

Limit Poker

For **schedule options 1-8**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. Depending on the number of players, an additional fee may be taken after the flop.

Minimum of a \$1-\$2 limit games to a maximum of \$50-\$100 limit games

Schedule Option	Players Dealt In	Base Collection	Added Fee
1	7-10	\$4	\$1
	6	\$3	\$0
	5	\$2	\$0
	2-4	\$1	\$0
2	8-10	\$4	\$1
	7	\$4	\$0
	6	\$3	\$0
	5	\$2	\$0
	2-4	\$1	\$0
3	7-10	\$5	\$1
	6	\$4	\$0
	5	\$3	\$0
	4	\$2	\$0
	2-3	\$1	\$0
4	8-10	\$5	\$1
	7	\$5	\$0
	6	\$4	\$0
	5	\$3	\$0
	2-4	\$1	\$0
5	7-10	\$6	\$1
	6	\$4	\$0
	5	\$3	\$0
	2-4	\$1	\$0
6	8-10	\$6	\$1
	7	\$5	\$0
	6	\$4	\$0
	5	\$3	\$0
	2-4	\$1	\$0
7	8-10	\$6	\$1
	7	\$5	\$1
	6	\$4	\$0
	5	\$3	\$0
	2-4	\$1	\$0
8	8-10	\$6	\$1
	7	\$5	\$1
	6	\$4	\$1
	4-5	\$3	\$0
	2-3	\$1	\$0

Poker Collection Rates

Schedule Series D

No Limit, Spread Limit and Pot Limit Poker

For **schedule options 1-14**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. Depending on the number of players, an additional fee may be taken after the flop.

Schedule Option	Players Dealt In	Base Collection	Additional Fee
1	6-10	\$2	\$1
	2-5	\$1	\$1
2	7-10	\$3	\$1
	5-6	\$2	\$1
	2-4	\$1	\$0
3	7-10	\$4	\$1
	6	\$3	\$0
	5	\$2	\$0
	2-4	\$1	\$0
4	7-10	\$4	\$1
	6	\$3	\$1
	5	\$2	\$0
	2-4	\$1	\$0
5	8-10	\$4	\$1
	7	\$4	\$0
	6	\$3	\$0
	5	\$2	\$0
	2-4	\$1	\$0
6	7-10	\$4	\$1
	6	\$3	\$1
	5	\$2	\$1
	2-4	\$1	\$0
7	8-10	\$5	\$1
	7	\$4	\$0
	6	\$3	\$0
	5	\$2	\$0
	2-4	\$1	\$0
8	7-10	\$5	\$1
	6	\$4	\$0
	5	\$3	\$0
	4	\$2	\$0
	2-3	\$1	\$0
9	7-10	\$5	\$1
	6	\$4	\$1
	5	\$3	\$0
	4	\$2	\$0
	2-3	\$1	\$0
10	7-10	\$5	\$1
	6	\$4	\$1
	5	\$3	\$1
	4	\$2	\$0
	2-3	\$1	\$0

Poker Collection Rates

11	8-10	\$6	\$1
	7	\$5	\$1
	6	\$4	\$1
	5	\$2	\$0
	2-4	\$1	\$0
12	8-10	\$6	\$1
	7	\$5	\$0
	6	\$4	\$1
	5	\$3	\$0
	2-4	\$1	\$0
13	8-10	\$6	\$1
	7	\$5	\$1
	6	\$4	\$0
	4-5	\$3	\$0
	2-3	\$1	\$0
14	7-10	\$6	\$1
	6	\$5	\$1
	5	\$4	\$0
	4	\$3	\$0
	2-3	\$1	\$0

Schedule Series E

Limit Poker

For **schedule options 1-10**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. The card room may add an additional fee when the pot reaches one or more of the following pot sizes: \$20, \$40, \$60, \$100.

Minimum of a \$1-\$2 games to a maximum of \$50-\$100 games

Schedule Option	Players Dealt In	Base Collection	\$20 Added Fee	\$40 Added Fee	\$60 Added Fee	\$100 Added Fee
1	7-10	\$4	\$1	\$1	\$1	\$1
	6	\$3				
	5	\$2				
	2-4	\$1				
2	8-10	\$4	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
	2-4	\$1				
3	8-10	\$5	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
	2-4	\$1				

Poker Collection Rates

4	7-10	\$5	\$1	\$1	\$1	\$1
	6	\$4				
	5	\$3				
	4	\$2				
	2-3	\$1				
5	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$3				
	2-4	\$1				
6	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$2				
	2-4	\$1				
7	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$2				
	2-3	\$1				
8	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$3				
	2-3	\$1				
9	2-10	\$1	\$1	\$1	\$1	\$1
10	2-10	\$1	\$2	\$1	\$1	\$1

For **schedule options 11-19**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. The card room may add an additional fee when the pot reaches one or more of the following pot sizes: \$20, \$50, \$75, \$100.

Minimum of a \$1-\$2 games to a maximum of \$50-\$100 games

Schedule Option	Players Dealt In	Base Collection	\$20 Added Fee	\$50 Added Fee	\$75 Added Fee	\$100 Added Fee
11	8-10	\$4	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
	2-4	\$1				
12	8-10	\$5	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
	2-4	\$1				

Poker Collection Rates

13	7-10	\$5	\$1	\$1	\$1	\$1
	6	\$4				
	5	\$3				
	4	\$2				
	2-3	\$1				
14	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$2				
	2-4	\$1				
15	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$3				
	2-4	\$1				
16	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$2				
	2-3	\$1				
17	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$3				
	2-3	\$1				
18	2-10	\$1	\$1	\$1	\$1	\$1
19	2-10	\$1	\$2	\$1	\$1	\$1

Schedule Series F

No Limit, Spread Limit, and Pot Limit Poker

For **schedule options 1-11**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. The card room may add an additional fee when the pot reaches one or more of the following pot sizes: \$20, \$40, \$60, \$100.

Schedule Option	Players Dealt In	Base Collection	\$20 Added Fee	\$40 Added Fee	\$60 Added Fee	\$100 Added Fee
1	6-10	\$2	\$1	\$1	\$1	\$1
	2-5	\$1				
2	7-10	\$3	\$1	\$1	\$1	\$1
	5-6	\$2				
	2-4	\$1				
3	7-10	\$4	\$1	\$1	\$1	\$1
	6	\$3				
	5	\$2				
	2-4	\$1				

Poker Collection Rates

4	8-10	\$5	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
	2-4	\$1				
5	7-10	\$5	\$1	\$1	\$1	\$1
	6	\$4				
	5	\$3				
	4	\$2				
	2-3	\$1				
6	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$2				
	2-4	\$1				
7	8-10	\$6	\$1	\$1	\$1	\$1
	7	\$5				
	6	\$4				
	5	\$3				
	2-4	\$1				
8	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$2				
	2-3	\$1				
9	7-10	\$6	\$1	\$1	\$1	\$1
	6	\$5				
	5	\$4				
	4	\$3				
	2-3	\$1				
10	2-10	\$1	\$1	\$1	\$1	\$1
11	2-10	\$1	\$2	\$1	\$1	\$1

For **schedule options 12-22**, the base collection, based on the number of players, shall be taken by the house dealer only once from the pot before it has been awarded. The card room may add an additional fee when the pot reaches one or more of the following pot sizes: \$20, \$50, \$75, \$100.

Schedule Option	Players Dealt In	Base Collection	\$20 Added Fee	\$50 Added Fee	\$75 Added Fee	\$100 Added Fee
12	6-10	\$2	\$1	\$1	\$1	\$1
	2-5	\$1				
13	7-10	\$3	\$1	\$1	\$1	\$1
	5-6	\$2				
	2-4	\$1				

Poker Collection Rates

14	7-10	\$4	\$1	\$1	\$1	\$1
	6	\$3				
	5	\$2				
	2-4	\$1				
15	8-10	\$5	\$1	\$1	\$1	\$1
	7	\$4				
	6	\$3				
	5	\$2				
16	2-4	\$1	\$1	\$1	\$1	\$1
	7-10	\$5				
	6	\$4				
	5	\$3				
	4	\$2				
17	2-3	\$1	\$1	\$1	\$1	\$1
	8-10	\$6				
	7	\$5				
	6	\$4				
	5	\$2				
18	2-4	\$1	\$1	\$1	\$1	\$1
	8-10	\$6				
	7	\$5				
	6	\$4				
	5	\$3				
19	2-4	\$1	\$1	\$1	\$1	\$1
	7-10	\$6				
	6	\$5				
	5	\$4				
	4	\$2				
20	2-3	\$1	\$1	\$1	\$1	\$1
	7-10	\$6				
	6	\$5				
	5	\$4				
	4	\$3				
21	2-10	\$1	\$1	\$1	\$1	\$1
22	2-10	\$1	\$2	\$1	\$1	\$1

Poker Collection Rates

Schedule Series G

Any Limit, No Limit, Spread Limit, and Pot Limit Poker

For **schedule options 1-7**, a collection is taken per player for every 30 minute period. The time collection will be taken every half hour on or about the hour or half hour. Every player present pays the time collection fee.

Schedule Option	Time Collection
1	\$4
2	\$5
3	\$6
4	\$7
5	\$8
6	\$9
7	\$10

Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. Each player competes against the player-dealer to make the best possible hands. 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 play.

Object of Game

The object of the game of Fortune 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.

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California cardrooms. In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize as well.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. An ace may be considered low when used to complete a straight or straight flush. A joker is fully wild.

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

Fortune Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of five cards containing all aces, including the joker.
Five of a Kind	A hand that consists of five cards containing all the same rank values, including 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 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 are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3, 2 is the lowest ranked Flush.

Fortune Pai Gow Poker

Straight	A hand that consists of five cards that are 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 2s 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 3s and two 2s is the lowest ranked Two Pair. Two hands of identically ranked pairs are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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. Two hands consisting of the same pair are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Players

A Pai Gow Poker table will be used to play Fortune Pai Gow Poker like the sample attached, including marked Fortune Bonus Bet areas. Backline betting is permitted on all wagers.

The Pai Gow Poker table seats a maximum of seven active players AND the player-dealer position, for a total of eight seated positions. One seated position is an "inactive" position, which allows the Casino to have or rotate one position that does not receive a hand.

Dealing Procedures and Round of Play

All wagers in Fortune Pai Gow Poker will 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. 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.
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 permitted on all wagers.
4. The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer.
 - When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right.
5. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, and vice versa until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
6. Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet at this time as well.
7. After all bets have been placed, the player-dealer selects which pile will be distributed to the player who will receive the "Action button".
 - The house dealer identifies the hand by placing the "Action button" on this pile by pushing it forward and turning the pile behind it side ways.

Fortune Pai Gow Poker

8. To determine the placement of the “Action” button, the player-dealer shakes a dice cup containing three standard dice.
 - All wagers must be placed before the dice cup is opened.
 - The sum of the dice indicates to which seat the first pile of seven cards will be distributed.
 - The player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are 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.
9. Alternatively, the game may use a random number generator to determine the action and distribution of cards.
10. If the player-dealer in first position covers all wagers, then the wagers can be settled in any order.
 - If the player-dealer in first position does not cover all wagers, wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button.
 - Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, 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 shall be returned to the respective players.
11. Once the “Action” button position is determined, the house dealer shall distribute the seven piles of cards, starting with the pile that has the “Action” button and continuing clockwise around the table.
12. All seven piles of cards will be distributed to all active seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
13. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
14. Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two-card hand and a five-card hand. The two-card hand is placed in front of the five-card hand, and a five-card hand which is placed behind the two-card hand.
 - The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
15. Alternatively, the players can elect to have the house dealer set the player hand “house way.”
16. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the “House Way” chart, as shown below. The player-dealer may then decide to play their hand “House Way” or set a different way.

Fortune Pai Gow Poker “House Way” (No Joker)

Hand Dealt	House Way
No Pair	Put 2 nd and 3 rd highest cards in front.
One Pair	Pair in back, highest two cards in front.

Fortune Pai Gow Poker

Two Pairs with or without anything else	If high pair = aces, kings, queens, split; Jacks, tens, nines, split – except when an ace can be played in the front hand; 8s, 7s, 6s, split – except when an ace or king can be played in the front hand; 5s, 4s, 3s, split – except when an ace, king, or queen can be played in the front hand.
Three Pairs	Highest pair in front
Three of a Kind	Highest possible pair in front, Three of a Kind in back.
Three of a Kind – Two Sets	Three of a Kind always in back – Except for three aces, in which a Pair of aces in back and an ace with next highest card in front.
Five Aces	Put a Pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, or Straight-Flush and One Pair	Highest possible two cards (Pair or no Pair) in front that will leave any complete hand in back.
Straight, Flush, or Straight-Flush with Three of a Kind	Play the Straight, Flush, or Straight Flush behind and the Pair in front.
Full House or Two Sets	Highest allowable Pair in front.
Full House and a Pair	Always play the highest Pair in front with a Full House behind.
Four of a Kind	Always play the Pair in front and the Four of a Kind behind
Four of a Kind and a Pair	Always play the Pair in front and the Four of a Kind behind.
Four of a Kind and Three of a Kind	Play the highest ranking Pair in front with either Four of a Kind or Full House behind.

Fortune Pai Gow Poker “House Way” (With Joker)

Hand Dealt	House Way
No Natural Pair, No Straight, No Flush	Play the 1st and 3rd highest cards in the front. Use the joker with the 2nd highest card to make a pair.
No Natural Pair with a Straight, Flush, or Straight Flush	Play the highest possible two cards in front that will leave any complete hand behind.
One Natural Pair with or without a Straight, Flush, or Straight Flush	Use the joker with the highest non-paired card to make a Pair and play the hand Pair-Pair. Play the highest possible Pair in front that will leave any complete hand behind, unless a Pair can be played in front with the Flush or Straight behind.
Two Natural Pair	If your highest non-Pair card is 3 ranks higher than your biggest Pair, use the joker with it in front and play Two Pair behind. Otherwise, put your biggest Pair in front and use the Joker to make Three of a Kind behind.

Fortune Pai Gow Poker

Three Natural Pair	Play the highest Pair in front and the other Two Pair with the joker behind.
Natural Three of a Kind with or without a Straight, Flush, or Straight Flush	Play the joker with the highest single card in front and Three of a Kind behind. Unless, a Pair can be played in front with a Flush or Straight behind, then split the Three of a Kind and play the pair in front and the Flush or Straight behind.
Natural Full House	Play the highest possible Pair permissible in front with a Full House or Four of a Kind behind.
Natural Four of a Kind	Play the joker with the highest single card in front. Keep Four of a Kind behind.
Natural Four of a Kind with Pair	Play the highest possible pair permissible in front with a Full House, Four or Five of a Kind behind.

17. Once the player-dealer'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 tie hands.
18. 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, starting with the "Action" button.

How Winners are Determined and Paid

If one of the player's hands is identical in rank to the corresponding player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

The player's Fortune Pai Gow Poker 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. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.

The player's Fortune Pai Gow Poker game wager "loses" if the two-card hand and the five-card hand held by the player ranks lower than or equal to the player-dealer's two-card hand and five-card hand.

The player's Fortune Pai Gow Poker 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 or equal to 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.

Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.

Bonus Bets

Fortune Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet. A player may only place a Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.

Fortune Pai Gow Poker

- Backline bettors, as well as, seated players are eligible to place a Fortune Bonus Bet.
 - Backline Fortune Bonus Bets may be placed adjacent to or stacked within the marked area.
- The Fortune Bonus Bet may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum wager limits.
- The Fortune Bonus Bet takes into account the seven cards dealt as a player's hand.
- In the event that the seven cards dealt to a player that placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, the Fortune Bonus Bet shall win. The player shall 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 seven cards dealt, other than the hands shown below, shall lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- The player-dealer shall pay all qualifying Fortune Bonus Bets and shall collect all Fortune Bonus Bets that did not qualify to the extent the player-dealer covers bonus wagers and payouts.
- 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 respective players.

Qualifying Fortune Bonus Bets shall be paid according to the table, as shown below.

Bonus Wager Paytable	
Hand Dealt	Payout
7 Card Straight Flush (no joker)	1,000 to 1
7 Card Straight Flush (with joker)	750 to 1
5 Aces	400 to 1
5 of a Kind	225 to 1
Royal Flush	150 to 1
Straight Flush	50 to 1
4 of a Kind	25 to 1
Full House	5 to 1
Flush	4 to 1
Straight	2 to 1

Envy Bonus

A player that places a wager of at least \$5 on the Fortune Bonus Bet shall 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 below. Players shall receive one "Envy" button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- Seated players as well as backline bettors are eligible to receive an "Envy" button.
- The Envy Bonus takes into account the seven cards dealt as a player's hand.

Fortune Pai Gow Poker

- In the event that the seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, all players with an “Envy” button shall win.
 - A player can win an Envy bonus based only on another player’s hand.
- If multiple players have made a seven card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand.
- Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below.
- Any other combination of the seven cards dealt, other than the hands shown below, shall lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify to the extent the player-dealer covers bonus wagers and payouts.
- 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 respective players.

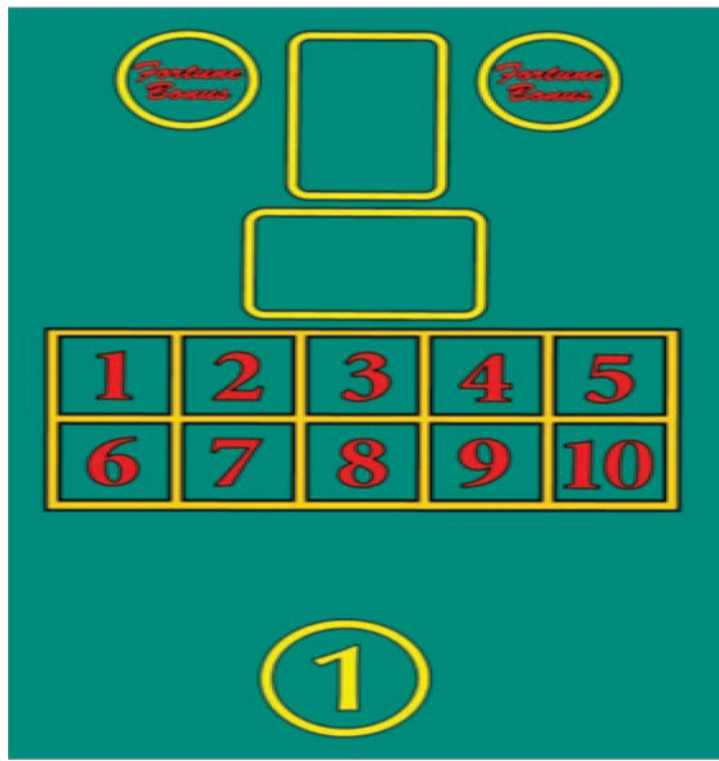
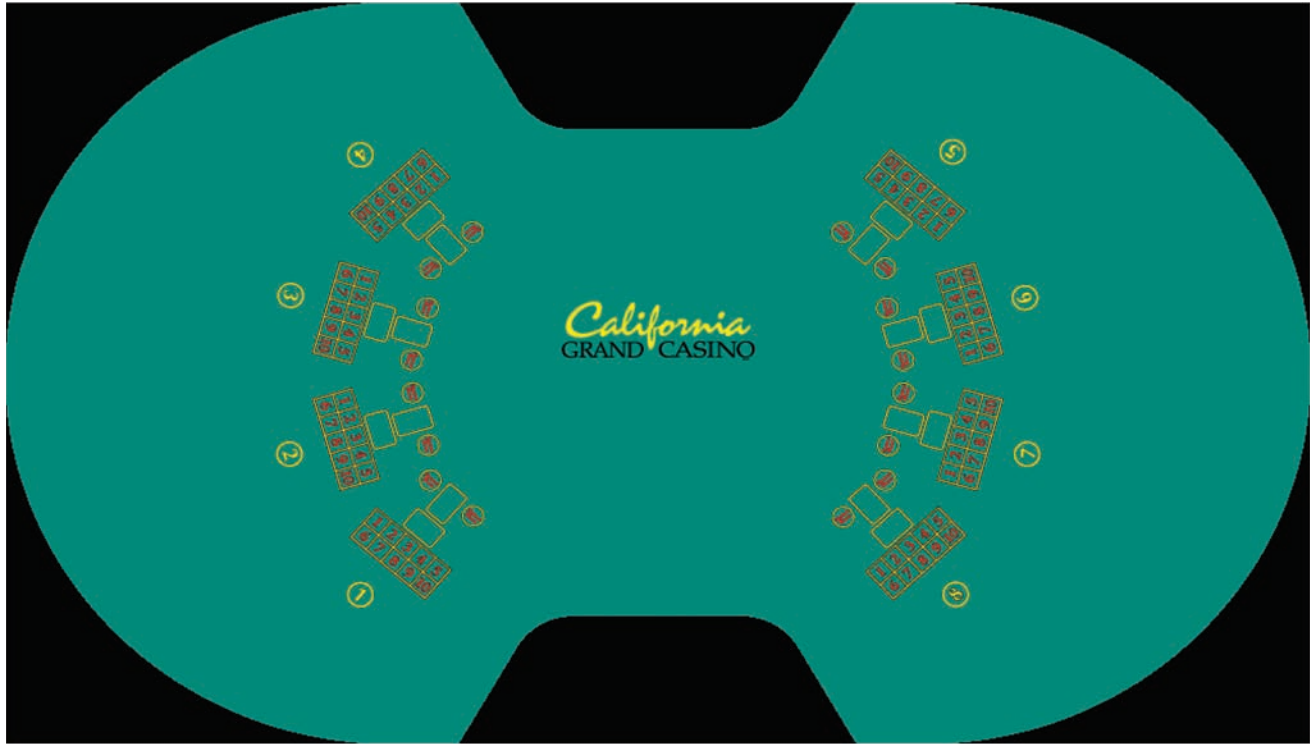
Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Envy Wager Paytable

Hand Dealt	Payout
7 Card Straight Flush (no joker)	\$250
7 Card Striaight Flush (with joker)	\$100
5 Aces	\$50
5 of a Kind	\$25
Royal Flush	\$10
Straight Flush	\$5
4 of a Kind	\$5

Fortune Pai Gow Poker

Table Layout



Ultimate Texas Hold'em

Type of Game

The game of Ultimate Texas Hold'em 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 five-card hand. The players and player-dealer 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 game, referred to as community cards or board cards, or they may play the board by using no hole cards and just use the five community cards, to make the highest ranking five-card hand, according to the rankings as shown below.

Ultimate Texas Hold'em lets players wager on a sliding scale. The earlier they wager, the more they can risk and win.

- If players wager pre-flop, they may wager three times or four times their Ante.
- If they wager on the flop, they may wager two times their Ante.
- 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 optional bonus bets:

- Trips Bonus Bet - players win the Trips Bonus Bet if their final five-card hand is Three of a Kind or higher.
- Bad Beat Bonus Bet - players win the Bad Beat Bonus Bet if either the player or player-dealer is beaten by 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 (if the automated card shuffling device is not used, the house dealer will hand 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

Card rankings used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be 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

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

Ultimate Texas Hold'em 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 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 2s 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 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

Ultimate Texas Hold'em shall be played on a table having six to twelve 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 table shall have a drop box attached to it. Backline betting is permitted on any wager.

The cloth layout covering the table shall bear an inscription to the effect that the "Player-Dealer Only Plays With a Pair or Higher" or "Ante pushes if Player-Dealer has less than a Pair. "

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



Ultimate Texas Hold'em

- For Bad Beat Bonus Bet, the words "Bad Beat".

Dealing Procedures and Round of Play

1. 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.
2. When using an Automatic Shuffler & Card Dealer:
 - a. Once the player-dealer has been established and all players have posted their wagers by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer, shall deal five cards face-down to be used as community cards, followed by two cards face-down to each player, starting with the player to the left of the house dealer and continuing clockwise until all players that placed an Ante wager and Blind wager have two cards. The player-dealer shall then receive two cards face-down. The player-dealer is the last position to receive their cards.
3. When using an Automatic or Hand Shuffle and Hand Deal:
 - a. Once the player-dealer has been established and all players have posted their wagers by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer shall deal two cards face-down to each player, starting with the player to the left of the house dealer and continuing clockwise until all players that placed an Ante wager and Blind wager have two cards. The player-dealer shall then receive two cards face-down. Lastly, the house dealer shall deal five cards face-down in the middle of the table to be used as community cards.
4. Once the cards have been distributed, players are given the following three options:
 - a. Place a Play wager which, at the player's discretion, shall be either three or four times the amount of their Ante wager; or
 - b. Fold their hand. A player who folds their hand shall keep their cards face-down. Their Ante wager, Blind wager, and Bad Beat Bonus Bet (if placed), shall automatically lose and be collected. However, if a Trips Bonus Bet was placed, it shall receive action. The player's initial two-card hand shall not be considered. If there is a Three of a Kind or better on the board, the Trips Bonus Bet shall win. If the board does not contain at least a Three of a Kind or better, the Trips Bonus Bet shall lose. The hand shall then be kept face-down and collected by the house dealer, who shall then place them in the discard pile; or
 - c. Check their hand and place no additional wager at this time.
5. After all players have acted in turn, the house dealer will expose the first three community cards face-up on the table, starting from left to right. These are community cards and are available to all players and the player-dealer.
6. Once the first three community cards have been placed on the table, players that did not fold or place a Play wager prior to the community cards being exposed shall be given the following three options:
 - a. Place a Play wager which shall be two times the amount of their Ante wager; or
 - b. Fold their hand according to the guidelines above; or
 - c. Check their hand according to the guidelines above.
7. After all players have acted in turn, the house dealer shall expose the two final community cards face-up on the table. These are community cards and are available to all players and the player-dealer.

Ultimate Texas Hold'em

8. There are now a total of five community cards face-up on the table, which is referred to as the board. Once the two additional community cards have been placed face-up on the table, players that did not fold or place a Play wager up to this point shall be given the following two options:
 - a. Place a Play wager which shall be equal to the amount of their Ante wager; or
 - b. Fold their hand according to the guidelines above.
9. After all players have acted in turn, the house dealer shall expose the player-dealer's two hole cards by placing them face-up on the table. Each player and the player-dealer 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 the board cards, or they may play the board by using no hole cards and just using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown above.

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 handles qualifying differently than other games when the player-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"); and
 - c. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has 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. Expose each player's cards who didn't fold;
 - 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 rank than the player-dealer's hand;
 - b. Lose if it has a lower poker rank than the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to the player-dealer's hand.
 - d. If a player wins with less than a straight, the Blind bet 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 accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and

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- c. 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 and shall be paid 1 to 1;
 - b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer, see payable, and if the player hand is less than a straight, the Blind wager pushes;
 - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, see payable; and
 - d. 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. Pay the Blind if the hand is a straight or better and if the hand is less than a straight, the Blind wager pushes;
 - c. Ante and Play are a push and returned to the player; and
 - d. 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 wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table 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	Blind
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

Bonus Bets

Trips Bonus Bet

The Trips Bonus Bet takes into account the player's five-card poker hand using 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 the board cards, or they may play the board by using no hole cards and only use the five community cards, to make the highest ranking five-card poker hand.

In the event that the player's five-card poker hand is a predetermined and designated qualifying hand, according to the payout table below, the Trips Bonus Bet shall win. The player shall receive a monetary payout based on the hand that the player has received and the pay table, as shown below. Any other combination of the player's five-card poker hand, other than the hands described below, shall lose. There is no opportunity for the Trips Bonus Bet to push.

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- For each seated position, there shall be one separate and specifically designated area for the placement of a Trips Bonus Bet. A player may only place a Trips Bonus Bet if they have also placed an Ante wager and a Blind wager prior to the initial deal.
- The Trips Bonus Bet may be less than, equal to, or greater than the Ante wager and the Blind wager, subject to the posted minimum and maximum wager amounts as seen below.
- If a player does not place a Play wager and folds their hand, the Trips Bonus Bet shall still receive action. However, the player's initial two card hand shall not be considered. Only the cards on the board shall be considered to reconcile the Trips Bonus Bet. If the board does not contain at least a three of kind or better, the Trips Bonus Bet shall lose. There is no opportunity for the Trips Bonus Bet to push.
- The Trips Bonus Bet may win regardless of whether the player's five-card poker hand ranks higher or lower than the player-dealer's five-card poker hand.
- The player-dealer shall pay all winning Trips Bonus Bets and shall collect all losing Trips Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Trips Bonus Bets shall be paid according to the table, as shown below.

Trips Bonus Bet Payout Table

Hand	Trips Bonus
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	9 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

Bad Beat Bonus Bet

The Bad Beat Bonus Bet takes into account the player and the player-dealer's five-card poker hands using 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, or they may play the board by using no hole cards and only use the five community cards, to make the highest ranking five-card poker hand. If the player has a Three of a Kind or better and the player-dealer wins with a higher ranked hand, or if the player-dealer has a Three of a Kind or better and the player wins with a higher ranked hand, then the Bad Beat Bonus Bet shall win. The payout shall be based on the lowest hand that is beaten, regardless of whether it is the player or the player-dealer's hand. If the neither hands qualifies, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bet shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Bad Beat Bonus Bet. A player may only place a Bad Beat Bonus Bet if they have also placed an Ante wager and a Blind wager prior to the initial deal.
- The Bad Beat Bonus Bet may be less than, equal to, or greater than the Ante wager and the Blind wager, subject to the posted minimum and maximum wager amounts as seen below.
- The player-dealer shall pay all winning Bad Beat Bonus Bets and shall collect all losing Bad Beat Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

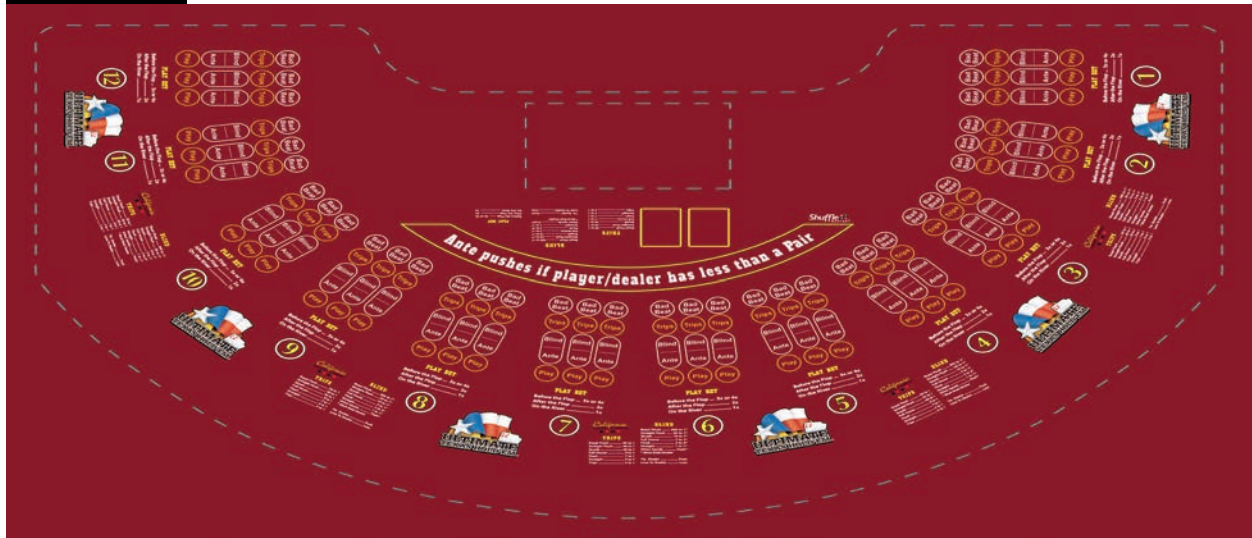
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- Winning Bad Beat Bonus Bets shall be paid according to the table, as shown below.

Bad Beat Bonus Bet Payout Table

Hand Beaten	Pays
Straight Flush	10,000 to 1
Four of a Kind	750 to 1
Full House	75 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Table Layout



CA Games Collection Rates

I. Generally Applicable Rules:

1. These schedules apply to all California games that is games with a player-dealer position. A person who takes the player-dealer position is referred to as “The Player-Dealer.” The other seated positions at the table are referred to as “player positions.”
2. The collection fees shall be pre-determined and conspicuously posted for players as provided below. Only one collection schedule, as listed below, shall be used on 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. If the gambling establishment waives its collection fee, this does not constitute one of the five collection rates. A jackpot fee is not a fee on a player wager and does not count as a separate collection rate.
3. The collection rates, wager limits and any other notices to players required to be “posted” under these rules shall be posted at the table or within plain view of the table prior to any cards being dealt or a round of play commencing where those posted rates, limits or notices are applicable.
4. For Three Card Poker, the term “Player Wager” refers to each and any Ante wager made in or on a player position. Each Ante wager made in a player position is a separate wager for collection. There is no collection charged for the play wager.
5. Players may make multiple wagers, stacked separately. At the request of the California Grand Casino (“House”), fee collection(s) shall be placed in front of or abutting wager(s). Multiple wagers made by the same player may be stacked after fee collection. The House may require some or all wagers to be made in incremental amounts, such as \$5 increments.
6. The term “Player-Dealer Wager” refers to the wagers made in the player-dealer position, which may be a fixed amount or an amount sufficient to cover and pay all player wagers. Total Action refers to the total amount wagered in player positions without including bonus bets unless otherwise specified.
7. The House shall post per player position wagering limits from \$1 to \$20,000 per player position, and per player per position wagering limits. So for example, if pursuant to a schedule with a wagering limit of \$1,000 per player per position and \$2,500 per position, if the seated player wagers the maximum wager, then other players may make up to a total of \$1,500 in additional wagers in that same position, placed behind the seated Players’ wagers(s), each of which wagers must conform to the rules herein.
8. For per player wager limits, by posted notice, the House shall post a **minimum wager limit of \$1-\$1,000 per wager.**
9. For per player wager limits, by posted notice, the House shall post a **maximum wager limit of \$10-\$10,000 per wager.**
10. Player-dealer position wager limits are always table stakes, meaning that a wager is limited to the player’s chips or plaque(s) on the table.

II. Bonus / Added Wagers:

11. For per player position wager limits, by posted notice, the House shall post a **minimum bonus wager limit of \$1-\$1,000 per wager.**
12. For per player position wager limits, by posted notice, the House shall post a **maximum bonus wager limit of \$10-\$10,000 per wager.**
13. Where the posted notice does not distinguish between base game wagers and bonus wagers, the same minimum and maximum wager amounts shall apply to both types of wagers. Bonus wagers may be for any amount from the posted minimum to maximum bonus wager amount.

CA Games Collection Rates

14. There is no separate collection fee on any bonus bet such as Buster Blackjack, Pair Plus or 6 Card Bonus bet unless the applicable schedule references fees on these wagers or the House by posted notice charges these wagers the same fee as any other player wager of the same amount. The house may for example take a collection on bonus wagers where the player's bonus wagers exceed the amount of the player's base game wagers, or require Bonus bets to be less than or equal to the player's base game wagers.
15. The player-dealer is not charged additional collection for bonus bets placed by any player unless the schedule in use provides otherwise. Where a schedule or notice provides for a player-dealer collection for player bonus wagers, the collection is based on the total action of player bonus wagers that is based on the total aggregate amount of the bonus wagers by all the players without regard to payouts or payout odds.

III. California Games:

16. 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 enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.
17. 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.
18. 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.
19. 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.

CA Games Collection Rates

PART TWO: COLLECTION SCHEDULES

These schedules apply to all Approved California Games (except where noted) including: Pai Gow Tiles (GEGA-001332), Hot Action Blackjack (GEGA-001334), Pai Gow Poker (Double Hand Poker) (GEGA-001336), Caribbean Stud Poker (GEGA-001343), Three Card Poker (GEGA-002296), Three Card Poker 1.3 (GEGA-002592), PaiBac (GEGA-003529), EZ Baccarat Panda 8 (GEGA-003619), Baccarat (GEGA-003748) Face Up Pai Gow Poker (GEGR-002146), Fortune Pai Gow Poker (GEGR-001747), Buster Blackjack (GEGA 002295), War Blackjack (GEGA 004199) and Ultimate Texas Hold Em (GEGR 002100).

Series A: For schedules in series A, except as noted, a collection fee shall be taken per hand from the player-dealer position based on the Total Action. A collection fee shall also be taken from each player position wager based on the amount of each wager without including bonus bets unless otherwise specified.

Collection Rate Schedule (A1)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 and over	\$1
\$101 to \$200		\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A2)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A3)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 to \$200	\$2
\$201 to \$300	\$201 and over	\$3
\$301 and over		\$5

Collection Rate Schedule (A4)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 to \$200	\$2
\$201 to \$300	\$201 to \$300	\$3
\$301 and over	\$301 and over	\$5

CA Games Collection Rates

Collection Rate Schedule (A5)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 to \$499	\$2
\$201 to \$300	\$500 and over	\$3
\$301 and over		\$5

Collection Rate Schedule (A6)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$500	\$1
\$101 to \$200	\$501 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A7)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50		\$.50
\$51 to \$100	Up to \$200	\$1
\$101 to \$200	\$201 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$4

Collection Rate Schedule (A8)		
Player Wager	Player-Dealer Wager	Collection
Any wager	Up to \$300	\$2
	\$301 to 499	\$3
	\$500 and over	\$5

Collection Rate Schedule (A9)		
Player Wager	Player-Dealer Wager	Collection
Any wager		\$1
	Up to \$300	\$2
	\$301 to 499	\$3
	\$500 and over	\$5

Collection Rate Schedule (A10)		
Player Wager	Player-Dealer Wager	Collection
Any wager	Up to \$100	\$1
	\$101 and over	\$2

In schedule A 11, the collection rate for the Player Dealer is assessed based on the amount wagered by The Player-Dealer and not by Total Action.

Collection Rate Schedule (A11)		
Player Wager	Player-Dealer Wager	Collection
Any wager	Up to \$100	\$1
	\$101 and over	\$2

CA Games Collection Rates

Collection Rate Schedule (A12)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100	Up to \$100	\$1
\$101 and over	\$101 and over	\$2

Collection Rate Schedule (A13)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100	Up to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 and over		\$3

Collection Rate Schedule (A14)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100	Up to \$199	\$1
\$101 and over	\$200 and over	\$2

Collection Rate Schedule (A15)		
Player Wager	Player-Dealer Wager	Collection
Any wager	Up to \$100	\$1
	\$101 to \$200	\$2
	\$201 and over	\$3

Collection Rate Schedule (A16)		
Player Wager	Player-Dealer Wager	Collection
Any wager	Any Wager	\$1

Collection Rate Schedule (A17)			
Player Wager		Player-Dealer wager	Collection
Up to \$50		Up to \$50	\$.50
\$51 to \$100		\$51 and over	\$1
\$101 to \$200			\$2
\$201 to \$300			\$3
\$301 and over			\$5

Collection Rate Schedule (A18)			
Player Wager		Player-Dealer wager	Collection
Up to \$50		Up to \$50	\$.50
\$51 to \$100		\$51 to \$100	\$1
\$101 to \$200		\$101 and over	\$2
\$201 to \$300			\$3
\$301 and over			\$5

Collection Rate Schedule (A19)			
Player Wager		Player-Dealer wager	Collection
Up to \$25		Up to \$25	\$.50
\$26 to \$100		\$26 to \$100	\$1
\$101 to \$200		\$101 and over	\$2
\$201 to \$300			\$3
\$301 and over			\$5

CA Games Collection Rates

In schedules A20 and 22, the collection rate for The Player Dealer is assessed based on the amount wagered by The Player-Dealer and not by Total Action.

Collection Rate Schedule (A20)		
Player Wager	Player-Dealer wager	Collection
Up to \$50	Up to \$50	\$.50
\$51 to \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A21)		
Player Wager	Player-Dealer wager	Collection
Up to \$25	Up to \$25	\$.50
\$26 to \$100	\$26 to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A22)		
Player Wager	Player-Dealer wager	Collection
Up to \$25	Up to \$25	\$.50
\$26 to \$100, any Bonus Wager of \$26 or more	\$26 to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A23)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50, any Bonus wager up to \$100	Up to \$50	\$.50
\$51 to \$100, or any Bonus wager over \$100	\$51 and over	\$1
\$101 to \$200		\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A24)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50, any Bonus wager up to \$100	Up to \$50	\$.50
\$51 to \$100, or any Bonus wager over \$100	\$51 to \$100	\$1
\$101 to \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

Collection Rate Schedule (A25)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50, any Bonus wager up to \$100	Up to \$50	\$.50
\$51 to \$100, any Bonus wager \$101 - \$200	\$51 and over	\$1
\$101 to \$200, any Bonus wager over \$200		\$2
\$201 to \$300		\$3
\$301 and over		\$5

CA Games Collection Rates

Collection Rate Schedule (A26)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50, any Bonus wager up to \$100	Up to \$50	\$.50
\$51 to \$100, any Bonus wager \$101 - \$200	\$51 to \$100	\$1
\$101 to \$200, any Bonus wager over \$200	\$101 and over	\$2
\$201 to \$300		\$3
\$301 and over		\$5

In schedules A (27) and A (28), a flat rate of \$2 is taken from The Player-Dealer regardless of the Total Action or amount of The Player-Dealer wager.

Collection Rate Schedule (A27)	
Wager	Collection
Minimum for all wagers, except the Player Dealer	\$1
Player Wager from \$101 to \$200, and The Player Dealer	\$2
Player Wager from \$201 to \$300	\$3
Player Wager from \$301 to \$400	\$4
Player Wager from \$401 and over	\$5

Collection Rate Schedule (A28)	
Wager	Collection
Minimum for all wagers except the Player Dealer	\$.50
Player Wager from \$51 to \$100	\$1
Player Wager from \$101 to \$200, and The Player Dealer	\$2
Player Wager from \$201 to \$300	\$3
Player Wager from \$301 and over	\$5

Collection Rate Schedule (A29)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100		\$1
\$101 - \$200	Up to \$200	\$2
\$201 - \$300	\$201 to \$300	\$3
\$301 - \$400	\$301 - \$400	\$4
\$401 and over	\$401 and over	\$5

Collection Rate Schedule (A30)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100		\$1
\$101 - \$200	Up to \$100	\$2
\$201 - \$300	\$101 to \$200	\$3
\$301 - \$400	\$201 - \$300	\$4
\$401 and over	\$301 and over	\$5

Collection Rate Schedule (A31)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50		\$.50
\$51 - \$200		\$1
\$201 - \$300	Up to \$200	\$2
\$301 - \$400	\$201 - \$300	\$4
\$401 and over	\$301 and over	\$5

CA Games Collection Rates

In schedules A32 and A33, a flat rate of \$2 is taken from the player-dealer regardless of the Total Action or amount of the player–dealer wager.

Collection Rate Schedule (A32)	
Wager	Collection
Minimum for all wagers	\$1
Player Wager from \$101 to \$200, and The Player Dealer	\$2
Player Wager from \$201 to \$300	\$3
Player Wager from \$301 to \$400	\$4
Player Wager from \$401 and over	\$5

Collection Rate Schedule (A33)	
Wager	Collection
Minimum for all wagers except the Player Dealer	\$.50
Player Wager from \$51 to \$100	\$1
Player Wager from \$101 to \$200, and The Player Dealer	\$2
Player Wager from \$201 to \$300	\$3
Player Wager from \$301 and over	\$5

Collection Rate Schedule (A34)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50		\$.50
\$51 to \$100	Up to \$50	\$1
\$101 to \$200	\$51 to \$100	\$2
\$201 to \$300	\$101 to \$300	\$3
\$301 and over	\$301 and over	\$5

Collection Rate Schedule (A35)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50		\$.50
\$51 to \$100	Up to \$100	\$1
\$101 to \$200	\$101 to \$200	\$2
\$201 to \$300	\$201 to \$300	\$3
\$301 and over	\$301 and over	\$5

Collection Rate Schedule (A36)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100		\$1
\$101 - \$200	Up to \$200	\$2
\$201 - \$300	\$201 to \$300	\$3
\$301 - \$400	\$301 - \$400	\$4
\$401 and over	\$401 and over	\$5

Collection Rate Schedule (A37)		
Player Wager	Player-Dealer Wager	Collection
Up to \$100		\$1
\$101 - \$200	Up to \$100	\$2
\$201 - \$300	\$101 to \$200	\$3
\$301 - \$400	\$201 - \$300	\$4
\$401 and over	\$301 and over	\$5

CA Games Collection Rates

Collection Rate Schedule (A38)		
Player Wager	Player-Dealer Wager	Collection
Up to \$50		\$.50
\$51 - \$200		\$1
\$201 - \$300	Up to \$200	\$2
\$301 - \$400	\$201 - \$300	\$4
\$401 and over	\$301 and over	\$5

Series B: For **schedules in Series B**, a base collection on all wagers shall be taken per hand based on the amount wagered. An additional collection shall be added to the base collection, and taken from The Player-Dealer based on the Total Action, except in collection schedule B (11), where a flat rate of \$2 is taken from The Player-Dealer. An added collection shall also be taken from each player based on the amount of each wager placed by the player.

Collection Rate Schedule (B1)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50	Up to \$50	\$.50	
\$51 and over	\$51 and over	\$1	
\$101 to \$200	\$100 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B2)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50	Up to \$50	\$.50	
\$51 and over	\$51 and over	\$1	
\$101 to \$200	\$101 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B3)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$100 and over (total action)		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4

Collection Rate Schedule (B4)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$101 and over (total action)		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4

CA Games Collection Rates

Collection Rate Schedule (B5)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$100 to \$199 (total action)		\$1
\$201 to \$300	\$200 and over (total action)		\$2
\$301 to \$400			\$3
\$401 and over			\$4

Collection Rate Schedule (B6)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$101 to \$200 (total action)		\$1
\$201 to \$300	\$201 and over (total action)		\$2
\$301 to \$400			\$3
\$401 and over			\$4

Collection Rate Schedule (B7)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$100 to \$199 (total action)		\$1
\$201 to \$300	\$200 to \$299 (total action)		\$2
\$301 to \$400	\$300 and over (total action)		\$3
\$401 and over			\$4

Collection Rate Schedule (B8)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$101 to \$200 (total action)		\$1
\$201 to \$300	\$201 to \$300 (total action)		\$2
\$301 to \$400	\$301 and over (total action)		\$3
\$401 and over			\$4

Collection Rate Schedule (B9)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$100 to \$199 (total action)		\$1
\$201 to \$300	\$200 to \$299 (total action)		\$2
\$301 to \$400	\$300 to \$399 (total action)		\$3
\$401 and over	\$400 and over (total action)		\$4

Collection Rate Schedule (B10)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$101 to \$200 (total action)		\$1
\$201 to \$300	\$201 to \$300 (total action)		\$2
\$301 to \$400	\$301 to \$400 (total action)		\$3
\$401 and over	\$401 and over (total action)		\$4

CA Games Collection Rates

In schedule B11, a flat rate of \$2 is taken from the Player Dealer regardless of the Total Action or amount of The Player–Dealer wager.

Collection Rate Schedule (B11)		
Wager	Collection	Additional Collection
Minimum for all wagers	\$1	
Player Wager from \$101 to \$200 and The Player Dealer		\$1
Player Wager from \$201 to \$300		\$2
Player Wager from \$301 to \$400		\$3
Player Wager from \$401 and over		\$4

Collection Rate Schedule (B12)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager	Up to \$50	\$.50	
\$51 and over	\$51 and over	\$1	
\$101 to \$200	\$100 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B13)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager	Up to \$50	\$.50	
\$51 and over	\$51 and over	\$1	
\$101 to \$200	\$101 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B14)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager up to \$100	Up to \$50	\$.50	
\$51 and over, or any Bonus wager \$101 or over	\$51 and over	\$1	
\$101 to \$200	\$100 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B15)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager up to \$100	Up to \$50	\$.50	
\$51 and over, or any Bonus wager \$101 or over	\$51 and over	\$1	
\$101 to \$200	\$101 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

CA Games Collection Rates

Collection Rate Schedule (B16)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager up to \$100	Up to \$50	\$.50	
\$51 and over, or any Bonus wager \$101 to \$200	\$51 and over	\$1	
\$101 to \$200, or any Bonus wager \$201 and over	\$100 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B17)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
Up to \$50 or any Bonus wager up to \$100	Up to \$50	\$.50	
\$51 and over, or any Bonus wager \$101 to \$200	\$51 and over	\$1	
\$101 to \$200, or any Bonus wager \$201 and over	\$101 and over (total action)		\$1
\$201 to \$300			\$2
\$301 and over			\$4

Collection Rate Schedule (B18)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$100 to \$300	\$100 and over (total action)		\$2
\$301 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

Collection Rate Schedule (B19)			
Player Wager	Player-dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$300	\$100 and over (total action)		\$2
\$301 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

Collection Rate Schedule (B20)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$201 to \$300	\$100 and over (total action)		\$2
\$301 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

CA Games Collection Rates

Collection Rate Schedule (B21)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
Not more than \$300	\$100 and over (total action)		\$2
\$301 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

Collection Rate Schedule (B22)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$100 to \$200	\$100 and over (total action)		\$1
\$201 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

Collection Rate Schedule (B23)			
Player Wager	Player-Dealer Wager	Collection	Additional Collection
All wagers	All wagers	\$1	
\$101 to \$200	\$100 and over (total action)		\$1
\$201 to \$400			\$3
\$401 to \$500			\$4
\$501 and over			\$9

Series C: For **schedules in Series C**, a collection fee is taken from the player-dealer position, but not the player positions.

Collection Rate Schedule (C1)	
Player-Dealer Wager	Player-Dealer Collection
Any Wager	\$1

Collection Rate Schedule (C2)	
Player-Dealer Wager	Player-Dealer Collection
Any Wager	\$2

Collection Rate Schedule (C3)	
Player-Dealer Wager	Player-Dealer Collection
Any Wager	\$3

Collection Rate Schedule (C4)	
Player-Dealer Wager	Player-Dealer Collection
Any Wager	\$4

Collection Rate Schedule (C5)	
Player-Dealer Wager	Player-Dealer Collection
Any Wager	\$5

CA Games Collection Rates

Collection Rate Schedule (C6)	
Player-Dealer Wager	Player-Dealer Collection
Up to \$100 (total action)	\$1
\$101 to \$300 (total action)	\$2
\$301 to \$500 (total action)	\$4
\$501 to \$700 (total action)	\$6
\$701 and over (total action)	\$9

Collection Rate Schedule (C7)	
Player-Dealer Wager	Player-Dealer Collection
Up to \$100 (total action)	\$0
\$101 to \$300 (total action)	\$2
\$301 to \$500 (total action)	\$4
\$501 to \$700 (total action)	\$6
\$701 and over (total action)	\$9

Collection Rate Schedule (C8)	
Player-Dealer Wager	Player-Dealer Collection
Up to \$200 (total action)	\$2
\$201 to \$400 (total action)	\$4
\$401 to \$600 (total action)	\$6
\$601 to \$1000 (total action)	\$8
\$1001 and over (total action)	\$12

Collection Rate Schedule (C9)	
Player-Dealer Wager	Player-Dealer Collection
Up to \$200 (total action)	\$2
\$201 to \$500 (total action)	\$4
\$501 to \$900 (total action)	\$8
\$901 to \$1500 (total action)	\$12
\$1501 and over (total action)	\$18

Collection Rate Schedule (C10)	
Player-Dealer Wager	Player-Dealer Collection
Up to \$50 (total action)	\$1
\$51 to \$100 (total action)	\$2
\$101 to \$300 (total action)	\$7
\$301 to \$500 (total action)	\$9
\$501 and over (total action)	\$12

CA Games Collection Rates

Series D: For **schedules in Series D1 – D8**, the collection fee is taken from both the player-dealer position and the player positions for the base game wager. However, the player does not pay a collection fee for the amount wagered on the Bonus wagers. The player-dealer must pay an additional fee based on the total aggregate amount of all players' Bonus wagers.

Collection Rate Schedule (D1)		
Player Base Game Wager	Player-Dealer Base Game Wager	Collection
Any wager	Up to \$100	\$1
	\$101 and over	\$2
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$1
	\$101 and over	\$2

Collection Rate Schedule (D2)		
Player Base Game Wager	Player-Dealer Base Game Wager	Collection
Any wager	Up to \$100	\$1
	\$101 and over	\$2
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$2
	\$101 and over	\$3

Collection Rate Schedule (D3)		
Player Base Game Wager	Player-Dealer Base Game Wager	Collection
Any wager		\$1
	Up to \$100	\$2
	\$101 and over	\$3
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$1
	\$101 and over	\$2

Collection Rate Schedule (D4)		
Player Base Game Wager	Player-Dealer Base Game Wager	Collection
Any wager		\$1
	Up to \$100	\$2
	\$101 and over	\$3
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$2
	\$101 and over	\$3

Collection Rate Schedule (D5)		
Player Base Game Wager	Player-dealer Base Game Wager	Collection
Up to \$100	Up to \$100	\$1
\$101 and over	\$101 and over	\$2
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$1
	\$101 and over	\$2

CA Games Collection Rates

Collection Rate Schedule (D6)		
Player Base Game Wager	Player-dealer Base Game Wager	Collection
Up to \$100	Up to \$100	\$1
\$101 and over	\$101 and over	\$2
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$2
	\$101 and over	\$3

Collection Rate Schedule (D7)		
Player Base Game Wager	Player-dealer Base Game Wager	Collection
Up to \$100		\$1
\$101 and over	Up to \$100	\$2
	\$101 and over	\$3
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$1
	\$101 and over	\$2

Collection Rate Schedule (D8)		
Player Base Game Wager	Player-Dealer Base Game Wager	Collection
Up to \$100		\$1
\$101 and over	Up to \$100	\$2
	\$101 and over	\$3
Player Bonus Wager	Player-Dealer Bonus Collection	Collection
Any wager		\$0 (Free)
	Up to \$100	\$2
	\$101 and over	\$3

For schedule in Series D9 – D10, the Collection fee is taken from both the player-dealer position and the player positions for the base game wager. An Additional Collection fee will be taken from a player based on the value of their base game wager when \$101 or greater. The player-dealer must pay an Additional Collection fee based on the total aggregate amount of all players' base game wagers, known as Player-Dealer Base Game Wager. The player-dealer must pay a Collection fee when the total aggregate amount of all players' bonus bet wagers is \$100 or less. The player-dealer must pay an Additional Collection fee when the total aggregate amount of all players' bonus bet wagers is \$101 or more.

Collection Rate Schedule (D9)			
Player Wager	Player-Dealer Base Game Wager	Collection	Additional Collection
All Wagers	All Wagers	\$1	
\$101 to \$200	\$101 and over		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4
Player Bonus Wager	Player-Dealer Bonus Collection	Collection	Additional Collection
Any wager		\$0 (Free)	
	Up to \$100	\$1	
	\$101 and over		\$1

CA Games Collection Rates

Collection Rate Schedule (D10)			
Player Wager	Player-Dealer Base Game Wager	Collection	Additional Collection
All Wagers	All Wagers	\$1	
\$101 to \$200	\$100 and over		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4
Player Bonus Wager	Player-Dealer Bonus Collection	Collection	Additional Collection
Any wager		\$0 (Free)	
	Up to \$100	\$1	
	\$101 and over		\$1

For **schedule in Series D11 – D12**, the Collection fee is taken from both the player-dealer position and the player positions for the base game wager. An Additional Collection fee will be taken from a player based on the value of their base game wager when \$101 or greater. The player-dealer must pay an Additional Collection fee based on the total aggregate amount of all players' base game wagers, known as Player-Dealer Base Game Wager. The player-dealer must pay a Collection fee when the total aggregate amount of all players' bonus bet wagers is \$99 or less. The player-dealer must pay an Additional Collection fee when the total aggregate amount of all players' bonus bet wagers is \$100 or more.

Collection Rate Schedule (D11)			
Player Wager	Player-Dealer Base Game Wager	Collection	Additional Collection
All Wagers	All Wagers	\$1	
\$101 to \$200	\$100 and over		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4
Player Bonus Wager	Player-Dealer Bonus Collection	Collection	Additional Collection
Any wager		\$0 (Free)	
	Up to \$99	\$1	
	\$100 and over		\$1

Collection Rate Schedule (D12)			
Player Wager	Player-Dealer Base Game Wager	Collection	Additional Collection
All Wagers	All Wagers	\$1	
\$101 to \$200	\$101 and over		\$1
\$201 to \$300			\$2
\$301 to \$400			\$3
\$401 and over			\$4
Player Bonus Wager	Player-Dealer Bonus Collection	Collection	Additional Collection
Any wager		\$0 (Free)	
	Up to \$99	\$1	
	\$100 and over		\$1

CA Games Collection Rates

Series E:

For **schedule options 1 through 4**, a fixed 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 base game wager placed.

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	

For **schedule options 5 through 11**, a collection shall be taken from each player based on the amount of each base game wager placed. A collection shall also be taken per round of play from the player-dealer position based on the total action, including all players' controlled game and bonus bet wagers.

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

CA Games Collection Rates

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

For **schedule options 12 through 18**, a collection shall be taken from each player based on the amount of each base game wager placed. A collection shall also be taken per round of play from the player-dealer position based on the total action of all players' controlled game wagers but not including any bonus bet wagers.

Schedule Option	Player Wager	Player Collection	Total Table Action	Player-Dealer Collection
12	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101+	\$2
	\$601-\$800	\$4		
	\$801+	\$5		
13	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101+	\$3
	\$601-\$800	\$4		
	\$801+	\$5		
14	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101-\$300	\$3
	\$601-\$800	\$4		
	\$801+	\$5		
15	\$1-\$200	\$1	\$1-\$100	\$1
	\$201-\$400	\$2		
	\$401-\$600	\$3	\$101-\$400	\$3
	\$601-\$800	\$4		
	\$801+	\$5		

CA Games Collection Rates

16	\$1-\$100	\$1	\$1-\$100	\$1
	\$101-\$200	\$2		
	\$201-\$300	\$3	\$101-\$300	\$3
	\$301-\$400	\$4		
	\$401+	\$5		
17	\$1-\$100	\$1	\$1-\$100	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3	\$101-\$300	\$3
	\$301-\$400	\$4		
	\$401+	\$5		
18	\$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 19 through 44**, 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. There will be no collection fee taken from players. There will be no collection fee taken for placing a bonus bet.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
19	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
20	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
21	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
22	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
23	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	

CA Games Collection Rates

24	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
25	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
26	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
27	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
28	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
29	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
30	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
31	\$1-\$74	\$1	\$0
	\$75-\$199	\$2	
	\$200-\$399	\$5	
	\$400-\$699	\$8	
	\$700+	\$12	
32	\$1-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$4	
	\$501-\$800	\$7	
	\$801+	\$10	
33	\$1-\$99	\$1	\$0
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300-\$399	\$5	
	\$400+	\$7	

CA Games Collection Rates

34	\$1-\$99	\$1	\$0
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300-\$399	\$6	
	\$400+	\$8	
35	\$1-\$99	\$1	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$8	
	\$800+	\$12	
36	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$8	
	\$800+	\$12	
37	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	
38	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	
39	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$12	
	\$800+	\$20	
40	\$1-\$999	\$5	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000-\$3,999	\$35	
	\$4,000+	\$45	
41	\$1-\$999	\$10	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$35	
	\$4,000+	\$50	
42	\$1-\$999	\$15	\$0
	\$1,000-\$1,999	\$20	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$40	
	\$4,000+	\$55	
43	\$1-\$499	\$5	\$0
	\$500-\$699	\$10	
	\$700-\$899	\$15	
	\$900-\$1,099	\$20	
	\$1,100+	\$25	

CA Games Collection Rates

44	\$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.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- California Grand 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.

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. Each player competes against the player-dealer to make the best possible hands. 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. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table at least after every two hands. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of play.

Object of 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 shuffled using either a manual hand shuffle or an automated shuffling machine.

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 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 are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are 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.

Face Up Pai Gow Poker

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.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair. Two hands of identically ranked pairs are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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. Two hands consisting of the same pair are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Players

A standard semi-circular Pai Gow Poker table or a table like the sample table layout below will be used. The table layout will be marked with betting areas for base game wagers, Fortune Bonus Bets, Ace High Bonus Bets, and backline bettors.

The Pai Gow Poker table may seat a minimum of one and a maximum of seven active player positions and the player-dealer position, for a total of two to eight seated positions. When there are eight seated positions, one seated position is an “inactive” position, which allows the Casino to have or rotate one position that does not receive a hand.

Dealing Procedures and Round of Play

All wagers in Face Up Pai Gow Poker will 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. 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 may have the following option(s) when placing their wager(s), and under minimum and maximum wagering limits:
 - i. The base game wager 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 permitted on all wagers.

Face Up Pai Gow Poker

4. The cards will be shuffled and dealt to players in the following way using a shuffle machine or by hand.
 - a. Hand Shuffle or Machine Shuffle (when the machine only shuffles the cards and the house dealer deals the hands):
 - i. The house dealer may hand shuffle or use a shuffle machine to randomly intermix (shuffle) the cards. Regardless of the method used to shuffle the cards, the house dealer will deal cards into piles of seven cards face-down in front of them. Up to seven piles of seven cards will be dealt.
 - ii. When dealing the piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position, starting from left to right. Once each pile has its first card, 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 continue until each pile has seven cards.
 - iii. The house dealer will then place the remaining cards in the discard pile.
 - iv. The first pile will be given to the player that received the action button.
 - v. The action button, which designates 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 that hand or the action button has been determined.
 - vi. To determine which position receives the action button, the house dealer will use either a digital or analog random number generator, such as a dice cup.
 - vii. If a dice cup is used, the player-dealer shakes a dice cup, which contains one, two, or three dice (depending on the number of seated positions being dealt to), and the numerical total of the die or dice determines the position of the hand with the action button. When seven active positions are being dealt to, 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.
 - viii. If an electronic random number generator is used, the house dealer will trigger the device to select and display a random number that corresponds to a seated position on the table. The action button is assigned to the seat number the generator displays.
 - ix. All wagers must be placed before the action position is determined.
 - x. Once the first position is determined, the house dealer then distributes the piles of cards, starting with the action button and continuing clockwise.
 - xi. The player-dealer receives their cards in turn according to the action.
 - xii. Piles will be distributed to all positions that have a wager. Once the piles of cards have been distributed, the house dealer will collect any cards that were not distributed and place them in the discard pile.
 - b. Machine Shuffle and Deal (when machine shuffles and dispenses cards in piles of 7 cards):
 - i. The house dealer will use a shuffle machine to randomly intermix (shuffle) cards.
 - ii. All wagers must be placed before the action position is determined. The first pile will be given to the player that received the action button.
 - iii. The action button, which designates 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.
 - iv. To determine which position receives the action button, the house dealer will use either a digital or analog random number generator, such as a dice cup.

Face Up Pai Gow Poker

- v. If a dice cup is used, the player-dealer shakes a dice cup, which contains one, two, or three dice (depending on the number of seated positions being dealt to), and the numerical total of the die or dice determines the position of the hand with the action button. When seven active positions are being dealt to, 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.
 - vi. If an electronic random number generator is used, the house dealer will trigger the device to select and display a random number that corresponds to a seated position on the table. The action button is assigned to the seat number the generator displays.
 - vii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - viii. The player-dealer receives their cards in turn according to the action.
 - ix. Piles will be distributed to all positions that have a wager. Once the piles of cards have been distributed, the house dealer will collect any cards that were not distributed and place them in the discard pile.
5. The player-dealer's hand will then be exposed and set before the players set their hands. The house dealer will set the hand house way, but the player-dealer has the option to ask the house dealer to set their hand in a different way.
 6. 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.
 7. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.
 - b. If the player sets their hand in one pile of seven (7) cards, or sets their hand in a way that could be improved, the house dealer will attempt to set the hand to a better outcome for the player whenever possible. If a winning outcome is not available, the house dealer will set the hand to a push outcome. If neither a winner nor a push outcome is available, the house dealer will set the hand according to "House Way". 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.
 - c. If a player arranges the two-card hand so it out-ranks the five-card hand, the hand will be reset.
 8. Once the player's hands are set, each player's hand is in turn compared to the player-dealer's hands to determine the winners, losers, or push hands.
 9. 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.
 10. If the player-dealer in first position covers all wagers, then the wagers can be settled in any order. If the player-dealer in first position does not cover all wagers, wagers shall be settled as though they were settled in a clockwise manner around the table, starting with the player with the "Action" button. All wagers shall be settled from seat to seat in the following order: the Pai Gow Poker game wager, the Ace High wager, the Fortune Bonus Bet, and then the Envy Bonus.

Face Up Pai Gow Poker

11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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 border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">K ♦</td> <td style="text-align: center;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">A ♥</td> <td style="text-align: center;">10 ♣</td> <td style="text-align: center;">7 ♠</td> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">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 border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">3 ♠</td> <td style="text-align: center;">3 ♣</td> <td style="text-align: center;">J ♥</td> <td style="text-align: center;">8 ♦</td> <td style="text-align: center;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">3 ♦</td> <td style="text-align: center;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">K ♥</td> <td style="text-align: center;">K ♠</td> <td style="text-align: center;">7 ♥</td> <td style="text-align: center;">6 ♣</td> <td style="text-align: center;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
3 ♦	3 ♠											
K ♥	K ♠	7 ♥	6 ♣	2 ♦								
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">J ♦</td> <td style="text-align: center;">J ♠</td> <td style="text-align: center;">8 ♣</td> <td style="text-align: center;">8 ♥</td> <td style="text-align: center;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if an ace or king can be played in the front; otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">K ♠</td> <td style="text-align: center;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">8 ♣</td> <td style="text-align: center;">8 ♦</td> <td style="text-align: center;">4 ♦</td> <td style="text-align: center;">4 ♥</td> <td style="text-align: center;">7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if an ace, king or queen can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">Q ♥</td> <td style="text-align: center;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">5 ♠</td> <td style="text-align: center;">4 ♥</td> <td style="text-align: center;">4 ♣</td> <td style="text-align: center;">2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">9 ♣</td> <td style="text-align: center;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">7 ♦</td> <td style="text-align: center;">7 ♣</td> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">5 ♠</td> <td style="text-align: center;">A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
Three of a Kind: Aces	Put an ace and highest single card in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">A ♦</td> <td style="text-align: center;">A ♠</td> <td style="text-align: center;">5 ♦</td> <td style="text-align: center;">4 ♣</td> <td style="text-align: center;">2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								
Three of a Kind: Kings and below	Put two highest single cards in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">J ♥</td> <td style="text-align: center;">10 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">K ♥</td> <td style="text-align: center;">K ♦</td> <td style="text-align: center;">K ♣</td> <td style="text-align: center;">7 ♠</td> <td style="text-align: center;">5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
Two Three of a Kinds	Put highest Pair possible in front.	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="text-align: center;">J ♣</td> <td style="text-align: center;">J ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">5 ♠</td> <td style="text-align: center;">5 ♥</td> <td style="text-align: center;">5 ♣</td> <td style="text-align: center;">J ♠</td> <td style="text-align: center;">A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								

Face Up Pai Gow Poker

<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 style="width: 12.5%;">A ♠</td> <td style="width: 12.5%;">9 ♠</td> <td colspan="3"></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 style="width: 12.5%;">J ♥</td> <td style="width: 12.5%;">8 ♦</td> <td colspan="3"></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>Play as Two Pair strategy.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 12.5%;">7 ♦</td> <td style="width: 12.5%;">7 ♣</td> <td colspan="3"></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 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 style="width: 12.5%;">5 ♣</td> <td style="width: 12.5%;">5 ♥</td> <td colspan="3"></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 and a Pair or Two Three of a Kinds</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 style="width: 12.5%;">8 ♣</td> <td style="width: 12.5%;">8 ♥</td> <td colspan="3"></td> </tr> <tr> <td>4 ♥</td> <td>4 ♠</td> <td>4 ♦</td> <td>8 ♠</td> <td>K ♥</td> </tr> </table>	8 ♣	8 ♥				4 ♥	4 ♠	4 ♦	8 ♠	K ♥
8 ♣	8 ♥											
4 ♥	4 ♠	4 ♦	8 ♠	K ♥								
<p style="text-align: center;">Four of a Kind As, Ks, or Qs</p>	<p>Split to Pair-Pair.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 12.5%;">Q ♣</td> <td style="width: 12.5%;">Q ♦</td> <td colspan="3"></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 ♣								
<p style="text-align: center;">Four of a Kind: Js, 10s, or 9s</p>	<p>Play Four of a Kind in back if at least a king can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 12.5%;">J ♦</td> <td style="width: 12.5%;">J ♠</td> <td colspan="3"></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> </tr> </table>	J ♦	J ♠				J ♥	J ♣	Q ♦	10 ♠	7 ♥
J ♦	J ♠											
J ♥	J ♣	Q ♦	10 ♠	7 ♥								
<p style="text-align: center;">Four of a Kind: 8s, 7s, or 6s</p>	<p>Play Four of a Kind in back if at least a queen can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 12.5%;">8 ♥</td> <td style="width: 12.5%;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td>8 ♣</td> <td>8 ♠</td> <td>J ♣</td> <td>7 ♠</td> <td>4 ♦</td> </tr> </table>	8 ♥	8 ♦				8 ♣	8 ♠	J ♣	7 ♠	4 ♦
8 ♥	8 ♦											
8 ♣	8 ♠	J ♣	7 ♠	4 ♦								
<p style="text-align: center;">Four of a Kind: 5s or below</p>	<p>Always play Four of Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 12.5%;">9 ♥</td> <td style="width: 12.5%;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td>5 ♠</td> <td>5 ♦</td> <td>5 ♥</td> <td>5 ♣</td> <td>2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
5 ♠	5 ♦	5 ♥	5 ♣	2 ♠								

Face Up Pai Gow Poker

Four of a Kind with a Pair	<p>Play the Pair in front and play Four of a Kind in back.</p> <p>If you have four of a kind and three of a kind, then play the highest ranking Pair in front with either Four of a Kind or Full House behind, unless they are adjacent ranks (i.e, 4444 and 33) in which case put the four of a kind in back.</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	4 ♣	4 ♥				5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
5 ♥	5 ♦	5 ♣	5 ♠	2 ♠								
Five Aces	<p>Play a Pair of aces in front.</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">A ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">5 ♣</td> </tr> </table>	A ♣	A ♠				A ♥	A ♦		K ♠	5 ♣
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.

- 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.
- 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.
- 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. 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.
- 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 2 or 5 card hands. If both hands copy, the player-dealer wins except where the dealer has a Ace-High Pai Gow and the hands push.
- 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.
- 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.
- The player-dealer will collect losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
- 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.

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Bonus Bets

Ace-High Bonus Bet

The Ace-High Bonus Bet is an optional bonus bet that allows a player to bet that the player-dealer or the player and the player-dealer will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctly marked area on the table in which a player may place the optional bonus bet.

- A player has to place a base game wager in order to place the Ace-High Bonus Bet. Any seated player as well as any backline bettor may place an Ace-High Bonus Bet if they have made a base game wager.
- 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 payable, 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.
- Winning Ace-High Bonus Bets will be paid according to the table below.

Qualifying Hands	Payout
Player and Player-Dealer Each have Ace High Card Hands	45 to 1
Player-Dealer Ace High Card Hand (with Joker)	20 to 1
Player-Dealer Ace High Card Hand (No Joker)	5 to 1

Fortune Bonus Bet

The Fortune Bonus Bet is an optional bonus bet. 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 area on the table in which a player may place the optional bonus bet.

- A player has to place a base game wager in order to place the Fortune Bonus Bet. Any seated player as well as any backline bettor may place a Fortune Bonus Bet if they have made a base game wager.
- 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.

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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 receives a predetermined and designated qualifying hand, as shown below. One player per seated position will be eligible to receive an Envy button.

- The Envy Bonus 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 is a predetermined and designated qualifying hand, as shown below, 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 pay table, as shown below.
- 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 below.

Fortune Bonus and Envy Bet Paytables

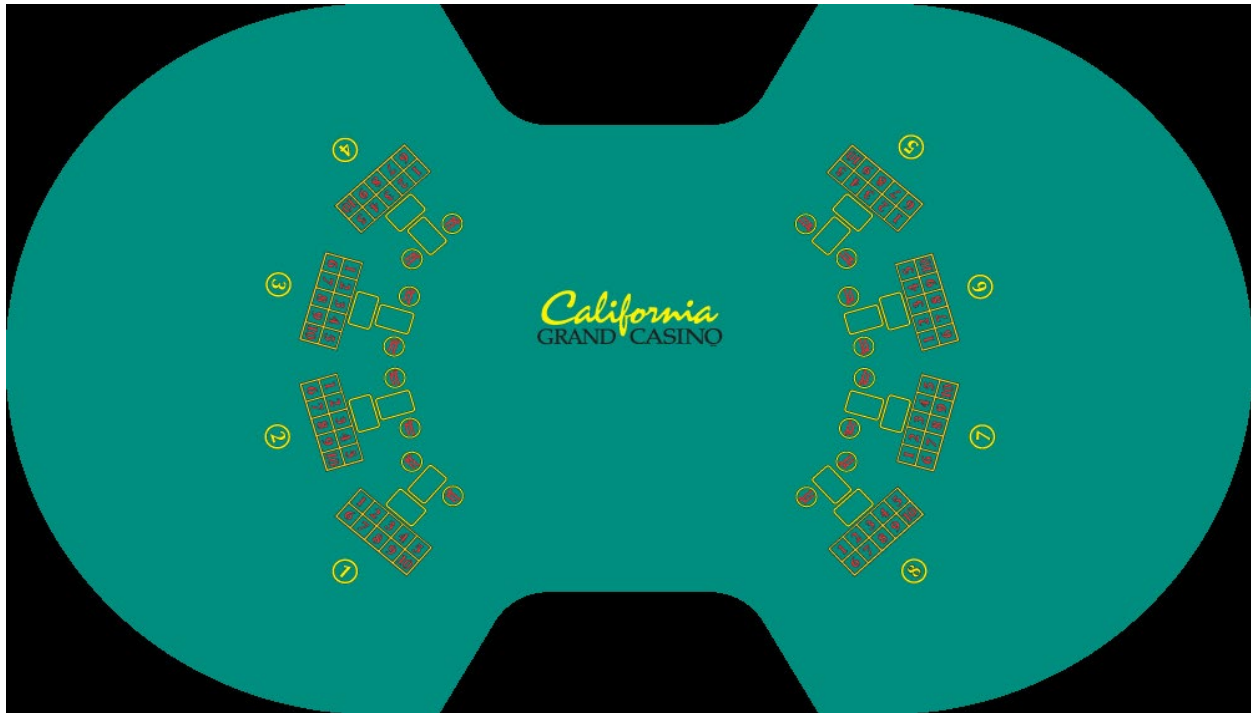
The Paytable will be clearly posted at the gaming table.

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.	5,000 to 1	\$2500
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.	2,000 to 1	\$500
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.	1,000 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	500 to 1	\$150
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	200 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$25
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	
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	

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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	

Table Layout



This is a sample table layout. The game may also be operated on a table with a single staff position on one side and the rest of the table semi-circular without an inset position.

Collection Rates

For table limits and collection rate schedules for the game of Face Up Pai Gow Poker, please refer to the Bureau approved California Games Collection Rates (GEGA-002220).