

Crystal Park Casino

California Games
ASIAN BACCARAT

Asian Baccarat is a fast paced game that resembles Baccarat. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/ Dealer hand.

DEALING THE GAME

In the game, a dealing shoe is used to hold 8 decks of cards.

The house dealer deals 4 cards to the croupier in the following sequence:

- ◆ One card to the croupier, one card tucked under the corner of the shoe, one card to the croupier, and one card under the corner of the shoe.
- ◆ The dealer will take the two cards on the corner of the shoe, and place them in front of the croupier in the Player/ Dealer box. The other two cards will be used for the Players hand. (See attachment A).
- ◆ The croupier will turn over the player's cards.
- ◆ All players making wagers against the Player/ Dealer will play the Players hand (as community cards).
- ◆ If the Players hand is 7,8, or 9 there will be no additional cards drawn for the Players hand.
- ◆ If the Players hand totals 4,5, or 6 each player betting against the Player/ Dealer will have an option to draw an additional card. (Example: Seat 1 wants to draw a card, seat 2 does not want an additional card, seat 3 and 4 want an additional card, etc.).
- ◆ The Player/ Dealer moves every two hands clockwise around the table in a continuous systematic rotation so that every player has the option of being the Player/ Dealer.

PLAYING THE GAME

- ◆ Each seat will receive a separate draw card in sequence, face down. That card will be added to the 2 community cards for the Players and compared against the Player/ Dealer hand.
- ◆ If the Players' cards total 3 or less, everyone wagering against the Player/ Dealer will receive an additional draw card.
- ◆ The Player/ Dealer hand will be turned over and if an additional card is requested, the Player/ Dealer will be given a card.
- ◆ The object of the game is for your cards to total as close to nine as possible. The goal is for your hand to beat the Player/Dealer' hand.
- ◆ In Asian Baccarat, all tens and picture cards have a value of zero. If the value of the hand is a double-digit number, the first digit is disregarded. Example: A player receives a jack and a six and draws an additional card of seven. JACK + 6 + 7 = 13. The value of the hand is now 3.
- ◆ The deck consists of 8 regular decks (416 cards). If the Players hand is closer to 9 than the designated Player/Dealer hand, the Player wins. If the Player/Dealer and Players hand add up to the same value, a "push" or tie results. In the event of a tie, no one wins or loses.
- ◆ The Player/ Dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against the Player/ Dealer and which Player will receive their draw cards first. The total count of the dice determines which seat is the "action spot."
- ◆ The Player/Dealer position is always 1, 9, and 17 regardless of how many players are seated.
- ◆ The draw begins clockwise from the Player/ Dealer, which makes the Player/ Dealer the last person to draw. All hands play against the Player/ Dealer hand to the extent that money covers.

WAGERING

Prior to the opening of the dice cup, each player in the game shall make a wager, which shall win if it ranks higher than the hand it opposes. All Player wagers shall be within table limits, after posting a collection. A wager made in accordance with these rules shall be void (push) when the point total of a Players hand ranks the same as the Player/Dealer hand.

- ◆ The Bank shall collect all losing wagers and play all winning wagers at the rate of 1 to 1, to the extent that money covers, beginning with the action position and proceeding clockwise.
- ◆ All wagers shall be made by placing gaming chips in the appropriate areas of the Asian Baccarat layout.
- ◆ All winning wagers will be paid in chips.
- ◆ Each player has the option of being the Bank for two consecutive hands on any betting position that played the previous hand. It does not matter who placed the previous bet; just that one was placed in that betting position.
- ◆ In the event of a dispute over play of the hand, the player with the most money in action will be allowed to make the decision whether to hit or stand.
- ◆ Control of a betting position always reverts to the seated active player.

RULES

- ◆ All action proceeds in a clockwise direction starting from the action button.
- ◆ The total count of the dice points after opening the dice cup determines which player has first action. The Player/Dealer position is always 1, 9, and 17, no matter how many players are seated. Example: If the dice point totals 8, the player to the Player/ Dealer right will receive first action on the draw, the first player to the Players/Dealer left if offered the option of one additional card. The option continues until the Player/ Dealer has the option of drawing the last card.
- ◆ A misdeal may be declared if:
 - A) The Player/ Dealer has the wrong number of cards
 - B) A foreign card appears on the table
- ◆ All exposed cards on the deal play. On the draw, an exposed card will be replaced after the Player/ Dealer has acted on his/her hand and before the Players hands are read. (An exposed card is defined as one that lands face up on the table due to a dealer or floorman error).
- ◆ A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
- ◆ If the house dealer deals a card off the table, the card is a dead card and the player receives a card after the hand is complete.
- ◆ Players requesting an additional card must signal by scratching the table indicating a card is requested. Players not requesting an additional card must signal by waving their hand from side to side indicating no card is requested.
- ◆ When the Player /Dealer hand total 3 or less, the house dealer automatically draws a card for the Player/ Dealer.
- ◆ When the Player/ Dealer two card hand totals 7, 8, or 9 the hand automatically stands. (No additional card may be drawn).

- ◆ When the Player requests assistance on the play of a hand, the house dealer plays the hand according to the Crystal Park Casino guidelines:
 - A) Draw on 5 or less, and
 - B) Stand on 6 or more
- ◆ After the Player/Dealer hand has been opened and set, the hand that has been set in the "Logical Way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.
- ◆ Once the Player/Dealer hand is open, no one else may act on his/her hand.
- ◆ After the dice cup is opened, the player may not touch or alter the wager. Penalty: possible forfeiture of that wager to the extent that money covers.
- ◆ If a Player misses the opportunity to draw, the floor supervisor may back up the draw cards in order for the player to receive the proper draw card.
- ◆ If the Player/ Dealer has not drawn a card, the house dealer must determine that the Player/ Dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.
- ◆ If a card has been removed from the shoe because of a dealer error, the card will be placed directly under the shoe, and will be the next card in play.

DESCRIPTION:

Pai Gow Poker is a simple game to play. It is played with a 53-card deck, which includes the joker. In the Golden Horse, the joker may be used as an ace or as any card that completes a straight or flush in regular PGP or as wild card depending upon which version of the game is being played. On the Main Floor of the casino the joker is wild and can be used as any card.

The house dealer deals the cards into seven piles of seven cards. Six of the piles go to players and one pile goes to the banker. The banker shakes the dice cup, which contains three dice. The total on the dice cup determines who receives the first set of cards and also where the payoffs begin. The banker position is always 1, 8 and 15. With the seven cards each player receives, the player creates a two-card hand (Sometimes called the front hand). The two card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both ranked higher than the two hands made by the banker. Pai Gow Poker uses the same ranking of hands as in other high poker games.

All bets are against the banker. The player wins if both of his or her hands rank higher than those of the banker. A tie (Push) occurs if one hand is higher and the other is lower, no money changes hands. The banker wins if both of the players' hands are lower than the banker's hands. The banker wins all situations in which one player hand is identical to that of the banker (Referred to as copying a hand) and the other banker hand wins. The banker pushes in all situations in which one player hand is identical to that of the banker and the other banker hand loses.

The designated Player/ Dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank by themselves more than two consecutive hands.

The Player/ Dealer cannot win or lose more than the original amount wagered.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.
2. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the banker as number 1 and proceeding clockwise. The banker's position is always 1, 8 and 15.
4. The point total of the dice also determines the position of the action button except when the banker position is indicated; in these cases, the first player to the left (Clockwise) of the banker receives the action button.
5. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.
6. A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
8. In straight Pai Gow Poker: The joker may be used as an ace or to complete a straight or flush. In Pai Gow Poker "Joker Wild": The joker is wild and may be used as any card.
9. Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
10. Statements regarding the value of hands are not binding. The cards speak for themselves.
11. If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
12. If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
13. The house dealer may set more than one player's hand on any one deal according to the logical way.
14. Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
15. The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
16. Golden Horse and Main Floor:

- a. Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
 - b. Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
17. A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled.
 18. If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floorperson must immediately be called - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).
 19. Main Floor: Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to HPC procedure only.

Golden Horse: Banker may ask for and receive an additional shuffle.
 20. If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
 21. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.
 22. A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.

PAI GOW POKER WITH JOKER WILD

Hand	How to Play	Example
no pair/ no flush	put 1st and 3rd highest in front, use joker with 2 nd highest card	A Q K 7 4 3
no pair/ with straight	use the joker to complete the straight put the highest 2 cards in front	K 3 Q J 10 8
no pair/ with flush	use the joker to complete the flush put highest 2 cards in front	K 3 Q J 10 8 5 3
straight or flush with 1 pair	use joker to complete the highest non-paired card to make a pair and play hand pair-pair	Q 10 K K 8 5 3
one pair + joker	use joker with highest non-paired card to make pair. Play hand pair-pair	J 9 W K K 8 5 3
two pairs + joker	if highest non paired card is 3 ranks higher than your biggest pair, use joker with it in front and play two pair behind. Otherwise put your biggest pair in front and use the joker with the smaller pair behind to make 3 of a kind	Q 9 6 6 4 4 2 6 6 Q 4 4 7 2
three pair + joker	play highest pair in front and other 2 pairs with joker in back	J J Q 10 10 4 4
three of a kind + joker	put joker with highest single card in front. Keep the trips in the back	Q 7 Q Q Q 5 2
straight or flush with 2 pairs	play according to 2 pair	J J Q 9 9 10 7
four of a kind + joker	put joker with highest single card in fron. Keep four of a kind in back	Q J 4 4 4 4 6
non-joker hands	refer to non joker fully wild pai gow poker house ways	

13-Card/Chinese Poker

Chinese Poker is one of many Asian-style card games that were played in China and Vietnam for centuries. It is also called 13-Card poker. The game is played with a regular deck of 52 cards without a Joker. All regular poker rankings apply.

The game is played with a maximum of four players. Each player receives 13 cards that must be arranged to form three segments. The front segment has three cards. The middle and back segments have five cards each. The player must set the strongest hand in the back; second strongest hand in the middle, and remaining cards in front. The hand must maintain the 3-5-5 order. The hand is considered "fouled" if these basic rules are not followed.

The object of the game is for the player to compare each segment of his or her hand against the segments of the other players' hands. Starting with the player who sits to the left of the dealer button and moving clockwise, the hands are compared, segment by segment.

Settlement of wagers is based on points awarded for each hand. In the basic point system, each segment counts as one point. If a player wins two segments and loses one segment, the player wins one point from the opponent.

Several versions of this game exist which use a bonus system for making certain hands. These versions are commonly called, the Western version, the Eastern version and the Mandarin version.

Opinion

It is our opinion that Chinese/13 Card Poker does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules for Chinese Poker

1. The buy-in is twenty times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.
2. Players may surrender their hands before the showdown by paying a point penalty.
3. All hands should be set in the order on the table (3-5-5 combination) before any hands are opened.

4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. When playing with "Clean Sweeps:"
 - a. The clean sweep hand wins automatically.
 - b. Players must declare all clean sweep hands before the showdown.
 - c. The clean sweep hands may not be viewed until the showdown.
 - d. Players having clean sweep hands that are equal in rank value will not collect from each other, but will be paid by the other players in the game.
6. If a player fails to set his or her hand in the proper rank order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each of the opponents.
7. If a player declares a Clean Sweep hand, but cannot produce it, that player must pay each opponent according to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender; the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is the first clockwise to the dealer button will be recognized as the first to make the declaration.
8. In an all-in situation, the settlement of wages starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of that player at the beginning of the hand.
9. Before the showdown, a misdeal will be declared if:
 - a. Five or more cards are exposed by the dealer.
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck.
 - d. A foreign card appears.
10. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.

11. On the showdown, if a player's hand contains two of the same cards, then the player has a fouled hand. If two of the same cards belong to different players, that hand will be declared a misdeal.
12. Less than five exposed cards or boxed cards will play as dealt.
13. A, 2,3,4,5 is the smallest straight.

HOLD'EM

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

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

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

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

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward, and the blinds adjusted accordingly.

Opinion

It is our opinion that Hold'em does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live". Games can have one or two blinds. If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game may have the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you are between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward in live games and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button but you may *buy the button*.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the

new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then used for the burn card.

12. If the cards are prematurely flopped before the betting is complete or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

13. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

MEXICAN POKER OR MEXICAN STUD

Mexican Stud Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards with a joker. The 8s, 9s and 10s are removed.

To receive a hand, each player posts an ante. The cards are dealt clockwise, starting from the first player in front of the dealer button. The dealer button advances after each hand is complete.

Each player receives a total of five cards, of which one card must be facedown. After the first two cards are dealt (one up and one down), a betting round begins with the high card, clockwise, from the dealer button. The player with the high card makes a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be completed prior to the third card being delivered. The next card may be dealt up or down depending on whether the prior down card was exposed. After the third card has been delivered, the next round of betting occurs.

The fourth and fifth cards are then dealt and played in the same manner. Once the action is complete, the player with the highest ranking hand wins the pot. In this game, a flush beats a full house.

Mexican Draw Poker is similar to Jacks or Better Draw with the following exceptions: 1. the joker is wild, 2. the game is played with a one blind to create action instead of having to open with jacks.

Opinion

It is our opinion that Mexican Poker (Stud and Draw) do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

Rules for Mexican Stud Poker

1. The joker is "wild" in all cases when it is dealt facedown. However, when the joker is dealt faceup, it can only be used as an ace or to complete a straight or flush hand.
2. The player with the highest card clockwise from the dealer button makes a mandatory opening bet. (When the joker is dealt faceup, it will be considered an ace for the purposes of determining the opening bet.) The opening bettor has the option of opening at either the lower or the upper limit.
3. The highest ranking hand starts the action on all betting rounds. Hands are considered to be of equal value even when one hand includes the joker. The hand closest to the dealer button acts first.
4. If any downcard is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in." If the joker is inadvertently exposed, it will play as if it had been dealt facedown -- which is "wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8s, 9s, and 10s from the deck: 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, or 7-J-Q-K-A

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared unless two or more players have acted. In this case, action is accepted and there is no misdeal. A hand with an improper number of cards is a dead hand.
7. Because cards on 3rd, 4th or 5th streets are dealt either faceup or facedown, any cards dealt out of sequence on these rounds will be moved faceup to their correct position and the round of dealing finished. Betting is not allowed on this round. The next round is dealt and betting resumes. Any bet made on the round where the error occurred is returned to the player.
8. Except when designating a card to be played faceup, an exposed card plays as the downcard.
9. Following the delivery of the second card, a card will be burned on each subsequent round.
10. Check and raise is permitted.
11. All raises must at least be equal to the size of the last bet.
12. Cards speak -- hold your hand until you are sure of what your opponent's hand.
13. Once any card touches the muck, the hand is dead.
14. No string raises.
15. One short buy-in may be made after each full buy-in.
16. Only the player with the dealer button may ask for an additional shuffle. The deal rotates clockwise.
17. If cards are shown to one player during or after a hand, any player at the table may demand that those cards be shown to all the players at the table once a winner is determined.
18. No rabbit hunting. Once the cards are out of play, no one can look through the discards or ask the dealer which card is coming off the deck.
19. All players must act in turn. If all players check, the player who checked first must show his/her hand first.
20. A player who bets or calls by releasing chips into the pot is bound by that action. However, if the player is unaware that the pot has been raised, the player may withdraw that money and reconsider the action, provided that no one else has acted afterward.

Rules for Mexican Draw Poker

1. Jacks or Better Draw rules apply where applicable.
2. The game is played with 53 cards.
3. Mexican Draw Poker is played 8-handed.

4. The joker is wild and it can be used as any card to make the best high hand.
5. The game is played with one blind and action starts with the person to the left of the blind.
6. Players may discard up to five consecutive cards.
7. Before the draw, the betting is at the lower limit. The betting limit doubles after the draw.
8. The best hand is five aces.
9. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five card hand.
10. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
11. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No player has acted in any way on his or her hand based on the number of cards you have requested.
13. Cards that are exposed face up by the dealer before the draw must be kept.
14. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
15. Checking and raising is permitted.
16. A maximum of a bet and six raises is permitted in multi-handed pots.
17. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

OMAHA HIGH-LOW SPLIT (8-or better) and OMAHA HIGH

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

Omaha is often played high-low split, 8-or-better. You may use any combination of two hole cards and three boardcards for your high hand and another (or the same) combination of two hole cards and three boardcards for your low hand. It is also played for the high hand only. Omaha high-low split is often played with a "full or partial kill."

Opinion

It is our opinion that Omaha High and Omaha Hi-Lo 8 Eight or Better do not qualify as a lottery because they are not percentage games and are not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made these games unlawful.

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

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

Rules of Omaha High

1. You must use two of the four hole cards in your hand and three cards on the board to make a valid hand.

RAZZ

The lowest hand wins the pot. The format is similar to seven-card stud high except the high card (aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Opinion

It is our opinion that Razz does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The player with the low hand on board is the first to act on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
6. All seven-card stud rules apply in razz except as otherwise noted.

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Opinion

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$3-\$6 game, if you have a pair showing and you are the high hand, you may bet either \$3 or \$6. If you bet \$6, any succeeding player has the option to call \$3, raise \$3, or raise \$6. If a \$6 raise is made, then all other raises must be in increments of \$6. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straight or flushes.

6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round. In any of the above situations, the player who is now high on the board using all the upcards will start the action. In any of the above situations, the player who is now high on the board using all the upcards will start the action.
18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud-format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand and any five cards to make the best low hand.

It is our opinion that 7-Card Stud does not qualify as a lottery because it is not a percentage game and is not one of the specifically outlawed games under Penal Code 330. In addition, the City of Inglewood has not made this game unlawful.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low-split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with

the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better) except as otherwise noted.
10. Stud high-low split games may be played with a kill.

California Games
21st CENTURY BACCARAT
Face Up Version with Tie hands

SUMMARY OF GAME

The object of the game is to assemble two (2) hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10) and the others their face value. A hand with cards whose sum is in double figures are ranked with the tens (10's) digit ignored. So a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) cards each, two (2) cards to the right and two (2) cards to the left one (1) by one (1) in rotation. The hand to the left of the house dealer belongs to the Player/Dealer. The Player/Dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The Player/Dealer's first card is dealt face up and the second card is face down.

Player must stay on 7 or more and hit on 0 to 4.

Player options on 5 & 6 are: a) stand; b) hit and take a community card.

Player/Dealer must hit on 0-5 and stand on 6-9 or more.

House Way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT & RULES

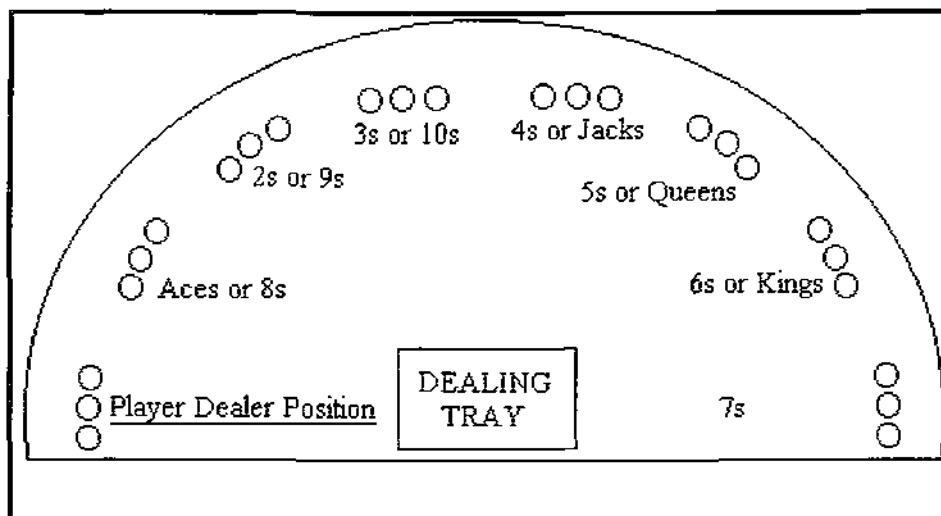
1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. Each Player's hand is compared with the Player/Dealer hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and tens (10's) are counted as zero (0).
8. The house dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals two (2) two (2) card hands in rotation one at a time.

11. Players in seats 1-8 receive two (2) community cards, face up.
12. The Player/Dealer receives two (2) cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
14. Each player with a wager on the stand line with two cars valued at five (5) & six (6) has two options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line.
15. The House Dealer will deliver additional hit cards to players hand if requested and will then expose the Player/Dealers hole (down) card.
16. The Action Button determines which player receives first action on their wager. The Player/Dealer Hole Card determines the position of the action button. The Player/Dealer position is always zero. The other seats in clockwise rotation respectively represent other numbers.

Player with Position Number

Is Represented By

Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten (10) is the deemed value of the hand.
18. Players with hands valued at seven (7) to nine (9) must stand.
19. Players with hands valued at zero (0) to four (4) must hit.
20. Players have options on five (5) and six (6).
21. The Player/Dealer wins all ties on zero (0) and one (1) on the base game.
22. The Player /Dealer will lose all ties to Player's tie wager.
23. All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
24. The Player/Dealer must hit on five (5) or below and must stand six (6) and above.
25. House Way: Players hit on five (5) or below and stand on six (6) or above. The house dealer must use House Way when a player requests the house dealer to play an additional wager.
26. Backline betting is allowed. Each seat has three (3) betting circles for Ante and Tie bets.
27. All bets for the base game and Tie bet must be between the minimum and maximum table limit.
28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

TIE HANDS

1. The Tie bet wager will be made after player's hand has been exposed and all players can view the Player/Dealer up card.
2. The Tie wager or the original base game wager cannot exceed table limit.
3. There is no collection for the Tie bet.
4. No Tie bets allowed in the following situations:
 - 5 vs. 5
 - 6 vs. 6
 - 7 vs. 7
 - 8 vs. 8
 - 9 vs. 9

All other tie bet will be paid 8 to 1

5. Wagers are collected or paid to the extent that Player/Dealer wagers covers in order from the action button seat by seat.

Collection Rates

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

PLAYER- DEALER & DEAL

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

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/Dealer wins all Ties from 0-1 on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the Player/Dealer drawing procedure. After all players have exercised their rights to draw an additional card the Player/Dealer may receive one draw card.

Rules for Player / Dealer

Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players including the Player/Dealer have received their initial two cards starting from the next clockwise position from the Player/Dealer, Players may receive a maximum of one (1) additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 & 6</u>

TRIPS
A
Five Card Stud Game
WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

Version Two

OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120V. electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- ◆ The initial message for players to post their antes and bets,
- ◆ Each player's hand content,
- ◆ Other players' hand contents,
- ◆ Each new card that is being dealt,
- ◆ The total amount of the accumulated pot,
- ◆ The amount of the pot high hand award,
- ◆ Message display of the qualifying hand,
- ◆ Message display of the highest hand in case that a qualifying hand is not obtained,
- ◆ Other message displays for bets and non-winners,
- ◆ Audible sound of bell when a qualifying hand is formed.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- a) All cards have their face values.
- b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
 - ♦ Pairs,
 - ♦ Trips,
 - ♦ Four-of-a-kinds,
 - ♦ Five-of-a-kinds,
 - ♦ Straights,
 - ♦ Flushes, or
 - ♦ Straight flushes

- c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- d) Picture cards have no numerical values, instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS

CARDS	RANKING VALUE
Ace	1 st or 14 th
2	2 nd
3	3 rd
4	4 th
5	5 th
6	6 th
7	7 th
8	8 th
9	9 th
10	10 th
Jack	11 th
Queen	12 th
King	13 th
Joker	Wild (as any card)

VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE

ORDER OF VALUE	HAND CONTENT
1 st	Five-of-a-Kind
2 nd	Royal Flush
3 rd	Straight Flush
4 th	Four-of-a-Kind
5 th	Full House
6 th	Flush
7 th	Straight
8 th	Three of a kind
9 th	Two pair
10 th	One Pair
11 th	No pair

GAME LIMITS

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

SCHEDULE OF TABLE LIMITS, ANTES AND BETTING LIMITS

TABLE LIMIT	COLLECTION RATE	1 ST BET	2 ND BET	3 RD BET	4 TH BET
\$2	50 cents	\$2	\$2	\$2	\$2
\$3	\$1	\$3	\$3	\$3	\$3
\$5	\$2	\$5	\$5	\$5	\$5
\$10	\$3	\$10	\$10	\$10	\$10
\$25	\$5	\$25	\$25	\$25	\$25

TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must pay a collection in order to receive a hand.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections. The schedule of collections for various Table limits are as following:

- a) \$2 games = \$1
- b) \$5 games = \$2
- c) \$10 games = \$3

ROUND OF PLAY

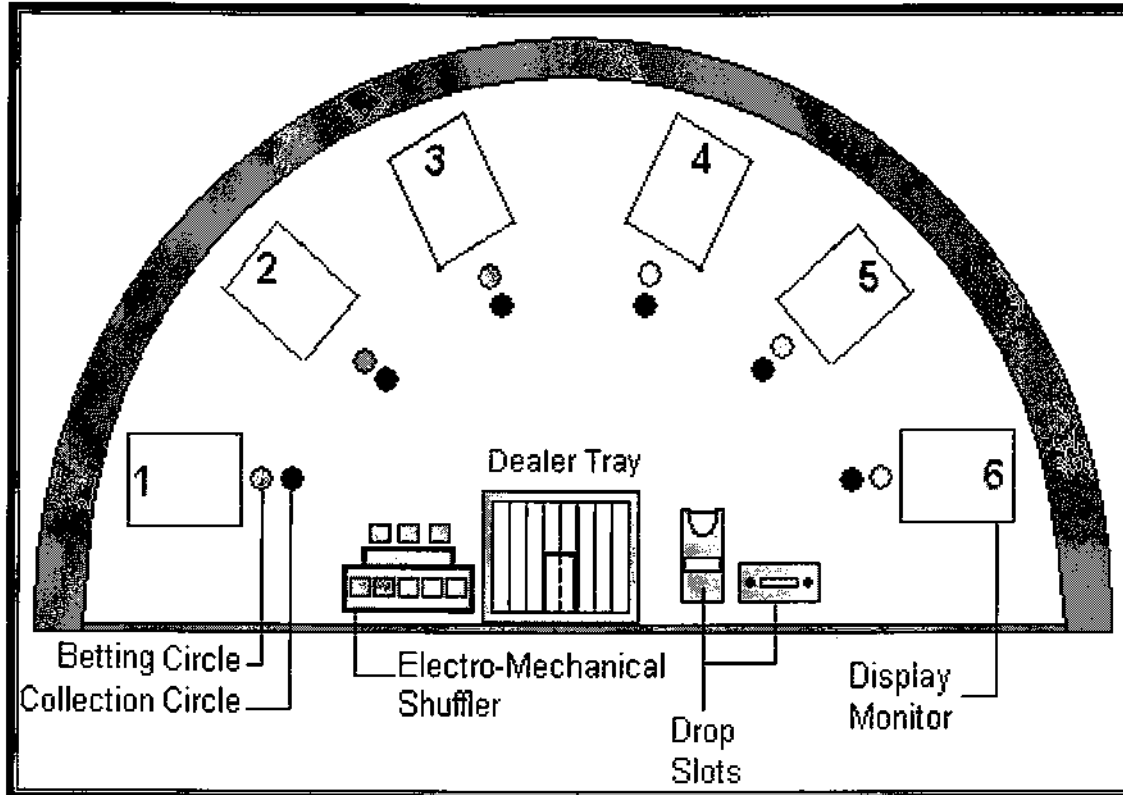
A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players.

The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.

- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM



- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.
- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from

seat number one ending with the last active player from seat number six. This initial deal consists of two cards.

- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.
- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.
- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.
- xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.
- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is not concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

21st
CENTURY
BACCARAT

NEW VERSION

Face Down

21st CENTURY BACCARAT

BASIC CONCEPT & RULES

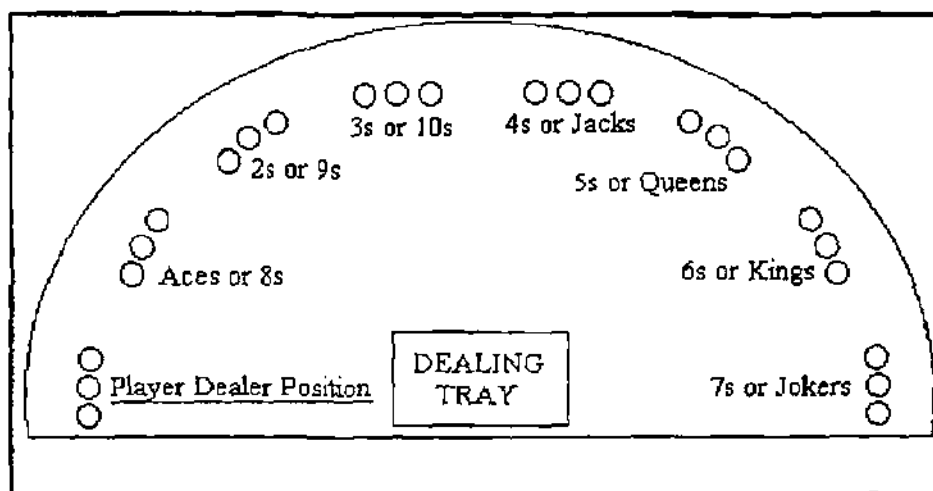
1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. A hand containing two Jokers, called a "Natural" and beats all other hands including all "9"s.
3. The player's hand is compared with player/ dealer's hand. The hand closer to "9" wins.
4. Cards between 1 and 9 have face value.. Ace value is one.
5. Picture cards and 10's are counted as 0.
6. All hands are compared against the dealer /player's hand from the action button. The action button is determined by the dealer's hole card. Please see the related chart.

The player/dealer will have first card face up and second card face down. After all players receive, their two cards and the draw cards. The house dealer will turn player/dealer's hole card for position of the action button accordingly, as demonstrated below. The player/dealer's hole card determines where the action starts. The player/dealer

position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY

Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s or Joker



7. Jokers are wild; they have any value between 0 and 9. A plural deck of standard cards is used for playing of the game. Eight decks are used; one Joker is added to each deck..

8. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
A hand with two jokers (natural) wins all other hands, including all "9"s.
9. All players will receive two-card face down in rotation one at a time; player/dealer hand will receive first card face up and second card face down.
10. The player must position their hand in the proper HIT or STAND box in order to receive or not to receive a draw card.
11. A after all players including player/dealer receive their initial two cards. If the Player/Dealer up card is the joker, the deal is concluded. The pay-off will start from the action button. The player/dealer wins to the extent his/her wager covers with the exception of any other "9".
12. Prior to the draw of the player/dealer's initial two cards will be checked for a "9", if the two cards total any "9" the deal is concluded. No one will be able to draw. The dealer will start opening all other hands. The player/dealer wins to the extent his/her wager covers with the exception of any other "9".
13. The player/dealer having a "9" automatically wins all hands with the exception of other 9's held by players. Player/dealer pushes with any other "9".
14. If the player/dealer's hand does not total any "9", the players have the option of drawing one additional card.
15. Players having 0-6 may surrender their hand and forfeit half of their wager.
16. Player/dealer wins all ties on zero to four, on all other tie numbers are push and there is no action.
17. If any player hit on his /her initial two cards 5's or 6's and make 8's or 9's the player will receive 2 to 1 on his wager.

18. All players must hit on 4's or below and must stand on 7's and above. Option hands are 5's and 6's. After all hands been set the house dealer first will open player's draw cards and then the original two cards. If a player misplays his/her, hand. The hand is considered foul hand and the bet is forfeited.
19. Player/Dealer must hit on 5's or below and must stand on 7's and above, player/ dealer option hand is only 6's.
20. The player/ dealers three card "9" pushes all players with two card "9" hand.
21. Natural is two jokers and pays 3 to 1 to players. If the player/dealer has two jokers, the player dealer will win all hands including any "9" (with the exception of player's two jokers), then it is a push.
22. House way: must draw 5 or below and must stand 6 or above. The house way must be used by the house dealer when a player request the house dealer to play the additional hand.
23. The game is played with eight standard decks of 52 cards with one joker per deck.
24. The game is eight handed.
25. The collection is taken from each player for every bet prior to start of the game.
26. Third Proposition Players only prescribed by law are permitted to play.
27. Back line betting is allowed based on the local ordinance.
28. "Round of Play" .Players chooses their spots around a blackjack style table. Dealer takes collection based on the table limit prior to start of the game.. Players post wager in accordance with table limits.

29. The players may double down on 0-6 and receive one card. After all hands been set, the house dealer first will open player's draw cards and then the original two cards. If a player misplays his/her, hand. The hand is considered foul hand and the wager is forfeited.

29 The wining hand with double-down wager receives 1 to 1 payout.

30 Player will receive no action on their double down wager if the player/dealer has two cards 9 or Natural and will lose only the original wager.

21st Century Baccarat Bonus Schedule

The player must win in order to receive bonus payout.

• Natural 2 (Jokers)	3to1
• Three cards "9" if hit on 5 or 6 2to1	
• Three cards "8" if hit on 5 or 6 2to1	
• Any "1" to "9"	1 to 1

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for no more than two consecutive hands. The person in player/dealer position may not act as the player/dealer position for more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

. All payoffs are to the extent that player/dealer wager covers. **If a player receives no action, no rebate, refund in any form will be offered to players**

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

Hand Ranking Chart

1	Natural	Two Jokers
2	Any 9	With or without Joker
3	8	
4	7	
5	6	
6	5	
7	4	
8	3	
9	2	
10	1	
11	0	

- Player /dealer wins all ties from 0-4 , all other ties from 5-9 are pushes

21ST Century Baccarat

VALUES OF CARDS

A plural deck of standard cards is used for playing of the game. Eight decks are used; one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1.
- Picture cards have value of 0.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0
14.	Joker	Wild

21st Century Baccarat

PLAYER/DEALER

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player dealer may receive his / her draw card.

Rules for Player / Dealer		
7 OR MORE	5 OR LESS	6

21st Century Baccarat

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two DOWN cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 & 6</u>

21st
CENTURY

BACCARAT

5.0 Version

July 2008

21st CENTURY BACCARAT 5.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

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

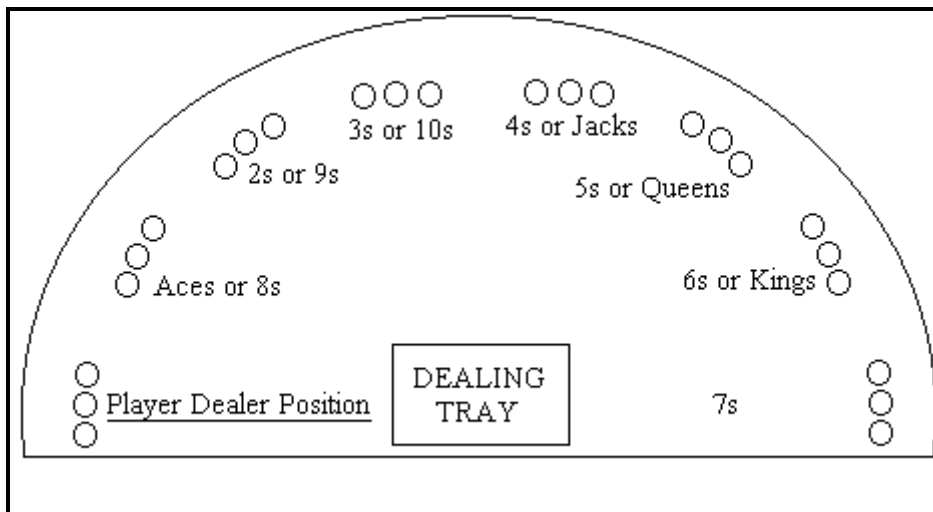
BASIC CONCEPT & RULES

- 1) The object of the game is to form a hand that equals nine (9) or as close to it as possible
- 2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.
- 4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.
- 5) Cards between 1 and 9 have face value.
- 6) Picture cards and 10's are counted as 0.
- 7) 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).
- 8) Prior to the deal, all players must place a wager in accordance with table limits.
- 9) Players have the following options when placing their bet:
 - a) Player line which pays 1 to 1
 - b) Dealer line which pays 19 to 20 or 9 ½ to 10
 - c) Early tie bet which pays 8 to 1 (Optional 9 to 1)
 - d) Late tie bet which pays 7 to 1 (Optional 9 to 1)
- 10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.
- 11) The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.

21st CENTURY BACCARAT 5.0

- 12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
- 13) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



21st CENTURY BACCARAT 5.0

- 17) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 18) The player hand must stand when the cards dealt are valued between 6 and 9.
- 19) The player hand must hit when the cards dealt are valued between 0 and 4.
- 20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 21) The dealer hand must hit when the hand is valued at five (5) or below.
- 22) The dealer hand must stand when the hand is valued at six (6) or more.
- 23) Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.
- 24) Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9), the other hand will not be allowed to draw.
- 25) The dealer hand wins all ties on zero (0) and one (1) on the base game.
- 26) The player/dealer will lose all ties to any player that made a tie wager.
- 27) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
- 28) House Way: Player hand hits on five (5) or below and stands on six (6) or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.
- 29) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
- 30) All bets for the base game and tie bet must be between the minim and maximum table limit.

21st CENTURY BACCARAT 5.0

EARLY TIE BET

- 1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The tie wager must be within table limits and may not exceed the base game wager.
- 3) Players must place a wager for the base game to be able to wager on the tie bet.
- 4) There is no collection for the tie bet.
- 5) All winning early tie bets will be paid 8 to 1
- 6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

LATE TIE BET

- 1) Players may place a wager on the tie hand position after the player's cards have been dealt and before the dealer has checked his/her hold card.
- 2) The house dealer will determine if a tie bet may be wagered or not by following rules below.
 - a. There will be no tie bets allowed if the value of the player hand (total of two cards value 5,6,7,8, or 9) equals the value of the dealer's up card (single card value of 5,6,7,8, or 9).
- 3) There is no collection for the tie bet.
- 4) All winning late tie bets will be paid 7 to 1.
- 5) There will be no tie bets if the player hand has a two card 9.
- 6) All tie bets will be returned if the dealer has a two card 9.
- 7) Only those players with an early tie bet may place a late tie bet

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

- 1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The bonus pair wager may be any amount between the minimum of \$10 and the maximum of \$300.
- 3) Players must place a wager for the base game to be able to wager on the bonus pair.
- 4) There is no collection for the bonus pair bet.
- 5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
- 6) Bonus Pair Bets pay as follows:

1st Two Card Dealt	Payoff
No Pair	Lose
Pair	10:1
Pair of Same Color	20:1
Pair of Same Suit	40:1

21st CENTURY BACCARAT 5.0

PLAYER- DEALER & DEAL

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

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

21st CENTURY BACCARAT 5.0

VALUE OF CARDS

- All cards have their face value.
- Picture cards have value of 0.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
Hand Value	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

21st CENTURY BACCARAT 5.0

DEALER

The following chart outlines the rules regarding the dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	4 OR LESS	5

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

21st CENTURY BACCARAT 5.0

Table Limits & Collection Rates

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

Option 1

Limit	Player Collection Fee	Player/Dealer Collection Fee	Jackpot Collection Fee
\$10 - \$100; \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50 - \$300	\$2.00	\$4.00	\$1.00
\$100 - \$500	\$3.00	\$5.00	\$1.00
\$300 - \$1,000	\$5.00	\$10.00	\$1.00

Option 2

Limit	Total Action	Player Collection Fee	Player/Dealer Collection Fee	Jackpot Collection Fee
\$10 - \$100	\$10 - \$50	\$1.00	\$0.50	\$0.00
	\$51+		\$2.50	\$0.00
\$25 - \$100	\$25 - \$50	\$1.00	\$0.50	\$0.00
	\$51+		\$2.50	\$0.00

Poker Games**Limit Texas Hold'em**

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$2 - \$4	7 or more	\$2.50	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$3 - \$6; \$4 - \$8	7 or more	\$3.00	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$6 - \$12; \$8 - \$16; \$9 - \$18; \$10 - \$20; \$15 - \$30; \$20 - \$40; \$25 - \$50; \$30 - \$60; \$40 - \$80	7 or more	\$4.00	\$1.00
	6 or less	\$3.00	
	4 or less	\$1.00	

No Limit Texas Hold'em

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$20	7 or more	\$2.50	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$40; \$40 - \$100	7 or more	\$3.00	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$100; \$100 - \$300; \$200; \$300 - \$500; \$1,000	7 or more	\$4.00	\$1.00
	6 or less	\$3.00	
	4 or less	\$1.00	

Omaha & Variations (Omaha, Omaha High/Low)

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$2 - \$4 w/Kill	7 or more	\$2.50	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$3 - \$6 w/Kill; \$4 - \$8 w/Kill	7 or more	\$3.00	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$6 - \$12 w/Kill; \$15 - \$30 w/Kill	7 or more	\$4.00	\$1.00
	6 or less	\$3.00	
	4 or less	\$1.00	

Stud Poker & Variations (7 Card Stud, 7 Card Stud High/Low)

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$2 - \$4	7 or more	\$2.50	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$3 - \$6; \$4 - \$8	7 or more	\$3.00	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$6 - \$12; \$8 - \$16; \$15 - \$30	7 or more	\$4.00	\$1.00
	6 or less	\$3.00	
	4 or less	\$1.00	

Mexican Poker

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$2 - \$4	7 or more	\$2.50	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$3 - \$6; \$4 - \$8; \$40 No Limit	7 or more	\$3.00	\$1.00
	6 or less	\$2.00	
	4 or less	\$1.00	
\$6 - \$12; \$8 - \$16; \$100 No Limit	7 or more	\$4.00	\$1.00
	6 or less	\$3.00	
	4 or less	\$1.00	

Razz

Limit	Number of Players	Player Collection Fee	Jackpot Collection Fee
\$30 - \$60	7 or more	\$8.00	\$1.00
	6 or less	\$7.50	
\$50 - \$100	7 or more	\$9.00	\$1.00
	6 or less	\$8.50	
\$60 - \$120	7 or more	\$10.00	\$1.00
	6 or less	\$9.50	

Chinese Poker

Limit	Number of Players	Player Collection Fee	Player Collection Fee
\$2 Kondition	7 or more	\$2.00	\$0.00
	6 or less	\$2.00	
\$3 Kondition	7 or more	\$2.00	\$0.00
	6 or less	\$2.00	
\$5 Kondition	7 or more	\$2.00	\$0.00
	6 or less	\$2.00	

Pan

Limit	Number of Players	Player Collection Fee
\$1 Kondition	5 or more	\$2.00
	4 or less	\$1.00
\$2 Kondition	5 or more	\$2.50
	4 or less	\$2.00
\$3 Kondition	5 or more	\$3.00
	4 or less	\$2.00
\$5 Kondition.	5 or more	\$4.00
	4 or less	\$3.00
\$10 Kondition.	5 or more	\$7.00
	4 or less	\$6.00

California/Asian Style Games

Blackjack & Variations (21st Century Blackjack 2nd Chances, No Bust 21st Century Blackjack, No Bust 21st Century Blackjack 4.0)

Option 1

Limit	Player Collection Fee	Player/Dealer Collection Fee	Jackpot Collection Fee
\$5 - \$50	\$0.50	\$1.00	\$0.50
\$10 - \$100; \$25 - \$100	\$1.00	\$2.00	\$0.50
\$50 - \$300	\$2.00	\$4.00	\$1.00
\$100 - \$500	\$3.00	\$5.00	\$1.00



Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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



Fortune Pai Gow Poker

Dealing procedures:

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

Number of players in the game:

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

How and when are house fees collected:

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

Betting scheme:

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

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

How winners determined and paid:

- ❖ 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.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.



Fortune Pai Gow Poker

- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- ❖ The Casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
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Fortune Pai Gow Poker

- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

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



Fortune Pai Gow Poker

Glossary of terms used in the controlled game:

Action Pile	The 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.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player/dealer's hand.
Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the the paytable.
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).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.



Fortune Pai Gow Poker

PAYTABLE OPTIONS

Option A Paytable			Option B Paytable		
Hand Dealt	Fortune Bet	Envy Bonus	Hand Dealt	Fortune Bet	Envy Bonus
7 Card Straight Flush	5,000 to 1	\$1,000	7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match	1,000 to 1	\$250	Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	750 to 1	\$100	7 Card Straight Flush with Joker	1,000 to 1	\$500
5 Aces	250 to 1	\$50	5 Aces	400 to 1	\$250
Royal Flush	100 to 1	\$25	Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$10	Straight Flush	50 to 1	\$20
4 of a Kind	20 to 1	\$5	4 of a Kind	25 to 1	\$5
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	
All Other	Loss		All Other	Loss	

Collection Fees

Table Limit	Total Action	Player Collection	Player/dealer Collection	Jackpot Fee
\$10 - \$100	\$10 - \$50	\$0.50	\$1.00	\$0.00
	\$51+	\$2.50	\$1.00	\$0.00
\$25 - \$100	\$25 - \$50	\$0.50	\$1.00	\$0.00
	\$51+	\$2.50	\$1.00	\$0.00
\$50 - \$300	N/A	\$4.00	\$2.00	\$1.00
\$100 - \$500	N/A	\$5.00	\$3.00	\$1.00
\$300 - \$1,000	N/A	\$10.00	\$5.00	\$1.00

Big O

Standards of play:

Big O is a variation of the traditional poker game Omaha. Each player is dealt a total of five (5) cards (their hole cards) and all betting and community cards are dealt in the same manner as traditional Omaha. A variation of the game can also be played in a Hi-Lo version as well.

Type of gaming table utilized for this game:

Big O is played on a traditional poker table with a minimum of three and a maximum of players per game.

Number of players in the game:

Minimum of three (3) maximum of eight (8) players.

Type of card deck used:

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

Hand Rankings

The permissible poker hands in the game of Big O poker, in order of highest to lowest rank, shall be the traditional poker rankings with the top hand being a Royal Flush and lowest hand being the high hand in a five card hand.

Betting scheme:

1. All wagers in Big O shall be made by placing gaming chips in front of them keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed in order from the "dealer button".
3. At the beginning of each round of play, the dealer button will rotated in a clockwise fashion and the appropriate players will place the small and big blinds.
4. The winning hand(s) will be awarded to the player(s) with the highest ranking hand.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.

Big O

2. The dealer shall wait for the small and big blind to post their required bets.
 - a. The dealer deals the cards starting with the person to the immediate left of the “dealer” button. Each player receives one card at a time and a total of five hole cards.
 - b. After a round of betting, the dealer discards a card and deals the flop. This is repeated two more times until there are five community cards displayed on the table.
3. After all bets are made there is a showdown where the winner(s) is determined and awarded the pot.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards.
2. Each player who wagers shall wait in turn and mind the table minimum and maximum. Check, bet, call bets, raising and folding are the actions that a player may make in turn.
3. After each player receives their 5 hole cards a round of betting takes place.
4. After the first round of betting has been completed, the dealer will burn a card and deal the “flop” or three community cards.
5. A round of betting takes place and then the dealer burns a card and deals one for Fourth Street or the turn.
6. Another round of betting takes place and the dealer then deals the last card known as Fifth Street or the river.
7. The final round of betting is completed and the winner(s) of the pot is determined. All the cards are turned into the dealer and the winner is awarded the pot.
8. Players must use a minimum of two (2) hole cards in order to make a five (5) card poker hand.
9. The dealer takes the second deck of cards from the shuffle machine and another round of play begins.

Type of Table Used

A traditional poker table will be used.

Other Equipment Used

A Shuffle Master shuffle machine will be used and which has been previously been approved by the Bureau of Gambling Control.

Collections will be taken from the pot at the end of each round.

	LIMITS	7 +	5 – 6	4 or less
Big O	\$2-\$4 Kill	\$1.00	\$2.50	\$2.00
	\$3-\$6	\$1.00	\$3.00	\$2.00
	\$4-\$8 Kill	\$1.00	\$3.00	\$2.00
	\$6-\$12 Kill	\$1.00	\$4.00	\$3.00
	\$15-\$30 Kill	\$1.00	\$4.00	\$3.00

PAN

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DESCRIPTION

Pan is played with a special deck of 320 cards with the 8s, 9s, 10s, and Jokers omitted. Additional cards (spades) may be deleted for certain Conditions of Pan. The game is best for 6,7, or 8 Players, but it can be played with as few as three Players and as many as ten. The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner. They receive from each player with cards and chips the total value of their melds as they lay, two for winning the hand plus the tops. This Player is the first Player dealt to on the next hand. Players who may have fouled their hand also are required to pay to the winner the value of the meld.

METHOD OF PLAY

- 1 Players wishing a hand post their Tops.
- 2 The mucker deals ten cards, five at a time, in turn counter clockwise, to each active player.
- 3 Cards are dealt first to the Player who Panned the last hand, or to the first active Player to their right.
- 4 Each Player declares either "In" or "Goes On Top".
- 5 The first player, (see definition above) has the option to:
 - (a) Pluck a card from the deck and use it.
 - (b) Discard the Plucked card and Pluck again.
- 6 Each "IN" Player in turn has the option to:
 - (a) Use the card discarded if it was NOT from the Players hand.
 - (b) Pluck a card from the deck.
- 7 The Player who melds all of their cards first wins.
- 8 The mucker assures that all active Players pay the winner and awards the Tops.

GENERAL RULES

1. Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time. In the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.
2. The PAN dealer (mucker) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.
3. The dealer (mucker) gives each player ten cards, in two rounds of five at a time, beginning with winning player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.
4. Before play starts, each player beginning with the PREVIOUS winner, declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play.

PLAYING RULES

5. Starting with the Player to the right of dealer, each in turn draws one card, either from the top of the deck or the discard pile. If they take the top card of the deck, they must immediately use it in a meld or discard it. They may draw from the discard pile only if
6. The top card of the discard was drawn from the deck and discarded by preceding player
7. They can immediately meld this card in a combination.
8. After drawing and before completing their turn by discarding one card face up, the Player may meld as many sets as they hold, and/or add to their existing melds.
9. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.
10. Any three cards in sequence of the same suit.
11. Three cards of the same rank and of different suits. Any three aces or any three kings form a set regardless of suit (Aces and kings are called non-comoquers.)
12. Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player.

13. A player may add one or more cards to any of their melds, provided that the character of the meld is preserved.

(a) To a set of different suits they may add any card of the same rank

(b) To a set of the same suit, another of the same rank and any suit.

(c) When such cards are so added to a condition, the player collects the value of the original condition for each additional card, **Except**

I. Only half the value is paid for addition to a set of three value cards in the same suit (2 chips in Spades, 1 chip in any other suit).

II. One meld may be split into two by addition of cards, provided that two valid melds result.

14. The advantage in splitting is to increase the number of open ends.

15. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit.

16. A player may take a card from one of his increased melds to make a new meld provided he leaves a valid meld.

17. If, before a Player has made their first draw, a player finds they have nine cards, the dealer will serve them the additional card. If player has eleven cards, the dealer withdraws excess card from player's hand, putting such card among the discarded hands of retired players. If player has been dealt less than eight cards, the hand is dead and the player's Tops will be returned.

18. If a player's hand is found incorrect after they have made their first draw, they must discard their hand, retire from that deal and return all collections they have made for conditions. In addition, they must continue to make due payments to others for conditions and for winning.

19. If a player lays down any spread not conforming to the rules, they must make it valid on demand. If they cannot do so, they must return any collections made in consequence of the improper spread and legally proceed with their turn.

20. If the player has already discarded:

(a) They must return all collections made on that hand,

(b) Discard his hand

(c) Retire from the play until the next deal

(d) Continue to make due payments to others for conditions and winning.

21. If they make the meld valid before attention is called to it, there is no penalty.

FORCING RULES

22. If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if they desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel them to make a discard, thereby possibly breaking up a prospective combination.

OUT RULES

23. When a player shows eleven cards in melds, they collect 2 chips from every player and also collects all over again for each condition in his cards.

24. When a player has all ten cards spread, the player at their left may not discard a card that puts their right-hand opponent out, unless the player at the left has no other possible choice.

25. The requirements of a valid meld are:

(a) "Sets" must have either three different suits represented or three of the same suit represented.

(b) "Sequences" must be all the same suit.

CARD RANKING

1 Cards in each suit rank K (high), Q, J, 7,6,5,4,3,2, A.

2 The Jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases.

3 All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

KONDITIONS

SQUARES (VALLE)

1 Valle Cards (Three Suits represented) = 1 Chip 2 Valle Cards (Three of the same suit)

2 Chips Spades are doubled = 4 Chips

3 Add one card of the same suit to the Condition = 1 Chip Spades are doubled = 2 Chips

SQUARES (NON-VALLE)

4 Non-Valle Cards (Three of the same suit) = 1 Chip Spades are doubled == 2 Chips

5 Add one card of the same suit to the Condition = 1 Chip Spades are doubled == 2 Chips

ROPES

6 King, Queen, & Jack of the same suit == 1 Chip Spades are doubled == 2 Chips

7 Ace, Deuce, & Trey of the same suit == 1 Chip Spades are doubled == 2 Chips

OUTS

8 Going Out =2Chips, plus - collecting for all valid pays on the board.

GLOSSARY

Borrowing: Taking a card from an increased meld to make a new meld provided it leaves the original meld valid.

Declaring in: Refers to a Player declaring their intentions to play the hand.

Dropping out: Deciding not to play a hand by throwing the cards face up toward the discard pile.

Flat: Ten cards melded, waiting to go out.

Force: Require a Player to accept a drawn card that adds to any meld or condition that the Player has on the table.

Foul Hand: A hand containing an incorrect number of cards and/or one or more invalid melds that cannot be made good.

Getting a "hit": Drawing a card from the deck that can be used to make a meld or can be added to an existing meld.

Going on top: Deciding not to play a hand by throwing the cards face up toward the discard pile

Good One: A card that increases the value of a meld or condition. Usually used when the Player is "going out".

Hit: Using a drawn card to validate a meld and put it on the table. Also applied to drawn cards added to existing melds or conditions

Increasing: Adding one or more cards to any a meld, provided that the character of the meld is preserved.

Kondition: A paying Meld. Also the value of the chips being used in the game.

Meld: Three or more cards placed face up on the table that meet certain requirements. Also called a "spread".

Mucker: The Dealer of the Pan game.

Non-valle: Cards that are not 3's, 5's, and 7's.

Pan a Hand: The first player to meld ELEVEN cards, ten on board plus a drawn card.

Pay: Another name for a valid condition of value.

Peeker: Refers to a hand with value (pay) that does not get a hit that enables the pay to be collected.

Pisser: Refers to a hand that has little or no potential pay value.

Rope: Another name for a Sequence

Rope: Any three or more cards in sequence of the same suit with Ace being low and King being high

Sequence: Any three or more cards in sequence of the same suit with Ace being low and King being high.

Set: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suites represented (called non comoquers).

Splitting: Two players agree to split the tops, the hand is not played.

Spread: A general reference to any sequence, meld, kondition, rope, or square that a Player has "spread" on the table.

Square: Another name for a meld or condition of cards of equal rank.

Square: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suites represented(called non-comoquers).

Stripped Deck: Refers to a pan deck with some of the cards (usually spades and/or valle cards) removed. This reduces the potential for big pays.

Stuffing: Replacing some cards back into the UN-shuffled rear portion of the deck.

The Muck: The discard pile

To Muck: To shuffle the cards (muck).

Valid meld: "Sets" must have either three different suits represented or three of the same suit represented. "Sequences" must be all the same suit.

Valle cards: '3's, '5's, and '7's

Value: What a meld may be worth.

Yarbourgh: Refers to a hand containing a card of each rank and no valid sequence meld.

The collection fee is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner. Collection fees will be taken in accordance with the table below:

Limits	5 or more Players	4 or less Players
\$1 KON	\$2.00	\$1.00
\$2 KON	\$2.50	\$2.00
\$3 KON	\$3.00	\$2.00
\$5 KON	\$4.00	\$3.00
\$10 KON	\$7.00	\$6.00

NO BUST

21st

BLACKJACK

4.0a

No Bust 21st Century Blackjack 4.0a

OBJECT OF THE GAME

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

- Obtain the best possible hand of “Natural” or “20 ½.” A “Natural” beats all other hands. Winning “Natural” hands are paid odds of 6 to 5

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “No Bust” Aces with any 10 or face card is a “Natural” and beats all other hands.
- An Ace has a value of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two Aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack 4.0a is played on a raised gaming table. The table seats eight players who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer’s chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

No Bust 21st Century Blackjack 4.0a

2. The game utilizes a 52-card deck with special marked “No Bust” Aces. The aces are wild cards with the following values:
 - a. 10 ½ on first two cards with all cards with the value of 10’s.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the players and player-dealer.
4. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a “button” in front of the player-dealer and a designation whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or “action”.
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of casino dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer’s first card will be placed in front of the casino dealer.
8. The casino dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft 21 and “Natural”	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

No Bust 21st Century Blackjack 4.0a

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the player-dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
13. The casino dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

14. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
Winning "Natural" hands will be paid 6 to 5
2. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks more than a "Natural" the player wins the hand.
3. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks lower than a "Natural," the hand closest to a "Natural" wins.
4. If a player and the player-dealer hands rank the same and it is lower than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's hands both ranks the same and are higher than a "Natural", the following rules apply:
 - a. If the player-dealer's hand ranks closer to a "No Bust," the player-dealer wins the hand.

No Bust 21st Century Blackjack 4.0a

- b. If the player's hand ranks closer to a "Natural" the player loses except when the player-dealer has the following hand then they will "PUSH".
 - i. If the player-dealer has a 3-card with a value of 23, 24 and 25 will push.
 - c. If the value of a player's hand is 22 and the hand contains 3 cards and no aces, the player loses the hand.
 - d. If the player's hand busts with four or more cards, the player loses the hand.
6. The player-dealer wins all ties over a "Natural."
7. If the player's hand ranks higher than a "Natural" and the player-dealer's hand is less than a "Natural," the player-dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:
- a. Players can double-down on the first two-cards only, with the exception of all "No Bust" hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.
10. Splits:
- a. Players can split any two cards of the same value or rank originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of three times for a total of four hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
 - c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may be split a maximum of three times for a total of four hands and cannot qualify for a "Natural" hand after the split.
11. Insurance:
- a. Players may make an optional insurance wager.
 - b. When the dealer has an Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.
12. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

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13. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
16. Backline betting is allowed.
17. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
18. All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.



BUSTER BLACKJACK BONUS BET

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a Natural and the player has a Natural, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Natural.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.

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- b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	20 to 1
7	200 to 1
8 or more	500 to 1

Collection Rates

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee	Jackpot Collection Fee
1	\$5 - \$50	\$0.50	\$1.00	\$0.50
2	\$10 - \$100	\$1.00	\$2.00	\$0.50
2	\$25 - \$100	\$1.00	\$2.00	\$0.50
4	\$50 - \$300	\$2.00	\$4.00	\$1.00
5	\$100 - \$500	\$3.00	\$5.00	\$1.00

Schedule Option	Table Limit	Total Action	Player Collection Fee	Player-Dealer Collection Fee	Jackpot Collection Fee
6	\$5 - \$50	\$5 - \$50	\$0.50	\$0.50	\$0.00
		\$51+		\$1.50	
7	\$10 - \$100	\$10 - \$100	\$1.00	\$0.50	\$0.00
		\$101+		\$2.50	
8	\$25 - \$100	\$25 - \$100	\$1.00	\$0.50	\$0.00
		\$101+		\$2.50	
9	\$50 - \$300	N/A	\$2.00	\$4.00	\$1.00
10	\$100 - \$500	N/A	\$3.00	\$5.00	\$1.00
11	\$300 - \$1,000	N/A	\$5.00	\$10.00	\$1.00

No Bust 21st Century Blackjack 4.0a

PLAYER-DEALER & DEAL

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

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

EZ BACCARAT™



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EZ BACCARAT

Type of Game

The game of EZ 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. 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 will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, 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, 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.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on 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 not permitted on any wager.

Method used to Determine Action and Distribution of Cards

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker line determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the other numbers. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

EZ BACCARAT

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.

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 8 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.

- 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

EZ BACCARAT

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

How 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.
- 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 not 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 8 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 not 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.

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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 not 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.

Collection Fee Schedule: How and When are House Fees Collected

For schedule options 1 through 4, the collection fees shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, known as the total table action. The total table action includes all player line and dealer line wagers, as well as all Tie bet, Dragon 7 and Panda 8 wagers. A collection fee shall be taken from each player for each player line and dealer line wager that they place. However, there shall be no additional collection fee for placing a Tie, Dragon 7, or Panda 8 wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	*Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$100	\$10 - \$50	\$1.00	\$0.50	N/A
		\$51 +		\$2.00	
2	\$25 - \$100	\$25 - \$50	\$1.00	\$0.50	N/A
		\$51 +		\$2.00	
3	\$10 - \$100	\$10 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$300		\$2.00	
		\$301 - \$500		\$3.00	
		\$501+		\$6.00	
4	\$25 - \$100	\$25 - \$100	\$0.00	\$1.00	N/A
		\$101 - \$300		\$2.00	
		\$301 - \$500		\$3.00	
		\$501 +		\$6.00	

** The maximum a player may wager on the Tie bet is \$100. The maximum a player may wager on the Dragon 7 bonus bet and Panda 8 bonus bet is \$25 for the \$10 - \$100 table limit and \$50 on the \$25 - \$100 table limit.*

EZ BACCARAT

Table Layout



Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.



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.



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Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player-dealer and an optional bonus bet.

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

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer for a total of eight seated positions, including 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.

The layout cloth covering the table shall bear an inscription to the effect that the "Player-Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips"; and
4. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player-dealer position for a total of eight seated positions.

Type of card deck used:

BGC ID: GEGA-003558(May2012)



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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
 - e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
 - f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
 - g. 4 of a Kind 4 cards of the same value.



- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus" wager.

An ante wager and a blind wager are required to play the round.

Back-line betting is not permitted on any wagers.

4. The player-dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player-dealer's wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the house dealer shall:
 - a. Call "No more bets"; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:
 - a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by
 - b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by;
 - c. 5 community cards in the center of the table.
4. The automatic shuffler shall deal cards as follows:



- a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by
 - b. 2 cards to the player-dealer, who receives their cards last; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player-dealer does not qualify:



9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. 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 "When player-dealer qualifies"); and
 - c. Collect, count and place the player's cards in the discard holder.

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

When the player-dealer qualifies:

10. If the player-dealer's hand has a poker value of a pair or higher, the house dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player-dealer and moving clockwise around the table, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player-dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player-dealer's hand;
 - b. Lose if it has a lower poker value than that of the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.
 - d. If a player wins with less than a straight, the blind bet pushes.
12. 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 wager qualifies and pay accordingly on behalf of the player-dealer; and
 - c. Collect, count and place the player's cards in the discard holder.



13. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager if the hand is a straight or better;
 - c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and
 - d. Collect, count and place the payer's cards in the discard holder.
 14. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
 15. Winning ante wagers and play wagers shall be paid 1 to 1.
 16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
 17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 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.
 18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
19. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
 20. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Trips Bonus

1. This is an optional wager for Ultimate Texas Hold'em.
2. Backline betting is not permitted.
3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall



lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.
5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.
6. If the player's hand qualifies for payouts, the player-dealer pays him according to the posted paytable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.
7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

UTH-02		
Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

Collection Schedules and Fees

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer based on the total table action, which shall include the total of all Ante wagers, Blind wagers, and Trips Bonus wagers placed. The total table action shall not include the Play wagers placed. A collection fee shall also be taken from each player based on each Ante wager placed. There will be no additional collection fee required from a player when placing a Play wager. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Options	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$100	\$5 - \$100	\$1	\$5 - \$50	\$0.50
				\$51 +	\$2.00



Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
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 is also referred to as the player-dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

Pure Spanish 21.5TM

Masque Publishing, Inc.

U.S. Patent 5,615,888, 5,806,846



Crystal Casino

PURE SPANISH 21.5 RULES

OBJECT OF THE GAME

The object of Pure Spanish 21.5 is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 3 to 2.



- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word "Bonus" (four of each "king", "queen", and "jack" cards). All 10's shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a "Pure Spanish 21.5" and pays 3 to 2
- A King, Queen, or Jack Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, or Jack Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Card Ranking Chart	
Card	Value
K, Q, J Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

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PURE SPANISH 21.5 RULES

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

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PURE SPANISH 21.5 RULES

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after 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 establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Crystal Casino PURE SPANISH 21.5 RULES

DIAGRAM #1

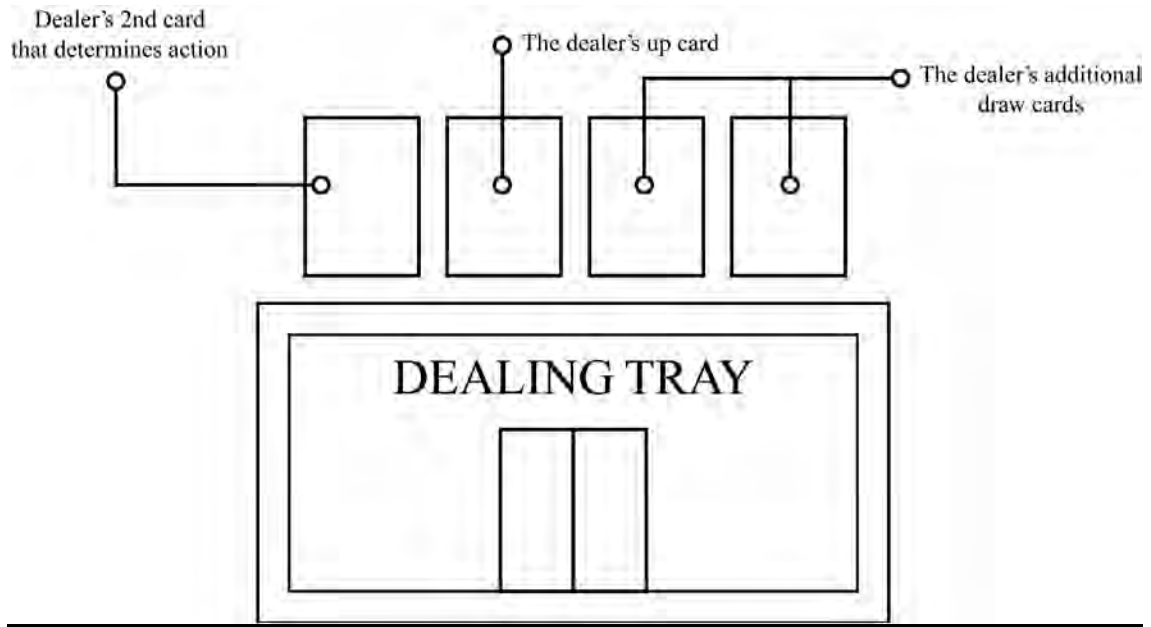


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Players Option	All other counts

A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

PLAYER-DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

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PURE SPANISH 21.5 RULES

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

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PURE SPANISH 21.5 RULES

11. Backline betting is permitted on all wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
 - a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less, however, the double-double down wager amount would be capped at the maximum wager allowed. If the last double-double down wager made is capped, the "last doubled portion of the bet" would be the maximum wager allowed. If a player doubles for less, the last doubled portion of the bet would be that lesser amount.
4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

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PURE SPANISH 21.5 RULES

6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
7. Late surrender option:
 - a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.
 - b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.
9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, a Match the Dealer Up-Card bonus wager shall be offered.
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay tables.

4. The Match the Dealer bonus bet may win or lose regardless of the base game wager. The Match the Dealer bonus bet is independent of the base game wager.
5. Backline bettors are eligible to place a wager on the Match the Dealer bonus bet.

Crystal Casino PURE SPANISH 21.5 RULES

Match the Dealer Card Bonus Bet Pay Tables

Qualifying Hand	Payout
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Wagering Limits and Collection Fees

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. For **schedule option 4**, a collection fee shall be taken per hand from the player-dealer position per round of play. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined 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 above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee (per bet)
1	\$2 - \$50	\$2 - \$50	\$0.50	\$0.50
		\$51 +	\$1.00	
2	\$10 - \$100	\$10 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	
3	\$25 - \$100	\$25 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	

Crystal Casino PURE SPANISH 21.5 RULES

Schedule Option	Table Limit	Player-Dealer Fee (per round)	Player Fee (per bet)
4	\$50 - \$300	\$4.00	\$2.00

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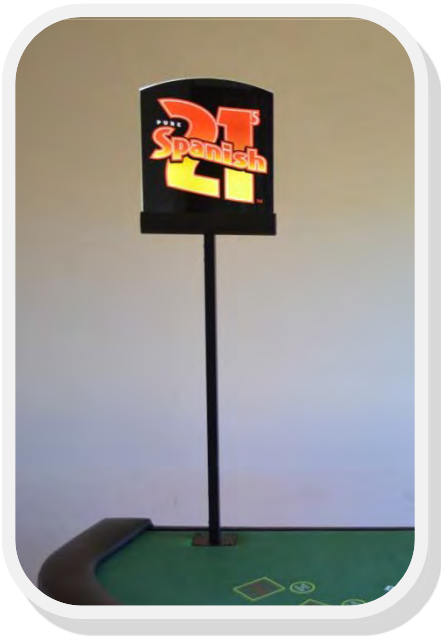


Table Layout



Fortune 7 Baccarat



Please submit your agreement with the Owner authorizing play of the 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.

Fortune 7 Baccarat

Type of Game

The game of Fortune 7 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. 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 establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings

The value of each card used in Fortune 7 Baccarat shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Fortune 7 Baccarat, 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.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard baccarat table that accommodates up to seven players and a player-dealer position for a total of eight 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 One Up Bonus Bet, and the Fortune 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 only permitted on base wagers. Backline betting is not allowed on the Tie Bet or the Bonus Bets. If the backline bettor and the seated player are making a wager on the same base bet (player versus banker) the backline wager will be placed next to the seated player's wager. If the backline bettor and the seated player are not making a wager on the same base bet (player versus banker) than the backline wager will be placed above or below the seated player's wager.

Fortune 7 Baccarat

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. Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all One Up Bonus Bet wagers, and finally all Fortune 7 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.

Dealing Procedures and Round of Play

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.

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except a three-card 7 which shall push;
- Place a wager on the Tie Bet which pays 8 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Fortune 7 Bonus Bet which pays 40 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the One Up Bonus Bet which pays according to the pay table below.

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 wager on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager 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.

- 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 first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the player's hand stands, then the banker 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.

Fortune 7 Baccarat

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 Wagers are Paid, Collected and Pushed

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's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's 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.
- 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 banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 8 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.

Fortune 7 Baccarat

Fortune 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune 7 Bonus Bet wager. A player may place a Fortune 7 Bonus 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.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune 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 Fortune 7 Bonus Bet wins. The Fortune 7 Bonus Bet shall lose on all other outcomes.
- All winning Fortune 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Fortune 7 Bonus Bet wagers and shall collect all losing Fortune 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.

One Up Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the One Up Bonus Bet. A player may place a One Up Bonus 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 One Up Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the One Up Bonus Bet and the player's hand beats the banker's hand by a 1-point margin the One Up Bonus Wager shall win.
- If the player's hand beats the banker's hand by a spread of two points or more, loses to the banker's hand, or the player and the banker hands are of the same value (tie), the One Up Bonus Bet wager shall lose.
- See the collection rate schedule for restrictions on the amount that may be wagered on the One Up Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning One Up Bonus Bet wagers and shall collect all losing One Up Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning One Up Bonus Bet wagers shall be paid according to the pay table, as shown below:

Paytable	
Win 1-0	30 to 1
Other win by 1	9 to 1
All others	Lose

Wagering Limits and Collection Fees

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of Fortune 7 Baccarat; (2) notify all law enforcement agencies and gambling establishments if further review determines Fortune 7 Baccarat to be unlawful; (3) require gambling establishments to cease

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and desist offering Fortune 7 Baccarat if found to be 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 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee (per bet)
1	\$10 - \$100	\$10 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	\$1.00
2	\$25 - \$100	\$25 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	\$1.00

For **schedule options 3 through 10**, a collection fee shall be taken per hand 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 shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee (per bet)
3	\$10 - \$100	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$6.00	
4	\$25 - \$100	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$6.00	
5	\$10 - \$100	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$7.00	
6	\$10 - \$100	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	
		\$401 - \$700	\$7.00	
		\$701 +	\$9.00	
7	\$25 - \$100	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$7.00	

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8	\$25 - \$100	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	
		\$401 - \$700	\$7.00	
		\$701 +	\$9.00	
9	\$10 - \$100	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$1500	\$7.00	
		\$1500 +	\$13.00	
10	\$25 - \$100	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	
		\$401 - \$700	\$7.00	
		\$701 + \$1500	\$9.00	
		\$1500 +	\$13.00	

No Bust 21st Century Blackjack 4.0a Perfect Pairs

Type of Game

The game of No Bust 21st Century Blackjack 4.0a Perfect Pairs 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 may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the No Bust 21st Century Blackjack 4.0a Perfect Pairs is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of "Natural" or "20 ½." A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5

Description of the Deck and Number of Decks Used

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

Card/Tile Values and Hand Rankings

- Any two cards of 52 cards consisting of special marked "No Bust" Aces with any 10 or face card is a "Natural" and beats all other hands.
- An Ace has a value of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two Aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

Ranking Chart

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

Description of the Table and Total Number of Seated Positions

No Bust 21st Century Blackjack 4.0a Perfect Pairs is played on a raised gaming table. The table seats eight players who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the players and player-dealer.

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of the betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
2. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
3. Prior to the start of play, the casino dealer will take the collection fees.
4. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of casino dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer's first card will be placed in front of the casino dealer.
5. The casino dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.
6. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

No Bust 21st Century Blackjack 4.0a Perfect Pairs

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

7. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the player-dealer hole (second) card.
8. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
9. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
10. The casino dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

11. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
12. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table.
13. Backline betting is not permitted on any wagers.

How Winners are Determined and Paid

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning "Natural" hands will be paid 6 to 5

No Bust 21st Century Blackjack 4.0a Perfect Pairs

2. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks more than a "Natural" the player wins the hand.
3. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks lower than a "Natural," the hand closest to a "Natural" wins.
4. If a player and the player-dealer hands rank the same and it is lower than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's hands both ranks the same and are higher than a "Natural", the following rules apply:
 - a. If the player-dealer's hand ranks closer to a "No Bust," the player-dealer wins the hand.
 - b. If the player's hand ranks closer to a "Natural" the player loses except when the player-dealer has the following hand then they will "PUSH".
 - i. If the player-dealer has a 3-card with a value of 23, 24 and 25 will push.
 - c. If the value of a player's hand is 22 and the hand contains 3 cards and no aces, the player loses the hand.
 - d. If the player's hand busts with four or more cards, the player loses the hand.
6. The player-dealer wins all ties over a "Natural."
7. If the player's hand ranks higher than a "Natural" and the player-dealer's hand is less than a "Natural," the player-dealer wins.
8. A two card "Natural" beats all other hands.
9. All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Player Options

Double-Down

- a. Players can double-down on the first two-cards only after a split on the first two cards, with the exception of all "No Bust" hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Splits

- a. Players can split any two cards of the same value or rank originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split.

No Bust 21st Century Blackjack 4.0a Perfect Pairs

- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may be split a maximum of one time for a total of two hands and cannot qualify for a "Natural" hand after the split.
- d. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Insurance

- a. Players may make an optional insurance wager.
- b. When the dealer has an Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

Surrender

- a. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

Bonus Bets

Buster Blackjack Bonus Bet

1. For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet wager. A player may only place a Buster Blackjack Bonus Bet wager if they have also placed a game wager prior to the initial deal.
2. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
3. The Buster Blackjack Bonus Bet wager may be less than, equal to, or more than the table limit.
4. The Buster Blackjack Bonus Bet wager takes into account the value of the player-dealer's hand and the number of cards in the player-dealer's hand after it has been completed according to the chart and rules, as shown above. The Buster Blackjack Bonus Bet wager shall win in the event that the player-dealer's hand has a value which exceeds a Natural, referred to as a "Bust." Players that placed a Buster Blackjack Bonus Bet wager shall be paid according to the number of cards in the player-dealer's busted hand, as shown in the chart below. The Buster Blackjack Bonus Bet wager shall lose if the value of the player-dealer's hand does not exceed a Natural. There is no opportunity for the Buster Blackjack Bonus Bet wager to push as the player-dealer's hand must either Bust or be equal to or less than a Natural.
5. A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player's game wager wins, loses, or pushes.
6. The player-dealer must always complete their hand as long as there is a Buster Blackjack Bonus Bet wager in play.

No Bust 21st Century Blackjack 4.0a Perfect Pairs

7. The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
8. Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Paytable

Number of Cards in the Player-dealer's Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

Perfect Pairs Bonus Bet

1. No Bust 21st Century Blackjack 4.0a Perfect Pairs features an optional Perfect Pairs Bonus Bet wager attached to base game. It features a wager that allows the player to bet that the first two cards dealt to them will be a pair.
2. There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no additional collection for the extra wager.
3. The Perfect Pairs Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Perfect Pairs Bonus Bet wager for each game wager placed.
4. A player must participate in the base game in order to make the Perfect Pairs Bonus Bet wager.
5. Perfect Pairs Bonus Bet wagers must be placed prior to the initial deal.
6. Backline betting is not permitted on the Perfect Pairs bonus bet.
7. The Perfect Pairs Bonus Bet may be less than or equal to, but may not exceed the game wager.
8. Players who have been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will be paid according to the posted Perfect Pairs Bonus Bet pay table. Players who have not been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will lose and have their wager collected.
9. The Player-Dealer shall pay all qualifying Perfect Pairs Bonus Bet wagers and will collect all Perfect Pairs Bonus Bet wagers that did not qualify.

Perfect Pairs Bonus Bet Pay Table

Type of Pair	Payout
Perfect Pair- An identical pair	25 to 1
Colored Pair- a pair that is made up of two different suits of the same color	12 to 1
Mixed Pair- a pair that is made up of one red card and one black card	6 to 1

Collection Rates Schedules

For the collection rate schedules for this game, please refer to the most recent CA Games Collection Rate Modification (GEGA-002059).

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21st Century Free Bet Blackjack

Type of Game

The game of 21st Century Free Bet 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 may only "bank" the hand (including bonus bets) 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 and Summary of the Game

The object of 21st Century Free Bet Blackjack is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 $\frac{1}{2}$, referred to as a "Natural." A natural beats all other hands.

Each player places one wager in the betting spot, with the chance to make a "free double" on two-card values of hard 9, 10, and 11 or a "free split" of any pair except ten value cards.

For example: a player receives a 5 and a 6 they have the opportunity for a "free double." If a player receives two 8's, they have the opportunity for a "free split."

Free Bet

Free Bet is the game mechanism that allows a player-dealer matched wager (to the player's original wager) when either two of the conditions occur:

1. Free Split - The player can split for free when he/she has a pair of the same-valued cards, with the exception of 10-valued pairs, which are not eligible for a Free Split. The dealer will use the Free Bet lammer to signify they have matched the original wager just as a normal Split.
2. Free Double - When the player has a two-card hand (not using an ace) total of 9-10-11, the dealer will use the Free Bet lammer to signify they have matched the original wager just as a normal Double Down.
3. The reason we can offer these liberal rules is that when the player-dealer hand hits to a value of 22, all base Blackjack wagers push.

Description of the Deck and Number of Decks Used

A plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four (4) of the ace cards shall be removed from the deck and shall be replaced with four (4) specially marked aces with the word "Bonus" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two card hand, consisting of a specially marked "Bonus" ace with any 10 or face card is a "Natural" and beats all other hands.
- A "Bonus" ace has the following values :
 - 11 $\frac{1}{2}$ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2 - 9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

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RANKING CHART

Card	Value
"Bonus" Ace	a) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be two separate betting spaces specifically designated for two separate wagers; the Blackjack game wager and the Push 22 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 not permitted on any wagers.

Dealing Procedures and Round of Play

1. 21st Century Free Bet Blackjack is played on a gaming table. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.
2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.
3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.
5. Collection fees will be taken in accordance with the collection rate schedule.
6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hand. The house dealer is the only person on the table to touch the cards.
7. The house dealer will deal two cards, face up, to each players' hand, starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players' receive their second card, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

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8. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" ace card. If the player-dealer is dealt a "Bonus" ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "Insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "Natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

9. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, the player then has the opportunity to "hit", or take a "free double" or "free split," if eligible, and be dealt additional cards to make the best possible hand.
 - If the player had a 9, 10, or 11, the house dealer will ask the player if they want a "free double." If the player want the "free double," the house dealer will place a "free bet" lamer next to the player's bet.
 - If the player has a pair, other than a pair of 10, jacks, queens, or kings, the house dealer will ask the player if they want a "free split." If the player wants the "free split," the house dealer will place a "free bet" lamer next to the player's bet.

10. Once the house dealer has distributed the "free bet" lamer, the players will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to "double-down," or "split," with their own money if a "free bet" isn't eligible. The player also has the option to "stand" on 12-20. Each player shall be required to hit or stand according to the chart below:

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

A hard 21 Natural is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an ace, the ace is only able to be counted as 1, not 11.

A soft 21 Natural is achieved when a hand contains a combination of two or more cards totaling 21 with an ace counted as 1 or 11.

11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

13. The house dealer continues to draw cards for the player-dealer, if necessary until a hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

A hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an ace, the ace is only able to be counted as 1, not 11. A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

14. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the house dealer determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the second card dealt to the banker hand. When determining where the action button will be placed, cards will hold the following values: ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is offered in a clock-wise fashion around the table.
17. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.
18. Backline bettors are not eligible to place any wagers for the game of 21st Century Free Bet Blackjack.

How Winners are Determined and Paid

1. A "Natural" is an initial two card hand containing a "Bonus" ace and any card with a value of 10 and is the best possible hand. A winning natural will pay 6:5.
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - b. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "push" and no action is taken on the wager.
 - c. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
 - d. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
 - e. If a player and the player-dealer's hands have the same value and it is less than a "Natural," the hand is a push or tie, no action is taken on the wager.
 - f. If a player and the player-dealer's totals are more than a "Natural", the following will apply:
 - i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.

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- ii. If the player is closer to a “Natural,” the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will push and no action is taken on the wager.

Player Options

Double-Down:

- a. Players can double-down on the first two-cards of each hand totaling 2-8, with the exception of all “Natural” hands. The player must place a second wager next to the wager equal to the amount he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down executed by a player, nor is there any extra collection fee charged to the player-dealer.
- c. A player may double down for less than his original wager if they do not have enough chips to wager an equal amount.

Free Double:

- a. The player will receive a “free bet” lammer if their two card total is a hard 9, 10, or 11, and the dealer will proceed like the player has doubled down.
- b. There is no extra collection fee taken by the casino on any double-down.
- c. A “free double” is allowed after splitting.

Splits:

- a. Players can split two cards of the same value or rank on the first two cards of their hand dealt to them. For splits of ten value cards, the player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split hand to make the best hand.
- b. Players may double-down after each split.
- c. A “Natural” cannot be attained in any hand following the split of a ten-value card.
- d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Free Split:

- a. A “free split” may occur on any pair except ten value cards. A “free bet” lammer is placed next to the original wager for all “free splits.” A player may draw as many cards as they desire per split hand to make the best hand, unless the two cards are “Bonus” aces. Players may double-down after each split.
- b. The first card in a split shall be the base wager. The second card shall be the free bet.
- c. Players can “free split” any two “Bonus” aces originally dealt to them but can only receive one extra card per “Bonus” ace. “Bonus” aces may only be split once and cannot qualify for a “Natural” hand after the split.
- d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Insurance:

- a. Players may make an optional insurance wager.
- b. When the player-dealer has a “Bonus” ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a “Natural” (and the player does not), the insurance bet is paid 2 to 1 and the player's

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original wager loses. If the player-dealer does not have a “Natural”, all insurance wagers placed by players will be collected by the player-dealer.

- c. There is no extra collection fee taken by the casino when placing an insurance wager executed by a player, nor is there any extra collection fee charged to the player-dealer.
2. There is no surrender option in this game.
3. Odds: All winning player hands pay 1 to 1, except “Naturals” will pay 6:5.

Bonus Bet

Push 22

Push 22 is an optional bonus bet for 21st Century Free Bet Blackjack. The rules are as follows:

1. If the dealer busts with a point total of 22, all player blackjack bets in action are pushes.
2. The push 22 side bet wins if the dealer busts with a total of 22, and will be paid according to the paytable below.
3. Player “naturals” are paid before the dealer hits his/her hand, so they are not affected by the Push 22 rule.
4. Backline betting is not eligible on the Push 22 bonus bet.
5. The Push 22 bonus bet will remain in action until the completion of the hand.
6. The base game wager will be paid out first, followed by the Push 22 bonus bet, and the Free Double or Free Split.
7. Push 22 bonus bet wagers can not exceed the base game wager. Push 22 bonus bet wagers may be less than the base game wager, but must be within table limits.
8. The player-dealer will collect all losing Push 22 bonus bet wagers and payout all winning Push 22 bonus bet wagers.

Hand	Payout
Dealer 22	11 to 1

Equipment

Casinos must use the “Free Bet” lamer, which indicates when a player has opted to take a “free double” or a “free split.”

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Collection Rates Schedule

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of 21st Century Free Bet Blackjack; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of 21st Century Free Bet Blackjack to be unlawful; (3) require gambling establishments to cease and desist offering the game of 21st Century Free Bet Blackjack if found to be 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 4**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. A collection fee shall also be taken from each player per controlled game wager placed. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. For **schedule options 5 through 8**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. No collection fee shall be taken from the player for placing a controlled game wager, Push 22 Bonus Bet, or on any double down, split, insurance or surrender. There shall be a collection fee taken for each game voucher used (GEGA-000746). For **schedule options 9 and 10**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. There is no additional collection fee taken from the player for placing a controlled game wager, doubling-down, splitting cards, placing an insurance wager, or placing a Push 22 wager; Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee (per circle)
1	\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
		\$51 +	\$1.00	
2	\$10 - \$100	\$10 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	
3	\$25 - \$100	\$25 - \$50	\$0.50	\$1.00
		\$51 +	\$2.00	
4	\$50 - \$300	\$50 +	\$4.00	\$2.00

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Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	Game Voucher Collection
5	\$5-\$50	\$5-\$50	\$0.50	\$0.00	\$1.00
		\$51-\$100	\$1.00		
		\$101-\$300	\$2.00		
		\$301+	\$4.00		
6	\$10-\$100	\$10-\$100	\$1.00	\$0.00	\$1.00
		\$101-\$300	\$2.00		
		\$301-\$500	\$4.00		
		\$501+	\$8.00		
7	\$10-\$100	\$10-\$100	\$1.00	\$0.00	\$1.00
		\$101-\$300	\$2.00		
		\$301-\$700	\$4.00		
		\$701+	\$10.00		
8	\$25-\$100	\$25-\$100	\$1.00	\$0.00	\$1.00
		\$101-\$400	\$2.00		
		\$401-\$1000	\$7.00		
		\$1001+	\$10.00		

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee (per circle)
9	\$25 - \$100	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	
		\$401 - \$700	\$7.00	
		\$701 +\$1,500	\$9.00	
		\$1,501 +	\$13.00	
10	\$100	\$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	
		\$401 - \$700	\$7.00	
		\$701 +\$1,500	\$11.00	
		\$1,501 +	\$13.00	

California Games Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. Additionally, approval of these collection rates does not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the modified California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the modified California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the modified California Games Collection Rates if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

Collection Schedules and Fees

Asian Baccarat (GEGA-003446), EZ Baccarat (GEGA-002997), 21st Century Baccarat 5.0 (GEGA-002062), Fortune 7 Baccarat (GEGA-004297) - For **schedule options 1 and 2**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee will also be taken from each player per controlled game wager placed. There will be no fee taken from a player for placing a bonus bet. The limits for all bonus bets (Tie, Dragon 7, Panda 8, Fortune 7 and Bonus Pair) will range from \$1-\$200.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$10-\$100	\$10-\$50	\$1	\$1
		\$51+	\$2	
2	\$25-\$100	\$25-\$50	\$1	\$1
		\$51+	\$2	

For **schedule options 3 through 8**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Tie, Dragon 7, Panda 8, Fortune 7 and Bonus Pair) will range from \$1-\$200. There will be no collection fee taken from any players for placing any wagers. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
3	\$10-No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1,000	\$5		
		\$1,001+	\$10		
4	\$10-No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$300	\$3		
		\$301-\$1,000	\$6		
		\$1,001+	\$10		
5	\$20-No Limit	\$20-\$400	\$2	\$0	\$1
		\$401-\$1,000	\$8		
		\$1,001-\$1500	\$10		
		\$1,500+	\$25		

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6	\$25-No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$400	\$2		
		\$401-\$700	\$7		
		\$701 +	\$9		
7	\$25-No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$400	\$2		
		\$401-\$1,500	\$8		
		\$1,501 +	\$13		
8	\$50-No Limit	\$50-\$400	\$2	\$0	\$1
		\$401-\$1,000	\$8		
		\$1,001-\$1,500	\$10		
		\$1,501 +	\$25		

For **schedule options 9 through 10**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Tie, Dragon 7, Panda 8, Fortune 7 and Bonus Pair) will range from \$1-\$200. There will be no collection fee taken from any players for placing any wagers. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
9	\$100-No Limit	\$100-\$400	\$2	\$0
		\$401-\$700	\$7	
		\$701-\$1,500	\$9	
		\$1,501-\$4,000	\$15	
		\$4,001+	\$40	
10	\$300-No Limit	\$300-\$1,200	\$3	\$0
		\$1,201-\$4,000	\$12	
		\$4,001-\$6,000	\$40	
		\$6,001-\$10,000	\$60	
		\$10,001+	\$80	

No Bust 21st Century Blackjack 4.0 (GEGA-000116), No Bust 21st Century Blackjack 4.0a Perfect Pairs (GEGA-004002), Pure Spanish 21.5 (GEGA-003694), 21st Century Free Bet Blackjack (GEGA-004514)- For **schedule options 1 through 4**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. A collection fee will also be taken from each player per controlled game wager placed. No collection fee will be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The limits for all bonus bets (Buster Blackjack, Perfect Pairs, Push 22, Match the Dealer Up-Card) will range from \$1-\$200.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-No Limit	\$5- \$50	\$0.50	\$0.50
		\$51+	\$1	
2	\$10-No Limit	\$10-\$50	\$0.50	\$1
		\$51+	\$2	
3	\$25-No Limit	\$25-\$50	\$0.50	\$1
		\$51+	\$2	

California Games Collection Rates

4	\$50-No Limit	\$50+	\$2	\$2
			\$4	

For **schedule options 5 through 8**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. No collection fee will be taken for placing a controlled game wager, bonus bet, or on any double down, split, insurance or surrender. The limits for all bonus bets (Buster Blackjack, Perfect Pairs, Push 22, Match the Dealer Up-Card) will range from \$1-\$50. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
5	\$5-No Limit	\$5-\$50	\$0.50	\$0	\$1
		\$51-\$100	\$1		
		\$101-\$300	\$2		
		\$301+	\$4		
6	\$10-No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$500	\$4		
		\$501+	\$8		
7	\$10-No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$700	\$4		
		\$701+	\$10		
8	\$25-No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$400	\$2		
		\$401-\$1,000	\$7		
		\$1,001+	\$10		

For **schedule options 9 through 10**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Buster Blackjack, Perfect Pairs, Push 22, Match the Dealer Up-Card) will range from \$1-\$50. There will be no collection fee taken from any players for placing any wagers. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
9	\$25-No Limit	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	
		\$401-\$700	\$7	
		\$701-\$1,500	\$11	
		\$1,501+	\$13	

California Games Collection Rates

10	\$100-No Limit	\$100 - \$400	\$2	\$0
		\$401-\$700	\$7	
		\$701-\$1,500	\$9	
		\$1501-\$4,000	\$15	
		\$4,001+	\$40	

Fortune Pai Gow Poker (GEGA-002060), Pai Gow Poker w/ Joker Wild (GEGA-001263), Pai Gow Poker (GEGA-001273)- For **schedule options 1 and 2**, a collection fee will be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee will also be taken from each player per controlled game wager placed. There will be no fee taken from a player for placing a bonus bet. The limits for all bonus bets (Fortune Bonus) will range from \$1-\$200. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$10-\$100	\$10-\$50	\$0.50	\$1
		\$51-\$600	\$2	
		\$601+	\$3	
2	\$50-\$300	\$50+	\$4	\$2

For **schedule option 3**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Fortune Bonus) will range from \$1-\$200. There will be no collection fee taken from any players for placing any wagers. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
3	\$10-No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$400	\$2		
		\$401-\$1,000	\$5		
		\$1,001+	\$10		

For **schedule options 4 through 6**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Fortune Bonus) will range from \$1-\$200. There will be no collection fee taken from any players for placing any wagers. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
4	\$10-No Limit	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1,500	\$7	
		\$1,501+	\$13	

California Games Collection Rates

5	\$25-No Limit	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	
		\$401-\$700	\$7	
		\$701-\$1,500	\$9	
		\$1,501+	\$13	
6	\$50-No Limit	\$50-\$300	\$4	\$0
		\$301-\$700	\$4	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

Ultimate Texas Hold'em (GEGA-003558)- For **schedule option 1 and 2**, a collection fee will be taken per round from the player-dealer based on the total table action, which will include the total of all Ante wagers, Blind wagers, and Trips Bonus wagers placed. The bonus bet limit will range from \$1-\$200. For **schedule option 1**, a collection fee will also be taken from each player for each Ante wager placed. There will be no additional collection fee required from a player when placing a Play or Trips Bonus wager. For **schedule option 2**, there will be no collection fee taken from each player for Ante wagers, Blind wagers, and Trips Bonus wagers placed. The collection fees will be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$50	\$5-\$50	\$1	\$0.50
		\$51+	\$2	
2	\$5-No Limit	\$5-\$50	\$0.50	\$0.00
		\$51-\$300	\$2	
		\$301-\$600	\$3	
		\$601-\$1,000	\$6	
		\$1,001+	\$10	

Collection Procedures

California Games - California games utilize a player-dealer position. The position will 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 will 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, will be used at a gaming table at any one time.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Rates will 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 Games Collection Rates

- The Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

California Baccarat

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game. The cards can be shuffled by hand or with an automatic card shuffling device (shuffler).

Card Values and Hand Rankings

The value of each card used in California Baccarat, shall be as follows: aces have a value of one, picture cards and 10s have a value of zero, 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 California Baccarat, in order from highest to lowest rank, shall be:

California Baccarat Hand Ranking Chart

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard gaming table that accommodates up to seven players and a player-dealer position for a total of eight 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, Dragon King Bonus Bet and the China Bear Bonus Bet.
- Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.
- Backline betting is permitted on all wagers.

California Baccarat

Dealing Procedures and Round of Play

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

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

California Baccarat

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 Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The action on payouts shall begin with the player to the right of the player-dealer position and continue counter-clockwise. All wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, all China Bear Bonus Bets, and then all Dragon King Bonus Bets. 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 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 hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the player hand is closer to nine than the banker hand.
- If the first two cards dealt to the player hand equals a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equals a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Bonus Bets

Tie Bet

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

California Baccarat

- The player-dealer shall pay all winning Tie Bets when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet.
- 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.
- All winning Tie Bets shall be paid 8 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 King Bonus Bet

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

- Backline betting is permitted on the Dragon King Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon King Bonus Bet and any collection fees that may be taken.
- All winning Dragon King Bonus Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon King Bonus Bets and shall collect all losing Dragon King 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.

China Bear Bonus Bet

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

- Backline betting is permitted on the China Bear Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the China Bear Bonus Bet and any collection fees that may be taken.
- All winning China Bear Bonus Bets shall be paid 25 to 1.
- The player-dealer shall pay all winning China Bear Bonus Bets and shall collect all losing China Bear 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.

California Baccarat

Table Layout



California Baccarat

Collection Rate Schedule

For **schedule option 1**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. A collection fee will be taken from each player for each base game wager placed. There will be no fee taken from a player for placing a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$10 and \$50

Maximum Wagering Limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$10 - \$50	\$1	\$1
	\$51+	\$2	

For **schedule options 2 through 7**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any players for placing any base game wagers or bonus bets. Bonus Bets may be less than, equal to, or greater than the base game wager. There will be a collection fee taken from the player for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) placed. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$10 and \$25

Maximum Wagering Limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee	Voucher Fee
2	\$25 - \$100	\$1	\$0	\$1
	\$101 - \$400	\$2		
	\$401 - \$700	\$7		
	\$701+	\$9		
3	\$10 - \$100	\$1	\$0	\$1
	\$101 - \$300	\$2		
	\$301 - \$1,000	\$5		
	\$1,001+	\$10		
4	\$10 - \$100	\$2	\$0	\$1
	\$101 - \$300	\$3		
	\$301 - \$1,000	\$6		
	\$1,001+	\$10		
5	\$50 - \$400	\$2	\$0	\$1
	\$401 - \$1,000	\$8		
	\$1,001 - \$1,500	\$10		
	\$1,501+	\$25		
6	\$25 - \$100	\$1	\$0	\$1
	\$101 - \$400	\$2		
	\$401 - \$1,500	\$8		
	\$1,501+	\$13		
7	\$20 - \$400	\$2	\$0	\$1
	\$401 - \$1,000	\$8		
	\$1,001 - \$1,500	\$10		
	\$1,501+	\$25		

California Baccarat

For **schedule options 8 through 9**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any players for placing any base game wagers or bonus bets. Bonus Bets may be less than, equal to, or greater than the base game wager. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$100 and \$300

Maximum Wagering Limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
8	\$100 - \$400	\$2	\$0
	\$401 - \$700	\$7	
	\$701 - \$1,500	\$9	
	\$1,501 - \$4,000	\$15	
	\$4,001	\$40	
9	\$300 - \$1,200	\$3	\$0
	\$1,201 - \$4,000	\$12	
	\$4,001 - \$6,000	\$40	
	\$6,001 - \$10,000	\$60	
	\$10,001	\$80	

Collection Rates for California Games

- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Crystal Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Dragon Dai Bacc

Type of Game

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

Object of the Game

The object of the game is to place a bet on either the Player line hand or the Banker line hand the player believes will have an accumulated point value closer to nine than the other hand. Additionally, there are four optional bonus bets the players may wager on: Tie Bet, Kill the Ox/Tiger Bonus Bet, Tiger 7 Bonus Bet, and the Ox 8 Bonus Bet.

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," and will be shuffled by hand or by using an automated shuffling machine; between three to eight decks will be used in the play of the game.

Card Values and Hand Rankings

The value of each card used in Dragon Dai Bacc will be as follows: aces have a value of one, two through nine have their face value, while picture cards (king, queen, jack) and tens have a value of zero. When the total numerical value of the cards equal ten or more, only the right-hand digit (numeric count) is considered.

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

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

Dragon Dai Bacc Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table and accommodates up to seven active players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be six separate betting spaces specifically designated for two separate controlled game wagers and four optional bonus bets: the Player line hand, the Banker line hand, the Tie Bet, the Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet, and the Ox 8 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts players may wager. Players must bet at least the table minimum. Backline betting is permitted on all wagers.

Dragon Dai Bacc

Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer. Once a player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) within the table limits as listed below.
3. The house dealer will shuffle/mix the cards.
4. Each player has the following option(s) when placing their wager(s):
 - a. The Player line hand, which pays 1 to 1;
 - b. The Banker line hand, which pays 1 to 1;
 - c. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Tie Bet, which pays 8 to 1;
 - d. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1.
 - e. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Ox 8 Bonus Bet, which pays 25 to 1.
 - f. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Kill the Ox/Tiger Bonus Bet, which pays 60 to 1.
5. 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 the Banker line hand and the Player line hand have a total of two cards each. All cards are dealt face-down.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line hand.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line hand.
 - c. The house dealer will then turn the player's hand face-up and then the banker's hand face-up.
6. The Player line hand is resolved first and then the Banker line hand is resolved.
7. After the house dealer delivers the first two cards to both the Player line hand and the Banker line hand, the following Dragon Dai Bacc rules are followed.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand must hit on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line has a value of zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.
 - v. If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards.
 - vi. If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards.

Dragon Dai Bacc

8. The following chart shows when the Banker line hand hits (H) or stands (S) according to the rules above:

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

9. The hand closest to nine wins.
10. The action on payouts will always begin with the player to the right of the player-dealer position and continue counter-clockwise. All wagers will be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, all Tiger 7 Bonus Bets, all Ox 8 Bonus Bets, and then all Kill the Ox/Tiger Bonus Bets.
11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid

Once both hands have been completed, according to the rules 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 to the extent they have wagered:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers when the Player line hand is closer to nine than the Banker line hand.
- If the Banker line hand equals 7 with three cards and is closer to nine than the Player line hand, all Banker line wagers push.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If both the Player line hand and Banker line hand are of the same value, a tie, all Banker line and Player line wagers will push.

Dragon Dai Bacc

Bonus Bets

Tie Bet

The optional Tie Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The Tie Bet wins when the total of the Player line hand and the total of the Banker line hand are equal.

- A player may place a Tie Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Tie Bet wagers shall be paid 8 to 1.
- The player-dealer will pay all winning Tie Bets and collect all losing Tie Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Tie Bet and if any collection fees are to be taken.

Kill the Ox/Tiger Bonus Bet

The optional Kill the Ox/Tiger Bonus Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand has a three-card hand equaling eight and loses to the Banker line hand, all Kill the Ox/Tiger Bonus Bets win. In addition, if the Banker line hand has a three-card hand equaling seven and loses to the Player line hand, all Kill the Ox/Tiger Bonus Bets win. Any other instances, the Kill the Ox/Tiger Bonus Bet shall lose.

- A player may place a Kill the Ox/Tiger Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Kill the Ox/Tiger Bonus Bets are paid 60 to 1.
- The player-dealer will pay all winning Kill the Ox/Tiger Bonus Bets and collect all losing Kill the Ox/Tiger 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.
- See the collection rate schedule for restrictions on the amount to be wagered on the Kill the Ox/Tiger Bonus Bets and if any collection fees are to be taken.

Tiger 7 Bonus Bet

The optional Tiger 7 Bonus Bet takes into account only the cards in the Banker line hand. If the Banker line hand wins with a three-card hand equaling seven, all Tiger 7 Bonus Bets win. If the Banker line hand does not win with a three-card hand equaling seven, all Tiger 7 Bonus Bets shall lose.

- A player may place a Tiger 7 Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Tiger 7 Bonus Bets are paid 40 to 1.
- The player-dealer will pay all winning Tiger 7 Bonus Bets and collect all losing Tiger 7 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.
- See the collection rate schedule for restrictions on the amount to be wagered on the Tiger 7 Bonus Bets and if any collection fees are to be taken.

Dragon Dai Bacc

Ox 8 Bonus Bet

The optional Ox 8 Bonus Bet takes into account only the cards in the Player line hand. If the Player line hand wins with a three-card hand equaling eight, all Ox 8 Bonus Bets win. If the Player line hand does not win with a three-card hand equaling eight, all Ox 8 Bonus Bets shall lose.

- A player may place an Ox 8 Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Ox 8 Bonus Bets are paid 25 to 1.
- The player-dealer will pay all winning Ox 8 Bonus Bets and collect all losing Ox 8 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Ox 8 Bonus Bets and if any collection fees are to be taken.

Table Layout



COLLECTION RATES

TABLE LIMIT \$10-\$100
 PLAYER..... \$0.00

PLAYER/ DEALER

\$10 - \$100 \$1.00
 \$101-\$300 \$2.00
 \$301-\$1,000 \$5.00
 \$1,001 + \$10.00

Dragon Dai Bacc

Collection Rates Schedules

For **schedule option 1 and 2**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. A collection fee will be taken from each player for each base game wager placed. There will be no fee taken from a player for placing a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limit. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$10 and \$25

Maximum Wagering Limits shall be \$100

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$10 - \$50	\$1	\$1
	\$51+	\$2	
2	\$25 - \$50	\$1	\$1
	\$51+	\$2	

For **schedule options 3 through 8**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any players for placing any base game wagers or bonus bets. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limit. There will be a collection fee taken from the player for each Free Play Voucher (GEGA-004314) placed. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$10 and \$50

Maximum Wagering Limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee	Voucher Fee
3	\$25 - \$100	\$1	\$0	\$1
	\$101 - \$400	\$2		
	\$401 - \$700	\$7		
	\$701+	\$9		
4	\$10 - \$100	\$1	\$0	\$1
	\$101 - \$300	\$2		
	\$301 - \$1,000	\$5		
	\$1,001+	\$10		
5	\$10 - \$100	\$2	\$0	\$1
	\$101 - \$300	\$3		
	\$301 - \$1,000	\$6		
	\$1,001+	\$10		
6	\$20 - \$400	\$2	\$0	\$1
	\$401 - \$1,000	\$8		
	\$1,001 - \$1,500	\$10		
	\$1,501+	\$25		
7	\$25 - \$100	\$1	\$0	\$1
	\$101 - \$400	\$2		
	\$401 - \$1,500	\$8		
	\$1,501+	\$13		

Dragon Dai Bacc

8	\$50 - \$400	\$2	\$0	\$1
	\$401 - \$1,000	\$8		
	\$1,001 - \$1,500	\$10		
	\$1,501+	\$25		

For **schedule options 9 through 10**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any players for placing any base game wagers or bonus bets. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limit. The collection fees will be collection prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$100 and \$300

Maximum Wagering Limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
9	\$100 - \$400	\$2	\$0
	\$401 - \$700	\$7	
	\$701 - \$1,500	\$9	
	\$1,501 - \$4,000	\$15	
	\$4,001	\$40	
10	\$300 - \$1,200	\$3	\$0
	\$1,201 - \$4,000	\$12	
	\$4,001 - \$6,000	\$40	
	\$6,001 - \$10,000	\$60	
	\$10,001	\$80	

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.
- Crystal 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. The position shall be offered systematically and continuously in a clockwise manner around the table after 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 will 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.

Object of the Game

The object of the game of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high or king-high "Pai Gow Poker" hand, then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

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 is fully wild. 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 Ranking Chart

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of Four of a Kind and a joker. Five aces is the highest ranked Five of a Kind and five 2s is the lowest ranked Five of a Kind.
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 and 2 is the lowest ranked Flush.

Face Up Pai Gow Poker

Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 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.
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 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
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. Before the start of each hand, the player and the player-dealer make their bets. Players also have the option of placing a Fortune Bonus Bet at this time as well.
5. Once all wagers have been placed, the house dealer will deal seven piles of seven cards face-down in front of the house dealer.
 - a. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt.
 - b. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
6. Should there be the need to deal the game manually (due to machine malfunction, etc.), the following procedure will be followed:
 - a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.

Face Up Pai Gow Poker

- b. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
- c. The remaining four cards shall be placed in the discard pile.
- d. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
- e. The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.
7. To determine the placement of the action button, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the pile of 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.
 - b. If the numerical total of the dice represents a seat/spot without any wagers placed, the action button will be placed at the first active seat/spot clockwise from the original seat/spot.
8. 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.
9. The player-dealer's hand will then be exposed and set according to the house way chart below, before the players set their hands.
 - a. If the player-dealer has an ace-high or king-high seven-card Pai Gow Poker hand, all player's wagers shall push and the Fortune Bonus Bet will be settled.
 - b. If the player-dealer's hand does not contain an ace-high or king-high seven-card Pai Gow Poker 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.
 - o The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.




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; text-align: center;"> <tr> <td style="padding: 2px;">K ♦</td> <td style="padding: 2px;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">10 ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">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; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">3 ♣</td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">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; text-align: center;"> <tr> <td style="padding: 2px;">3 ♦</td> <td style="padding: 2px;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">K ♥</td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">7 ♥</td> <td style="padding: 2px;">6 ♣</td> <td style="padding: 2px;">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; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								

Face Up Pai Gow Poker

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

Face Up Pai Gow Poker

Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;">Q ♣</td> <td style="text-align: center;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">♥</td> <td style="text-align: center;">Q ♠</td> <td style="text-align: center;">9 ♠</td> <td style="text-align: center;">7 ♦</td> <td style="text-align: center;">5 ♣</td> </tr> </table>	Q ♣	Q ♦				♥	Q ♠	9 ♠	7 ♦	5 ♣
Q ♣	Q ♦											
♥	Q ♠	9 ♠	7 ♦	5 ♣								
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	<table border="1" style="margin: auto;"> <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;">♥</td> <td style="text-align: center;">J ♣</td> <td style="text-align: center;">Q ♦</td> <td style="text-align: center;">10 ♠</td> <td style="text-align: center;">7 ♥</td> </tr> </table>	J ♦	J ♠				♥	J ♣	Q ♦	10 ♠	7 ♥
J ♦	J ♠											
♥	J ♣	Q ♦	10 ♠	7 ♥								
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;">8 ♥</td> <td style="text-align: center;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">♣</td> <td style="text-align: center;">8 ♠</td> <td style="text-align: center;">J ♣</td> <td style="text-align: center;">7 ♠</td> <td style="text-align: center;">4 ♦</td> </tr> </table>	8 ♥	8 ♦				♣	8 ♠	J ♣	7 ♠	4 ♦
8 ♥	8 ♦											
♣	8 ♠	J ♣	7 ♠	4 ♦								
Four of a Kind: 5s or below	Always play Four of Kind behind.	<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;">9 ♥</td> <td style="text-align: center;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">♠</td> <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;">2 ♠</td> </tr> </table>	9 ♥	8 ♣				♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
♠	5 ♦	5 ♥	5 ♣	2 ♠								
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;">4 ♣</td> <td style="text-align: center;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">♥</td> <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;">2 ♠</td> </tr> </table>	4 ♣	4 ♥				♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
♥	5 ♦	5 ♣	5 ♠	2 ♠								
Four of a Kind with a Joker	Play the joker with the highest card in front and keep the Four of a Kind in the back.	<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;"></td> <td style="text-align: center;">K ♠</td> <td colspan="3"></td> </tr> <tr> <td style="text-align: center;">♥</td> <td style="text-align: center;">A ♦</td> <td style="text-align: center;">A ♣</td> <td style="text-align: center;">A ♠</td> <td style="text-align: center;">5 ♣</td> </tr> </table>		K ♠				♥	A ♦	A ♣	A ♠	5 ♣
	K ♠											
♥	A ♦	A ♣	A ♠	5 ♣								

10. Wagers will be settled in a clockwise manner around the table, starting with the player with the action button.
11. All wagers will be settled from seat to seat, including backline bettors, in the following order: the base game wager, then the Fortune Bonus Bet, and the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

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 Face Up Pai Gow Poker 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. Winning base game wagers are paid 1 to 1.
- The Face Up Pai Gow Poker 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 Face Up Pai Gow Poker 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

Face Up Pai Gow Poker

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 hands.
- When the player-dealer's hand is an ace-high or king-high seven-card Pai Gow Poker hand, all player's hands shall push and their wagers shall be returned.
- Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The player-dealer shall pay all winning Fortune Bonus Bets made by players when a player has one of the qualifying hands listed below.
- The player-dealer shall collect all losing Fortune Bonus Bets made by players when a player does not have one of the qualifying hands listed below.
- 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 their own hand.

Bonus Bets

Fortune Bonus Bet

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

- The Fortune Bonus Bet takes into account the seven cards dealt as a player's hand.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
- If the player's hand does not contain one of the qualifying hands listed below, that player's Fortune Bonus Bet shall lose.
- Backline bettors are eligible to place a Fortune Bonus Bet.
- A Fortune Bonus Bet of at least \$5 qualifies the player for Envy Bonus payouts. If a player wagers at least \$5 on the Fortune Bonus, the house dealer must place an "Envy" lammer either on top of the Fortune Bonus wager or next to it. Players win the Envy Bonus when a player at the table receives a Four of a Kind or higher, excluding the player-dealer and their own hand.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will 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 Face Up Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collections fees that may be taken.

Face Up Pai Gow Poker

Envy Bonus

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

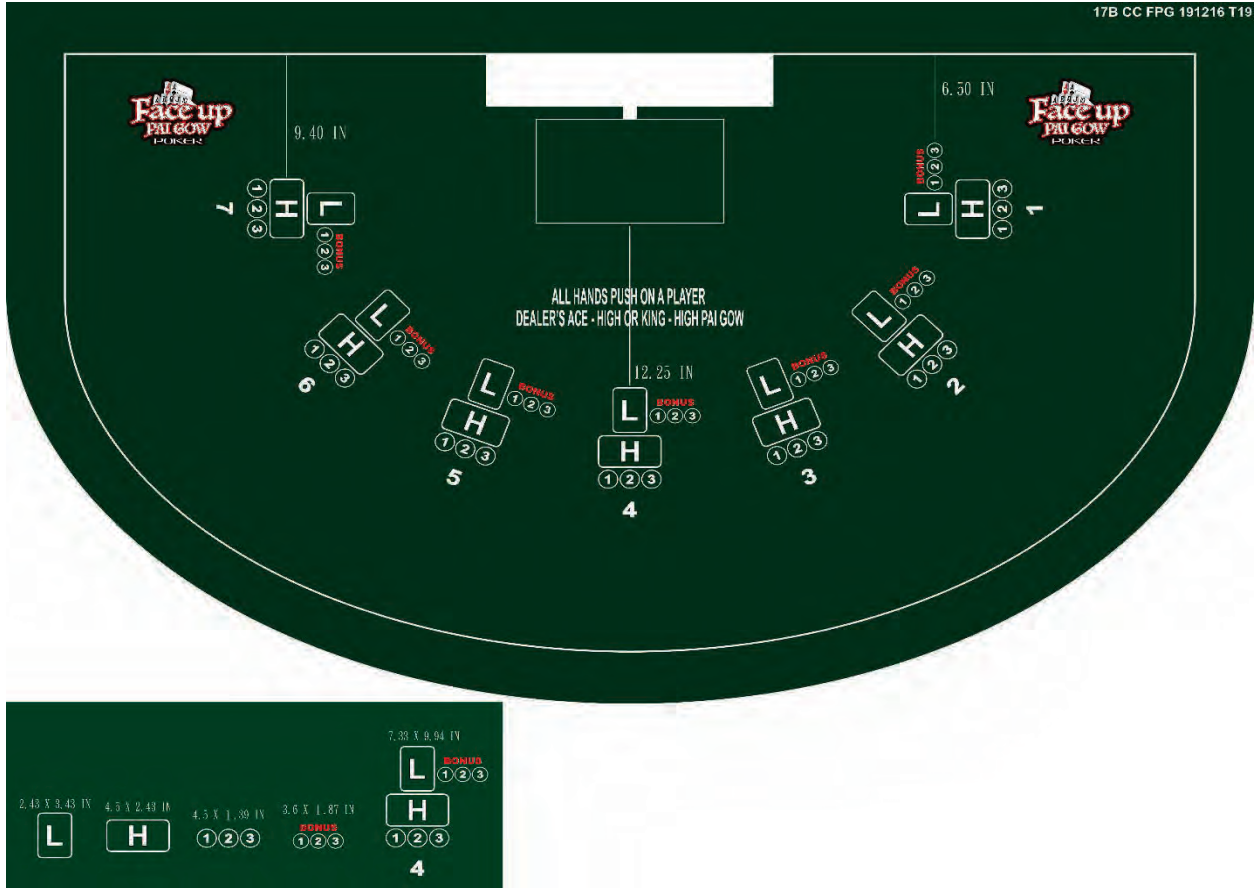
- The Envy Bonus takes into account all seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not 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, only the highest-ranking hand is awarded the payout. **Example:** *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- 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 Bet & Envy Bonus Pay Table Options

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking.	500 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Five of a Kind	A hand that consists of Four of a Kind and a joker.	200 to 1	\$25
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$10
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$5
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 that are not in consecutive ranking.	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Face Up Pai Gow Poker

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedule

For **schedule options 1 through 4**, a collection fee will be taken from the player-dealer based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee will also be taken from each player per controlled game wager placed. There will be no fee taken from a player for placing a bonus bet. The limits for all bonus bets (Fortune Bonus) will range from \$5-\$100 per betting space. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$10-\$100	\$10-\$50	\$0.50	\$0.50
		\$51-\$600	\$2	
		\$601+	\$3	
2	\$10-\$600	\$10-\$50	\$0.50	\$1
		\$51-\$600	\$2	
		\$601+	\$3	
3	\$10-\$600	\$10-\$50	\$0.50	\$1
		\$51-\$600	\$2	
		\$601+	\$3	
4	\$25-\$600	\$25-\$600	\$2	\$1
		\$601+	\$4	

For **schedule option 5**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Fortune Bonus) will range from \$5-\$100 per betting space. There will be no collection fee taken from any players for placing any wagers. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
5	\$10-No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$400	\$2		
		\$401-\$1,000	\$5		
		\$1,001+	\$10		

Face Up Pai Gow Poker

For **schedule options 6 through 8**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers. The limits for all bonus bets (Fortune Bonus) will range from \$5-\$100 per betting space. There will be no collection fee taken from any players for placing any wagers. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
6	\$10-No Limit	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501-\$1,500	\$7	
		\$1,501+	\$13	
7	\$25-No Limit	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	
		\$401-\$700	\$7	
		\$701-\$1,500	\$9	
		\$1,501+	\$13	
8	\$50-No Limit	\$50-\$300	\$4	\$0
		\$301-\$700	\$4	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

Collection Procedures

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

Mississippi Stud Poker

Type of Game

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

Object of the Game

For the game of Mississippi Stud Poker there will be three community cards dealt in the center of the table and two cards that will be dealt to each player individually. The object of the game is for each player to use their two individual cards (hole cards) and the three community cards to form the highest possible five card hand according to the rankings as shown below.

Description of the Deck and Number of Decks Used

Mississippi Stud Poker is played with two alternating decks, each consisting of a standard 52-card deck with no jokers. Cards will be dealt using an automatic shuffle device. If the shuffling device breaks or stops working the game will not be played.

- a) The backs in each deck will have the same design and each deck will be a different color;
- b) One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- c) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d) The cards from only one deck shall be placed in the discard rack at any given time.

Card/Tile Values and Hand Rankings

The rank of each card used in Mississippi Stud Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace would be considered low any time the ace begins a straight or a straight flush. All suits shall be considered equal in rank.

The ranking of hands for Mississippi Stud Poker, in order from highest to lowest rank, shall be:

Mississippi Stud Poker 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.

Mississippi Stud Poker

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to five players and a player-dealer position for a total of six seated positions. Within each betting area for each seated player, there shall be separate betting spaces specifically designated for separate wagers. 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.



The wagering and fee areas shall be designated as follows:

- For Ante wagers, the word “Ante”,
- For 3rd Street wagers, the words “3rd Street”,
- For 4th Street wagers, the words “4th Street”,
- For 5th Street wagers, the words “5th Street”, and
- For 3 Card Bonus wagers, the words “3 Card Bonus”

The table layout will also include three separate designated areas, in the center of the table, for the placement of the community cards. The areas will be inscribed as “3rd Street”, “4th Street”, and “5th Street”

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wagers.
3. At the start of a game, players are offered the player-dealer position. Once this is accomplished, the house dealer shall wait for each player to place their wagers in accordance with the table limits before any cards are dealt.
 - a. The action on payouts will always begin with the player to the right of the house dealer position and continue counterclockwise.
4. Before the first card is dealt, each player will place their Ante wager. The player can also choose to place a 3 Card Bonus wager at this time. The 3 Card Bonus will win or lose independently of the base game wager, however, an Ante wager must be placed in order to also place a 3 Card Bonus wager.

Mississippi Stud Poker

5. Once all Ante and 3 Card Bonus wagers are placed, the house dealer will announce “no more bets” and two cards at a time will be dealt to each player and the player-dealer beginning with the player to the left of the house dealer and continuing clockwise around the table.
6. All players’ cards shall be dealt face-down. The player-dealer’s cards will also be dealt face-down.
7. After each player has received their two cards, the house dealer will remove the remaining cards from the automated dealing shoe.
8. The house dealer shall then deal from their hand three community cards. The cards will be dealt face down, to their designated spots labeled 3rd Street, 4th Street and 5th Street.
9. The remaining cards shall be placed in the discard rack without being exposed.
10. Each player must then make their decision after examining their own cards, to either make a 3rd Street wager in an amount equal to one, two or three times the amount of their Ante wager or fold their hand and forfeit the Ante wager.
11. The house dealer shall offer this option to each player, starting with the player to the left of the house dealer and moving clockwise around the table in order.
12. After each player has either placed a 3rd Street wager or folded their hand, the house dealer shall collect all forfeited Ante wagers and associated cards, placing them in the discard rack unless the player made a 3 Card Bonus wager. If a player placed a 3 Card Bonus wager and folds their hand, the house dealer will remove the Ante wager and tuck the folded cards under the player’s 3 Card Bonus wager.
13. The house dealer shall then turn over and reveal the first community card located at the 3rd Street spot.
14. Each player must then make their decision after examining their own cards and the community card, to either make a 4th Street wager in an amount equal to one, two or three times the amount of their Ante wager or fold their hand and forfeit the Ante and 3rd Street wagers.
15. The house dealer shall offer this option to each player, starting with the player to the left of the house dealer and moving clockwise around the table in order.
16. After each player has either placed a 4th Street wager or folded their hand, the house dealer shall collect all forfeited Ante and 3rd Street wagers along with the associated cards, placing them in the discard rack unless the player made a 3 Card Bonus wager. If a player placed a 3 Card Bonus wager and folds their hand, the house dealer will remove the Ante wager along with 3rd Street wager and tuck the folded cards under the player’s 3 Card Bonus wager.
17. The house dealer shall then turn over and reveal the second community card located at the 4th Street spot.
18. Each player must then make their decision after examining their own cards and the community cards, to either make a 5th Street wager in an amount equal to one, two or three times the amount of their Ante wager or fold their hand and forfeit the Ante, 3rd Street and 4th Street wagers.
19. The house dealer shall offer this option to each player, starting with the player to the left of the house dealer and moving clockwise around the table in order.
20. After each player has either placed a 5th Street wager or folded their hand, the house dealer shall collect all forfeited Ante, 3rd Street and 4th Street wagers along with the associated cards, placing them in the discard rack unless the player made a 3 Card Bonus wager. If a player placed a 3 Card Bonus wager and folds their hand, the house dealer will remove the Ante, 3rd Street and 4th Street wagers and tuck the folded cards under the player’s 3 Card Bonus wager.

Mississippi Stud Poker

21. The house dealer shall then turn over and reveal the final community card located at the 5th Street spot.
22. The house dealer shall then evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards, starting with the player to the right of the house dealer proceeding in a counterclockwise manner around the table.
 - a. The wagers of each remaining player shall be resolved one player at a time, regardless of the outcome, based on the procedures and table below.
23. The hand of the player shall then be immediately collected by the house dealer and placed in the discard rack.
 - a. All cards collected by the house dealer shall be picked up in order and placed in the discards rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

How Winners are Determined and Paid

Once all hands have been completed, according to the guidelines above, the player's wagers are settled according to the rules and table below.

- The action on payouts will always begin with the player to the right of the house dealer and continue counterclockwise.
- All wagers will be settled in the following order from player to player: the Ante wager, the 3rd Street wager, the 4th Street wager, the 5th Street wager and then the 3 Card Bonus wager.
- All winning wagers will be paid the same odds based on the table below.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Mississippi Stud Poker Payout Table

Hand	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to 10s	Push

Bonus Bet

3 Card Bonus

- The 3 Card Bonus is an optional bet for the game of Mississippi Stud Poker.
- The object of the 3 Card Bonus is for the three community cards to form a qualifying hand according to the table below.
- A player may only place a 3 Card Bonus wager if they also placed an Ante wager.
- 3 Card Bonus wagers must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the 3 Card Bonus.

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- If the player's hand qualifies for a payout, the player is paid by the player-dealer based on the table below.
- If the player's hand does not qualify for a 3 Card Bonus payout, the player-dealer collects the 3 Card Bonus wager.
- The 3 Card Bonus may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

3 Card Bonus Payout Table

Hand	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Table Layout



Mississippi Stud Poker

Collection Rates Schedule

For **schedule options 1 through 2**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection fee will also be taken from each player per controlled game wager placed. There will be no fee taken from a player for placing a bonus bet. The 3 Card Bonus bet may be less than, equal to or more than the base game wager as long as it is within Table Limits. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$50	\$5-\$50	\$1	\$0.50
		\$51+	\$2	
2	\$5-No Limit	\$5-\$50	\$0.50	\$0
		\$51-\$300	\$2	
		\$301-\$600	\$3	
		\$601-\$1,000	\$6	
		\$1,001+	\$10	

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card Bonus is a California game and utilizes a player-dealer position. 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 for a player to assemble a three-card hand that beats the player-dealer's three-card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler') or manually by hand.

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

Number of Decks: Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Card Values and Hand Rankings

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

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand comprised of an ace, king, and queen of the same suit.
Straight Flush	A hand comprised of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and 3, 2 and ace is the lowest ranked Straight Flush.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand comprised of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and 3, 2, and ace is the lowest ranked Straight.
Flush	A hand comprised of three cards of the same suit, but are not in consecutive ranking. An ace, king, and jack is the highest ranked Flush and a 5, 3, and 2 is the lowest ranked Flush.

Three Card Poker 6 Card Bonus

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

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side of the table for seven players and a player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

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



Dealing Procedures and Round of Play

All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. At the beginning of each round of play, each player shall be required to place an Ante wager.
4. Each player who has placed the Ante wager required above, shall also have the option to make an additional Pair Plus Bonus Bet and/or a 6 Card Bonus Bet.
 - a. The Pair Plus Bonus Bet awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Bonus Bet Payout Table.
 - b. The 6 Card Bonus Bet considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand. If the player’s hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
5. The house dealer shall wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus Bets shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”
6. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.

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- a. When dealing the cards manually, the house dealer shall create piles of three cards, dealing one card at a time rotating clockwise, until each pile has three cards.
- b. The first pile shall be distributed face-down to the right of the player-dealer position continuing clockwise, with the player-dealer receiving the last pile of cards.
7. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
8. After the dealing procedures above have been completed, each player shall examine their cards.
9. Each player who wagers in Three Card Poker 6 Card Bonus is responsible for their own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep their three cards in full view of the house dealer at all times.
10. After examination of the cards, each player shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end their participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus Bonus Bet, but does not make a Play wager, the player shall forfeit the Pair Plus Bonus Bet wager, as well as the Ante wager.
 - b. If a player has placed a 6 Card Bonus Bet, the 6 Card Bonus Bet is still active.
11. After each player has either placed a wager on the table in the Play wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.
12. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
13. The game utilizes an action button to determine which player receives first action on their wagers.
 - a. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face-up card.
 - b. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 10 have their face value, jack is eleven, queen is twelve, and king is thirteen.
14. Wagers will be settled in the following order from player to player: the Ante wager, then the Play Wager, then the Pair Plus Bonus Bet, and then the 6 Card Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. The Play wager receives no action. The house dealer shall immediately refund these wagers to players.

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- b. The Ante wager receives action. The house dealer shall pay each Ante wager not surrendered (by folding) even money, regardless if the player's hand ranks higher than the player-dealer's hand. If the player surrendered (by folding), the player loses.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**.
 - a. The house dealer shall immediately stack each player's Play bet atop the Ante.
 - b. The house dealer shall then reveal the three card hand of each active player, starting with the player to the right of the player-dealer position.
 - i. Action will always begin with the first active position to the right of the player-dealer position.
 - c. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - d. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - e. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Bonus Bet

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

- A player shall only place a Pair Plus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- Pair Plus Bonus Bets only consider the three cards each player is dealt.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus Bonus Bet.
- The player-dealer will pay all winning Pair Plus Bonus Bets and will collect all losing Pair Plus Bonus Bets.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Pair Plus Bonus Bet.
- The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet shall be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Pair Plus Bonus Bets pay as follows:

Three Card Poker 6 Card Bonus

Pair Plus Bonus Bet Payout

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

6 Card Bonus Bet

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

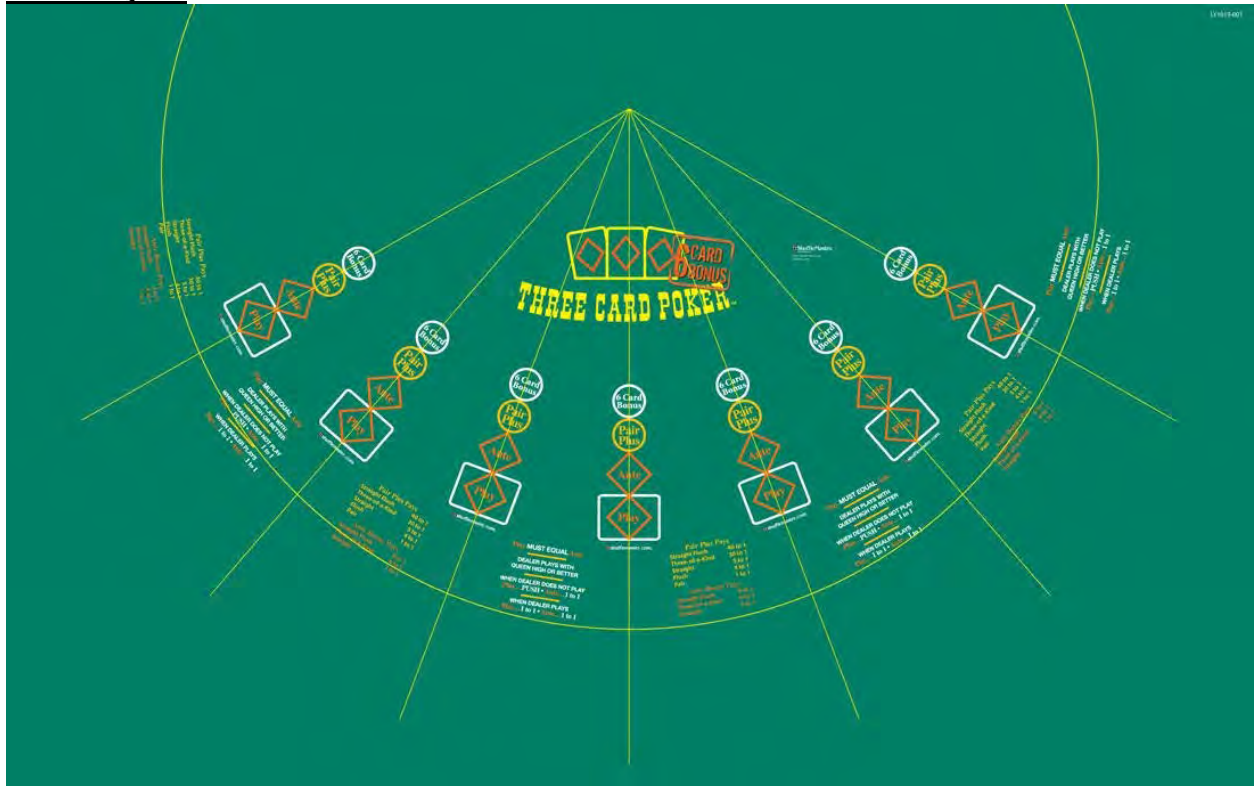
- A player shall only place a 6 Card Bonus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- 6 Card Bonus Bets consider the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus Bet.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 Card Bonus Bets.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the 6 Card Bonus Bet.
- The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus Bet shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning 6 Card Bonus Bet pay as follows:

6 Card Bonus Bet Payout Table

Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Three Card Poker 6 Card Bonus

Table Layout



Three Card Poker 6 Card Bonus

Collection Rates Schedule

For **schedule options 1 through 3**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' Ante wagers and bonus bets. The Total Table Action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee will also be taken from each player for each Ante wager placed. There will be no fee taken from a player for placing a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager but must be within the table limits and at a maximum of \$100. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
1	\$5-No Limit	\$5-\$50	\$0.50	\$0.50	\$1
		\$51-\$600	\$2		
		\$601+	\$3		
2	\$5-No Limit	\$5-\$50	\$1	\$0.50	\$1
		\$51-\$600	\$2		
		\$601+	\$3		
3	\$5-No Limit	\$5-\$50	\$1	\$1	\$1
		\$51-\$600	\$2		
		\$601+	\$3		

For **schedule options 4**, a collection fee will be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' Ante wagers and bonus bets. The Total Table Action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall not be taken from a player for placing any wager. There will be no fee taken from a player for placing a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager but must be within the table limits and at a maximum of \$100. There will be a collection fee taken for each Game Voucher (GEGA-000746) or Free Play Voucher (GEGA-004314) used. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Game Voucher/Free Play Voucher Collection
4	\$5-No Limit	\$5-\$50	\$1	\$0	\$1
		\$51-\$300	\$2		
		\$301-\$600	\$4		
		\$601+	\$7		

Three Card Poker 6 Card Bonus

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.
- The Crystal 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.