

# Double Hand Poker

## Game Description

Double Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1, 8 or 15. The dealer will deal each player (position) a pile which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

## Rank of Hands

- (a) Five Aces
- (b) Royal Flush
- (c) Straight Flush
- (d) Four of a Kind
- (e) Full House
- (f) Flush
- (g) Straight
- (h) Three-of-a-Kind
- (i) Two Pair
- (j) One Pair
- (k) High Card

*Note:* An Ace may be played high or low for a 5-card straight.

*Example:*

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush.

## Object of the Game

To win the hand, both the front and back hands must rank higher than the player/banker's hands. If both of the player/banker's hands rank higher than the player's two hands, the player/banker wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/banker wins all copies.

- The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

- The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand.
- A player has a foul hand if:
  - (a) The two-card front hand is stronger than the five-card back hand, or
  - (b) The player does not have exactly two cards in the front hand, or
  - (c) The player does not have exactly five cards in the back hand.
- A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.
- A misdeal will be declared if:
  - (a) A Joker or an Ace is boxed or exposed, or
  - (b) if two or more cards are boxed or exposed, or
  - (c) the player/banker's hand does not have the correct number of cards.
- A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have



# Phoenix Lounge Casino

## DOUBLE HAND POKER

DOUBLE HAND POKER SETTING HAND HOUSE WAY			
HAND	HOW TO PLAY	EXAMPLE	
NO PAIR	Put Second and Third highest cards in front.	K♠ Q♠ A♥ J♠ 9♥ 8♦ 5♦	3♥ 10♥ Q♥ 8♠ 7♦ 6♥ 2♠
ONE PAIR	Put pair in back, highest two other cards in front.	10♠ 10♥ 8♥ 6♠ 3♦	8♥ 8♠ Q♥ Q♠ A♥ 9♠ 7♥
TWO PAIR	Put small pair in front.	Q♥ Q♠ A♥ 9♠ 7♥	9♥ 9♠ J♠ J♠ K♠ Q♥ 5♦
TWO PAIR A's, K's, Q's	Put both pair in back, if you can put a ACE or JOKER in front, otherwise split.	A♥ 5♠ J♠ J♠ 9♥ 9♠ 2♥	7♥ 7♠ 8♥ 8♠ Q♥ J♠ 6♦
TWO PAIR J's, 10's, 9's	Put both pairs in back, if you can put a KING or higher in front, otherwise split.	K♥ 4♠ 8♥ 8♠ 7♥ 3♥	3♥ 3♠ 5♦ 5♥ J♠ 7♠ 4♠
TWO PAIR 8's, 7's, 6's	Put both pairs in back, if you can put a QUEEN or higher in front, otherwise split.	Q♥ 6♠ 5♦ 5♥ 3♠ 3♠ 4♠	3♥ 3♠ 10♠ 9♥ 8♠ 7♥ 6♠
STRAIGHT, FLUSH, or STRAIGHT FLUSH WITH NO PAIR	Put the two highest cards in front that will leave any complete hand in back.	K♥ 3♠ J♠ 10♥ 9♠ 8♠ 7♠	3♥ 2♠ 10♠ 9♥ 8♠ 7♥ 6♠
STRAIGHT, FLUSH, or STRAIGHT FLUSH WITH ONE PAIR	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	7♥ 7♠ A♥ K♥ 8♦ 4♥ 2♦	Q♠ 5♦ 6♦ 5♥ 4♠ 3♥ 2♠
STRAIGHT, FLUSH, or STRAIGHT FLUSH WITH 2 PAIR	Play according to two-pair strategy.	3♥ 3♠ 6♠ 6♥ 5♥ 4♠ 2♠	

Straight, Flush, or Straight Flush with 3 Of A Kind	Put complete hand in back and the pair in front.	9♥ 9♠ 9♠ 8♥ 7♦ 6♠ 5♠	
THREE PAIRS	Put high pair in front.	K♥ K♥ 5♠ 5♥ 2♦ 2♥ A♥	
THREE KINGS and below	Put three of a kind in back, two highest Other cards in front.	10♥ 9♠ K♥ K♥ K♥ 8♠ 5♥	
THREE ACTS	Put an Ace and next high card in front.	A♥ 7♠ A♥ A♥ 5♠ 4♠ 2♦	
TWO THREE OF A KIND	Put pair from higher set in front.	J♥ J♠ 6♦ 6♠ 6♥ J♠ 10♠	
FULL HOUSE	Put highest possible pair in front.	2♠ 2♥ 5♠ 5♥ 5♠ A♥ K♥	A♥ A♥ 4♠ 4♥ 4♥ 9♥ 6♠
Four of a Kind A's, K's, or Q's	Put four of a kind in back if you can put at least a PAIR in front, otherwise split.	2♠ 2♥ Q♠ Q♥ Q♦ Q♠ A♠	Q♥ Q♠ Q♠ Q♥ A♠ K♦ 7♠
Four of a Kind J's 10's 9's	Put four of a kind in back if you can put at least a KING in front, otherwise split.	K♥ 3♠ 9♥ 9♠ 9♥ 9♠ 2♦	9♥ 9♠ 9♥ 9♠ J♠ 3♥ 2♦
Four of a Kind 8's, 7's, 6's	Put four of a kind in back if you can put at least a QUEEN in front, otherwise split.	Q♦ 9♥ 7♦ 7♥ 7♦ 8♠	7♠ 7♥ 7♦ 7♠ J♥ 8♠ 5♠
Four of a Kind 5's and below	NEVER SPLIT	8♥ 7♠ 5♥ 5♠ 5♥ 5♥ 4♠	

looked at their hands, they may or may not be allowed to ask for a House Way play.

- Any House Way hand improperly set by the house dealer will be reset by Management.
- The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.
- When two identical cards are turned up, the hand will be declared a misdeal.
- A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.

# Phoenix Casino

## Pai Gow Tiles

Pai Gow Tiles is an ancient Chinese domino game. It has been played throughout Asia for centuries and is the predecessor of the modern games of Chemin de Fer, Baccarat and Blackjack. Pai Gow Tiles is a rotating bank game that uses a standard set of Chinese dominoes (32)

### Object Of the Game

The object of Pai Gow Tiles is to make two hands that both rank higher than the two hands made by the player/dealer.

### How To Play

1. Each player receives four dominoes and plays two hands of two dominoes trying to make a high hand and a low hand. Your high hand will be compared to the player/dealer's high hand and your low hand will be compared to the player/dealer's low hand.
2. Both hands must be higher than the player/dealer's hands to win.
3. If one hand is higher, and the other hand is lower, then the hand would result in a push.
4. If both the player's hands are lower than the player/dealer's hands, the player loses.
5. A rating system determines the value of each hand.

### When You Receive Your Tiles:

1. Look for pairs. Matching pairs are easy to recognize. Unmatched pairs are often overlooked. When you do not have a pair:
2. Look for the 12 (Teen) or the 2 (Dey) with a 7, 8, 9 (to produce either a high Nine, or Gong, or Wong). When you do not have a 12 or 2:
3. Look for two small dominoes that equal 7, 8, or 9. When you cannot make a 7, 8, or 9:
4. Play the biggest domino with the smallest domino (making the low hand as high as possible).

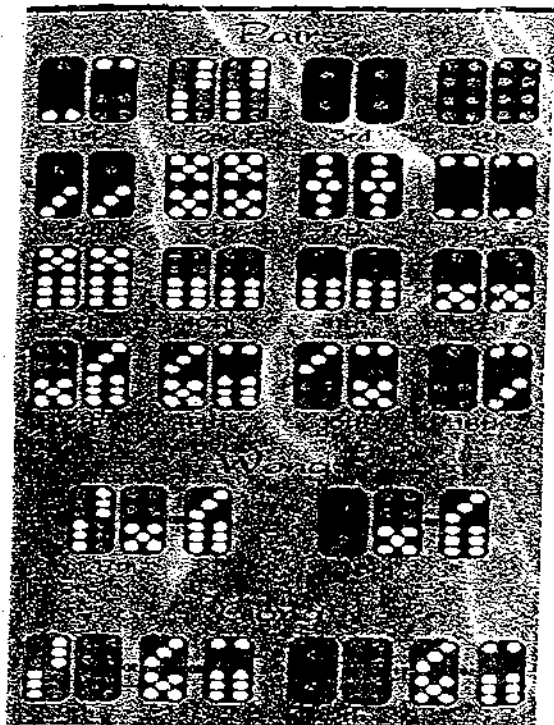
### Game Rules

Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four

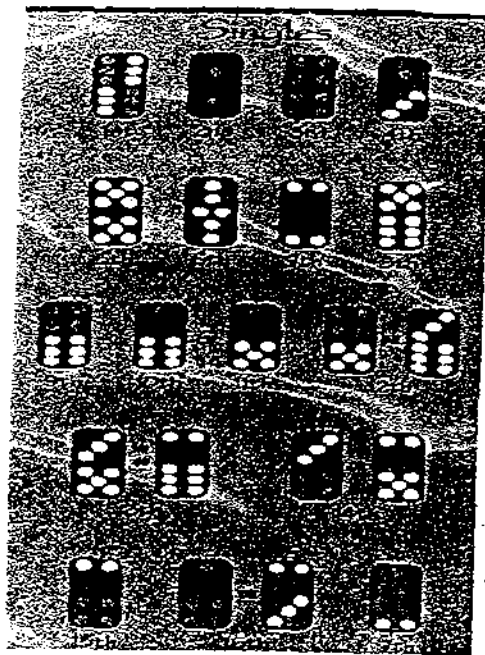
combinations of dominoes that are higher than 9 are called Wong and Gong. Each of these combinations and each individual domino have a ranking. The symbolism of the domino (not the numerical value) determines their ranking (see ranking chart). If a player can't play one of the above mentioned combinations, he or she adds the total spots on two dominoes (subtracting 10's as in Baccarat) to determine his or her hand. If both the player and the player/dealer have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest-ranking domino is considered). If both the player and the player/dealer have the exact same hand, the player/dealer wins.

Please Note: The two dominoes that make the highest-ranking pair, Gee Joon, are interchangeable. The 6 can be played as a 3 and the 3 can be played as a 6. When played individually, these two dominoes are the lowest ranking.

### *Ranking Combinations*



### *Individual Rankings*



There must be intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998)66 Cal. App. 4th 1379, 1408-09. The game will be disbanded if at least one other intervening player at

## PHOENIX CASINO

# HOLDEM

### (Procedural Guide)

When starting a game the players take their seats and buy chips to wager with. The normal buy-in is 16 times the minimum bet for the limit game the player is playing. The dealer, an employee not participating in the play of the game, will expose a standard 52-card deck (no jokers) to the players by spreading the cards face up on the table. The cards will be in rank and numerical order, and suited (king, queen, jack, ten, nine, eight, seven, six, five, four, three, deuce, ace of the same suit). The cards are spread face up to verify that the deck is complete. The deck is then gathered together and spread again face down exposing all the cards to verify that the cards are identical in color and design. The dealer gathers the cards again, shuffles the deck and spreads the cards face down. Each player draws a card. The first player with highest card will become the designated dealer to start the game.

The Dealer Button (a round disk with "DEALER" embossed on it) is placed in front of the designated dealer as the first hand is dealt to start the game. Two Blinds are placed to the immediate left of the Dealer Button, the Small Blind and the Big Blind. The blinds are posted to initiate play with the Big Blind having the value of the opening bet and the Small Blind having a value of half or less than the Big Blind (e.g. 3&6 the blinds are \$3.00 and \$1.00, 4&8 the blinds are \$4.00 and \$2.00). After the blinds have been posted the dealer will begin the deal starting with the first player to the left of the Dealer Button (Small Blind). The dealer will deal two cards face down to each player. With the blinds having initiated the betting the betting rotation continues with the first player to the left of the Big Blind. Players may call the big blind bet, raise the big blind bet or discard their two cards. The betting rotates clock-wise around the table. When the betting gets to the Big Blind the player may stand (let 'em run) on the bet the big blind posted or raise even if that player is the first to raise. The big blind is considered live and may raise even though that player is raising him or her self. If there is no action (everyone folds)

When the betting gets to the Big Blind, the hand is dealt over with the dealer button and the blinds remaining at the same positions. After the initial betting round on the deal is complete all wagers are collected to form a "pot" in the left center of the table. After the pot has been formed the dealer will take the collection<sup>4</sup> and discard the top card (burn) and spread the next three cards face up in the center of the table. The three cards, called the "Flop", are community cards that play with the two original cards dealt. A betting round ensues with the action starting with

first player to the left of the dealer button and continues in clock-wise rotation. The betting limits on the Flop are the same as the deal round. On the Flop a player may check their hand (place no bet) or place the limit bet for that game. In rotation players may discard their hands if a bet has been made or call (match) the bet made, or raise the bet by the limit of that betting round for that game. On all betting rounds there is a limit of one bet and three raises unless the betting round started with two players (heads-up). In heads-up play there is no limit to the number of raises. After the Flop and all betting has been completed the dealer will burn the next card off the deck and place one card face up in the center of the table next to and to the right of the Flop. The dealer will gather all wagers made on the Flop and place them in the pot. The fourth card placed face up is called the "Turn Card". The Turn Card is also a community card that may be used with the two deal cards and three Flop cards to form a hand with each remaining player in action. A betting round ensues as with the Flop except the betting limit will double from the deal and Flop. After the Turn Card round, and the betting has been completed, the dealer will burn the next card off the deck and place a final card face up in the center of the table to the right of the Turn Card. The fifth card to be placed face up in the center of the table is called the "River Card". After the River Card is exposed a final round of betting ensues starting with the position to the left of the dealer button. At the conclusion of this betting round a winner is declared by having made a bet with no calls or by showing down the best hand after the betting has been completed. If there is a bet and a call on the final betting round the best hand will be awarded the pot. The best hand will be determined by showing both deal cards face up and when combined with the five community cards the best five cards will determine the winning hand. The dealer will award the pot to the player with the best hand. In the event of a tie (two or more players have the same hand) the pot is split evenly among the players with winning hand that is tied. After the pot has been awarded the Dealer Button and the blinds advance one player clockwise and a new hand is started.

If Hold'em is played with a winner blind (kill pots), wherein a player wins two consecutive hands the winning player doubles the blinds at his or her position and the next hand played is double the limit for that game. In half kill games the winner's blind is one and one half the limit played (e.g. 3&6 becomes 4&8, 4&8 becomes 6&12). A disk (kill button) is placed in front of the winning player indicating that if he or she wins a second consecutive pot that qualifies monetarily, that player must kill the next pot.

## Blind Structure

In all Texas Hold'em, there will be two blind positions starting with a dealer button. The player seated to the left of the dealer will pay a small blind and the player to the left of the small blind will pay the big blind. The dealer button moves clockwise one position after each hand is completed. The fee collection is as follows:

No. Of Players at table	Fee
5	\$2
6	\$3
7+	\$4

*Handwritten notes:*  
 Important is over 20  
 → 1/2 kill  
 Daily

The blinds for a 3-6, a 4-8, a 6-12, and 10-20 limit Texas hold-em:

3-6 Texas Hold'em - \$1 on the small blind and \$3 on the big blind.

4-8 Texas Hold'em - \$2 on the small blind and \$4 on the big blind.

6-12 Texas Hold'em - \$3 on the small blind and \$6 on the big blind.

10-20 Texas hold-em - \$5 on the small blind and \$10 on the big blind

The collection fee is determined before the start of play. The drop is collected after the casino dealer has put the "flop" on the board.

## The Phoenix Casino & Lounge Omaha Poker Game

### SUMMARY

Based on industry standards and customer demand, the Phoenix Casino & Lounge (PCL) proposes to add the traditional poker game of Omaha to the variety of poker games offered to the public. The game will be offered in the traditional version and a Hi/Lo, eight or better split version. The game is the same version as those offered at numerous licensed gambling establishments in California.

The current bad-bead jackpot offered and approved by the Division of Gambling Control (Division) at PCL will add the Omaha game as well. As with all other jackpot games offered at PCL, a person(s) may participate in the game to qualify for a jackpot without paying any consideration by participating in a no purchase necessary table.

### THE PRIZE

The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

### COLLECTION SCHEDULE/WAGERING LIMITS

Game Limit	Blind	Jackpot*
2/4	\$4	\$0
3/6	\$5	\$0
6/12	\$5	\$0
15/30	\$5	\$0
20/40	\$5	\$0

\*The jackpot is casino funded.

### ROUND OF PLAY (High)

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bets are made from the position to the left of the dealer button and is a forced bet which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three



community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split

#### **ROUND OF PLAY (Hi/Lo Split- 8 or Better)**

Omaha Hi-Lo Split is a community card poker game that is played with a standard 52-card deck. In order for a hand to qualify for the low hand, it must contain an 8 or better (lower) at showdown. The game starts to the left of the dealer button. The blind bets are made from the position to the left of the dealer button and is a forced bet which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally. A player(s) can win both the high and low hand.

# PAI GOW TILES

## TABLE LIMITS:

### PLAYERS

\$10 TO \$200-----\$1.00

\$200 max bet per square

10 squares per seat

### PLAYER/DEALER

\$2.00 per hand

\$5.00 betting increments.

The money is dropped after the tiles are dealt to the players.

# **PHOENIX BACCARAT**

**A fast paced version of Super Pan 9**

## **APPLICATION FOR CONTROLLED GAME REVIEW**

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from TAJA Enterprises, LLC is prohibited by law.**

## **STANDARDS OF PLAY**

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements other than the table minimum to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson

Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

The game will be conducted using standard game-protection procedures with a Player/Dealer and for a poker-type game to ensure the game is fair to all parties who participate.

Backline betting is allowed.

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.

## **THE DECK**

The Game is played with eight standard poker decks with no jokers. All sevens, eights, nines, and tens have been removed for a total of 288 cards.

## **NUMBER OF PLAYERS IN THE GAME**

A minimum of two players, one acting as the Player/Dealer, is required to play the game. The number of players will range from two to eight seated players with backline betting allowed.

## **GAME PROCEDURES**

Each seated Player has the option to be the Player/Dealer for two consecutive hands provided a bet was wagered on their spot for the previous hand.

The position of the action button is determined by the total amount of the three dice shaken by the Player/Dealer. Placement of the action is determined by the total amount of the pips on the tops of the three dice, counting from the Player/Dealer position as number one, the 1<sup>st</sup> Player to the left of the Player/Dealer as number 2 etc, moving around the seats in a clockwise fashion.

The cards are distributed in a clockwise manner, one at a time, starting to the left of the Player/Dealer position. Each seat with a wager will receive three cards. If a Player wishes to stand with their first three cards they will place their hand in the "no hit" box. Player's who wish to draw an additional card after looking at their first 3 cards will place their hand in the "hit" box. The Player with the most money in action on any particular seat will have the final decision on the play of that hand.

Only seated Players may handle the cards. When a non seated Player controls a hand they may designate a seated Player to set their hand. Otherwise, the hand will be set according to the House Way. House Way for Phoenix Baccarat is hit with a card count less than 6 and stand with a card count of 6 or more. A Player may play more than one hand, but each hand must be played in turn. A Player may not change a prior hand after viewing the next hand.

A player has a foul hand and loses their wager if:

- a. The Player has a hand that doesn't contain the proper number of cards.
- b. The Player allows his hand to come in contact with other cards.
- c. The Player plays a three card hand containing a foreign card.

The Player/Dealer may not look at nor touch their cards. After all Players have made a decision on their hand/s the Player/Dealers three cards are turned up.

When the Player/Dealers first three cards total 0 the Player/Dealer doesn't have the option to take another card.

If the Player/Dealer has a hand value of 0 on the first three cards:

The Player wins with a total of 7, 8, or 9

The Player wins half their bet with a 6

The Player pushes with any total of 0, 1, 2, 3, 4, or 5

When the Player/Dealers first three cards do not total 0:

The Player/Dealer:

-Must hit 0, 1, 2, or 3

-Has the option to hit or stand with 4, 5, or 6

-Must stand with 7, 8, or 9

### **HOUSE FEES (COLLECTIONS)**

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

<b>TABLE LIMITS</b>	<b>PLAYER/DEALER COLLECTION</b>	<b>PLAYER COLLECTION</b>
\$10-\$100 Per Square	\$2	\$1
\$10-\$200 Per Square	\$2	\$2

If there is more than one wager on a hand, there must be a collection for each wager.

Prior to dealing any cards, the House Dealer picks up any collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

### **BETTING LIMITS**

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section.

## **DETERMINING AND PAYING WINNERS / OBJECT OF THE GAME**

The object of the game is to get a hand value of 9 or as close to 9 as possible. When the total is 10 or more, only the right hand digit counts. Face cards count as 0, aces as 1, and all other cards count as their face value. The Player/Dealer wins when they have a higher point value than the Player. The Player wins when they have a higher point value than the Player/Dealer. All ties are considered a push and no money is exchanged.

## **RANK OF HANDS**

9 – Highest Ranking Hand

8

7

6

5

4

3

2

1

0 – Lowest Ranking Hand



## ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player then places a wager anywhere one of the designated betting circles is located. Each player must pay the posted collection for each wager.
5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point, all wagers are settled as described above in "Determining and Paying Winners".
8. The cards are all collected.
9. The collections are dropped.
10. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
11. The next round of play begins.

## **GAMING TABLE**

The game may be played on a blackjack style table, similar to that used for Pan 9 or blackjack. Depending on the size and configuration of the table, it seats eight or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

The table will have a secured box(es) and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection.

## **OTHER EQUIPMENT**

In addition to the table, cards, chips, dice cup, cut card, and a dealing shoe will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides which will show if this is the first or second hand this party has acted as Player/Dealer.

## **GLOSSARY OF TERMS**

### **HOUSE DEALER**

A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

### **PLAYER**

A player is any participant in the game who is not acting as Player/Dealer.

### **PLAYER/DEALER**

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

### **ACTION BUTTON**

The "action" button will designate where the settling of wagers will begin.

## **DRAFT LANGUAGE**

### **PHOENIX CASINO** **PUSH BET PAI GOW POKER™**

#### **APPLICATION FOR CONTROLLED GAME REVIEW**

April 5, 2007

Copyright © 2007. All rights reserved.

Any use of the game, rules, and/or trademarks including "Push Bet Pai Gow Poker™" without written authorization from TAJA Enterprises, LLC is prohibited.

US Patent pending

#### **COPYRIGHT AND TRADEMARK REGISTRATIONS**

"Push Bet Pai Gow Poker™" and "Push Bet™" are unregistered trademarks of TAJA Enterprises, LLC

#### **PATENTS AND APPLICATION**

Patents Pending

#### **INVENTOR AGREEMENTS**

A copy of the assignments of the patents to TAJA Enterprises, LLC and an authorization to license granted to Strategic Patents, Inc. are attached.

#### **INVENTOR**

The inventor is Bernard Ko of Milipitas, CA.

#### **NAME OF THE GAME**

The name of the game is Push Bet Pai Gow Poker™.

#### **COPIES OF PROMOTIONS OR ADVERTISEMENTS**

At this time, none have been created.

#### **SUMMARY**

Based on customer demand and industry trends Phoenix Casino submits a patent pending game called Push Bet Pai Gow Poker™ for approval. Push Bet Pai Gow Poker™ is similar to regular Pai Gow Poker except that a Corporation Player/Dealer funded jackpot feature is added that allows the players to wager that a particular hand

will Push with the Player/Dealer hand. The amount of the jackpot paid is determined based on certain hand criteria obtained by players who make the Push Bet.

## **DETAILED DESCRIPTION**

### **STANDARDS OF PLAY**

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer position will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

There will be a fixed collection for each wager that will not be a percentage of the wager. The casino has no financial interest in the outcome of any wager. The Casinos only interest are the collections taken for each bet.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage.

The game will be conducted using standard game-protection procedures for a poker-type game to insure the game is fair to all parties who participate.

Backline betting is allowed.

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.

### **THE DECK**

Pai Gow Poker is played with a standard 52-card deck plus one joker. The joker can be used as an ace, or to complete a straight, flush, or a straight flush. In joker's wild variations the joker may be used as any card.

### **DEALING PROCEDURES**

The House Dealer who is an employee of the casino deals all cards. Neither the House nor the House Dealer has any financial interest in the outcome of the game.

**PHOENIX CASINO**  
PUSH BET PAI GOW POKER™

While the House Dealer gathers and shuffles the cards the players and Player/Dealer place their wagers. Before any cards are distributed to players, all wagers must be placed and all collections paid by the players and the Player/Dealer. The dealer stacks seven piles of seven cards, one card at a time, and the remaining four cards are discarded. The Player/Dealer selects a pile of cards to start the distribution. The Player/Dealer then shakes three dice in a dice cup and the house dealer counts around the positions at the table clockwise. Alternately a random number generator or other fair method of determining the action location may be used. Counting from the Player/Dealer position, the sum of the dice determines who receives the first hand and where the action begins. The remaining hands go to the other players in clockwise rotation. If the position is vacant, the hand is discarded.

**NUMBER OF PLAYERS IN THE GAME**

The minimum number of players is two, with one player acting as Player/Dealer. The maximum number depends on the size of the table and layout on the table.

**HOUSE FEES (COLLECTIONS)**

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. If there is more than one wager on a hand, there must be a collection for each wager. The amount of collection for each wager is based on the table limits and is not a percentage of the wager. The House Dealer then picks up all collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.



**BETTING OPTIONS**

As in a regular Pai Gow Poker game, players may bet on any hand to win against the Player/Dealer hand (called win bets), or players may make a new jackpot bet that any

particular hand will push with the Player/Dealer hand (called a “Push Bet”). All bets require a collection fee before the cards are dealt.

## **DETERMINING AND PAYING WINNERS**

Once all player hands are set, the House Dealer will turn over the Player/Dealer hand and set it according to the Player/Dealer's instructions. Beginning with the action button and continuing to the right, all the players' cards are exposed and compared to the Player/Dealer's hand. The result between the Player/Dealer and each player is determined by comparing the player's five-card hand with the Player/Dealer's five-card hand and the player's two-card hand with the Player/Dealer's two-card hand.

Win bets are settled as follows:

1. If the player makes a win bet and the player wins both hands, the Player/Dealer pays out the amount wagered to the player.
2. If the player makes a win bet and the Player/Dealer wins one hand and the player wins the other (push), no money is won or lost.
3. If the player makes a win bet and the Player/Dealer wins both hands, the Player/Dealer wins the player's wager.

Push Bets are settled as follows:

1. If the player makes a Push Bet and their hand qualifies as a push by winning either the two-card or five-card hand and losing the other, the Push Bet wins and the player is paid from the Player/Dealer funds to the extent that money covers.
2. If the player makes a Push Bet and their hand wins both the two-card and five-card hands the Push Bet loses and the wager is retrieved by the Player/Dealer funds to the extent that money covers.
3. If the player makes a Push Bet and their hand loses both the two-card and five-card hands the Push Bet loses and the wager is retrieved by the Player/Dealer funds to the extent that action covers.
4. The Player may win the high hand payoff even if the hand is not a push.

## **PAYOUT PROCEDURE**

For all win bets the Player/Dealer position pays all winning bets and collects from all losing bets to the extent that action covers.

If there is not enough money in the Player/Dealer wager to cover all or part of a wager, that wager or part of a wager is returned to the player.

All Push Bet wagers are settled as the hands are exposed and the bet declared a winner or loser. All high hand payoffs are paid at this time.

All Win bets are settled in a clockwise fashion, starting with the action button, to the extent that the Player/Dealer funds cover the action on the table.

There are two standard methods of setting hands, the “house way” which is available to players and the “acceptable house alternative”. A winning Push Bet wager is one where both the player hand and the Player /Dealer hand are set either house way or in the acceptable house alternative and the results are a push. All hands that are not set house way or in the acceptable house alternative will be reset house way for purposes of determining Push Bet winners and losers.

### **ROUND OF PLAY**

1. A round of play begins when a Player/Dealer is designated and receives the Player/Dealer button which also designates whether it is the first or second turn as the Player/Dealer. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player clockwise. If that player declines, the option is offered consecutively to players clockwise until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of chips in front of his/her seat in a betting circle as the Player/Dealer bank to settle win bets; to pay winners and set the amount that they can collect from any losers. The Player/Dealer will place his/her collection fee(s) in front of their betting area.
3. Each player at a table then places their wager(s) in the designated betting circles. All Push Bet wagers will be made in the designated Push Bet squares marked with a “P” as shown on Exhibit B for the hand where the Push Bet is made. Each player must pay the posted collection for each wager.
4. Once the Player/Dealer has posted the amount of money they will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees.
5. After the fees have been collected, the House Dealer will deal the cards using the method described in “Dealing Procedures” above. All players except the Player/Dealer look at their cards and form two hands, a two-card front hand and a five-card back hand. Standard poker rankings apply with five aces beating a straight flush. For the two-card hand, any pair beats any two unmatched cards, but straights and flushes don't apply. The player must arrange the cards so that the five-card hand ranks higher than the two-card hand. Otherwise, the hand is fouled and the player loses automatically.
6. After all players have placed their two hands face down, the house dealer will turn over the Player/Dealer hand and the Player/Dealer sets their hand. At this point, all wagers are settled as described above in “Determining and Paying Wagers”.

7. After all wagers are settled, the cards are collected and discarded. At this point if this current Player/Dealer has only played this role for one hand, they are offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
8. The next round of play begins.

### **GAMING TABLE**

A standard Pai Gow Poker table may be used. The table seats seven or eight players who surround the House Dealer seated around an oval. Alternatively a bat wing or expanded table for more players may be used.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection rates.

### **OTHER EQUIPMENT**

In addition to the table, cards, and chips, a cut card will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which this party has acted as Player/Dealer.

There will also be an "Action" button, used as described above.

### **GLOSSARY OF TERMS**

#### **GLOSSARY OF TERMS**

Acceptable House Alternative:

A reasonable range for setting hands that allows the Player or Player/Dealer to set their hand in a way other than house way, but is allowable based on house rules and common player practices and ethics.

Action: The amount of money wagered by a player and the Player/Dealer or where the round of play begins.

Win bet: A win bet is a bet that one hand will beat the two and five-card hand of the Player/Dealer. The results will be a win, a loss, or a push.

Copy: If the player and the Player/Dealer have the same two or five-card hand(s), it is called a copy and the Player/Dealer wins the copied two or five-card hand over the player.



**PHOENIX CASINO**  
**PUSH BET PAI GOW POKER™**

**Push:** A push is where the Player/Dealer hand and the player hand each have the highest of either the two-card hand or the five-card hand but not both. The Player/Dealer hand is determined to have the higher two or five-card hand when it copies with the player hand.

**Qualifying Push Hand:** A hand where the Player/Dealer hand and the player hand are set either house way or in an acceptable house alternative and the results are a Push.

**PUSH BET PAI GOW POKER TM**

**PUSH BET TM HIGH HAND PAYOFF**  
**PUSH 41% of the Time**

Five Aces	100 to 1
Royal Flush	20 to 1
Straight Flush	10 to 1
Quads	4 to 1
Full House	2 to 1
Ace High Flush	1 to 1

Edge: 2.27 %

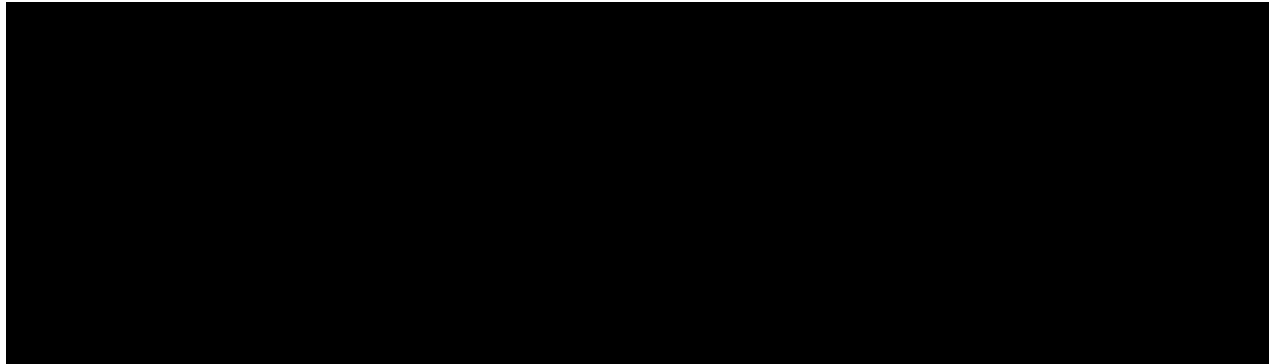
- A player is not required to make a conventional Pai Gow win bet to make a Push Bet™.
- The payoff is based on the player's highest possible five-card hand regardless of how the hand is set.
- The player does not have to win the push bet to receive the payoff for making specific high hands.
- The player can win both the Push Bet™ and the High Hand.
- The dealer must be notified of any missed payoff before the next hand clockwise is paid and mucked.
- The joker is used as an ace or as any card for straights and flushes and is not wild.

**NO PURCHASE NECESSARY**

# PHOENIX CASINO

## COLLECTION RATES

(06/24/08)



Pai Gow Poker Table Limit & Collection Rates

Table Limit (per betting square)	Total Action on Table	P/D Collection (taken per hand)	Player Collection (per betting square)
\$10 - \$100	\$10 - \$100	\$1.00	\$1.00
	\$101+	\$3.00	

# PHOENIX CASINO

## COLLECTION RATES

(06/24/08)

### Blackjack Table Limits & Collection Rates

Table Limit	Total Action on Table	P/D Collection (taken per hand)	Player Collection
\$5 - No Limit	\$5 - \$50	\$0.50	\$0.00
	\$55 - \$100	\$1.00	
	\$105 - \$200	\$2.00	
	\$205 - \$400	\$3.00	
	\$405+	\$5.00	

## OBJECT OF THE GAME

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

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

## VALUE OF THE CARDS

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

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

## RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

Eight	8
Nine	9

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

## **ROUND OF PLAY**

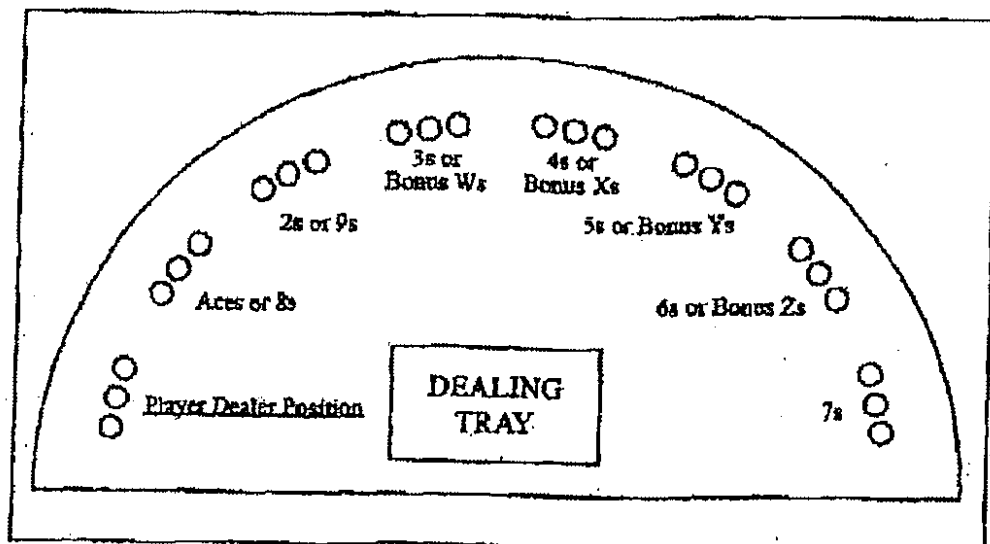
1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the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

unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action”.

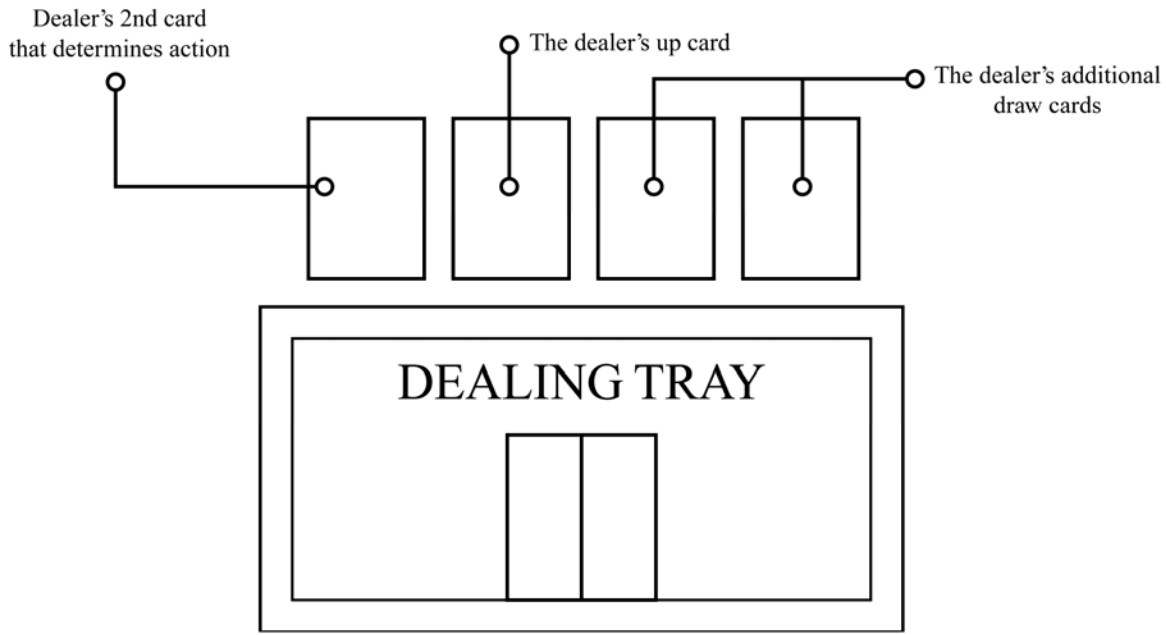
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer’s second card, which will remain “face down” until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer’s cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the “action button” is placed.

11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer’s hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer’s hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the Player/Dealer’s cards is standard in all games and is depicted below. See **Diagram #2**

**DIAGRAM #1**



## DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## CHART 1A PLAYER OPTIONS

### Must Stand on

**Hard 19 or more**

### Must Hit on

**Hard 11 or less**

### Have Option on

**All other counts**



## CHART 1B PLAYER/DEALER OPTIONS

### Must Stand on

**Hard 17 or more**

### Must Hit on

**Soft 17 or less**

### Have Option on

**None**

## GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:

- a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
- b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

12. Backline betting is allowed; subject to local ordinance or code.

13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.

5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. 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.

**Insurance-** If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than  $\frac{1}{2}$  of a Player's original wager.

**Even Money-** In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to  $\frac{1}{2}$  of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to  $\frac{1}{2}$  of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

## COLLECTION RATES

There will be only one collection fee taken in this game, which is pre-determined based on the table limits. The player/dealer will pay a per hand fee collection based on the total amount of action on the table wagered by all the players.

Table Limit	Total Action on Table	Player/Dealer Fee (per hand)	Player Fee (per square)
No Limit	\$1 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$200	\$2.00	
	\$201 - \$400	\$3.00	
	\$401+	\$5.00	

## LEGAL

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

# Phoenix Casino

## **Collection Rate Schedules and Rates**

### **Texas Hold'em, Omaha High, and Omaha High/Low Split**

<b>LIMIT</b>	<b>7-9 Players</b>	<b>6 Players</b>	<b>5 Players</b>	<b>4 -2 Players</b>	<b>Modified Fee</b>	<b>Jackpot Fee</b>
\$1 - \$2	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$2 - \$4	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$3 - \$6	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$4 - \$8	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$5 - \$10	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$6 - \$12	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$8 - \$16	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$9 - \$18	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$10 - \$20	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$15 - \$30	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
\$20 - \$40	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00
No Limit	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00	\$0.00

\*Pure 21.5 Blackjack is owned, patented and/or copyrighted by TXB Industries Inc. 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.



CA

# Pure 21.5 Blackjack

## OBJECT OF THE GAME

The object of the Pure 21.5 Blackjack is for the Players and the Player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21.5, referred to as a “Pure 21.5 Blackjack.”
- A “Pure 21.5 Blackjack” beats all other hands.
- Winning “Pure 21.5 Blackjack” hands are paid odds of 6 to 5.
- Draw additional cards if to get as close to “Pure 21.5 Blackjack” as possible without going over, referred to as a “bust.”

## VALUE OF CARDS

A fifty-two card deck with no Joker is used to play the game. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be removed from the deck and shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word “Bonus” on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special “Bonus” card with an Ace is a “Pure 21.5 Blackjack” and beats all other hands.
- A “Bonus” card has a value of:
  - a) 10.5 on the first two (2) cards when the other card is an Ace.
  - b) 10 when combined with cards valued at 2 through 9.
  - c) 10 when dealt with three (3) or more cards.
  - d) 20 when the first two cards are both “Bonus” cards.
- An Ace card has a value of:
  - a) 11 on the first two (2) cards when the other card is a “Bonus” card.
  - b) 1 or 11 when combined with cards valued at 2 through 9, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
  - c) 1 or 11 when dealt with three (3) or more cards, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
  - d) 2 or 12 when the first two (2) cards are both Aces at the player’s discretion.
- 2 through 9 hold their face value.

## CARD RANKING CHART

Card	Value
"Bonus" King "Bonus" Queen "Bonus" Jack "Bonus" 10	a) 10.5 on the first two (2) cards when the other card is an Ace. b) 10 when combined with cards valued at 2 through 9. c) 10 when dealt with three (3) or more cards. d) 20 when the first two (2) cards are both "Bonus" cards.
Ace	a) 11 on the first two (2) cards when the other card is a "Bonus" card. b) 1 or 11 when combined with cards valued at 2 through 9. c) 1 or 11 when dealt with three (3) or more cards. d) 2 or 12 when the first two (2) cards are both Aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

- Hierarchy of Hands: "Pure 21.5 Blackjack," 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

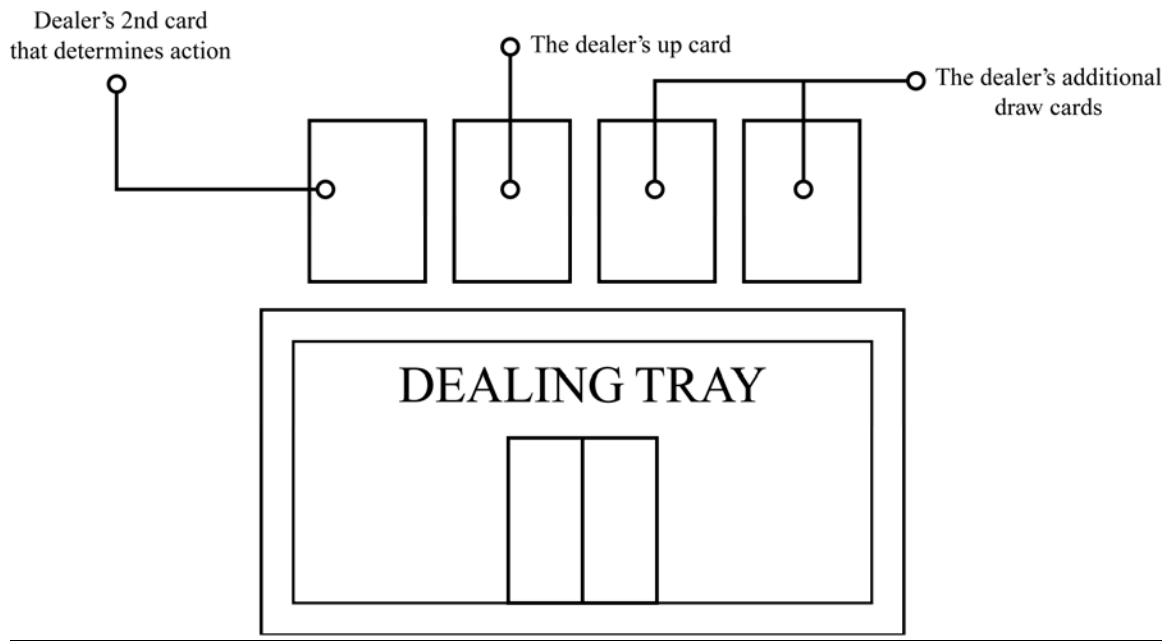
## ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. 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 manner around the table.
2. A fifty-two card deck with no Joker is used to play the game. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be removed from the deck and shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word "Bonus" on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.
3. All tables will have signage displaying the name of the game, the minimum and maximum amount that may be wagered per wager and the collection fees for the Players and Player-dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-dealer is designated. The Player-dealer will place an amount of money, in casino chips, in a betting circle in front of



their seat. That money will be used to pay the winners and will set the amount that he/she can collect from the losers. The house dealer will place a button in front of the Player-dealer, which designates that they are taking the "Player-dealer" position and to further designate whether it is the first or second turn for the Player-dealer in that position. The Player-dealer will place the collection fee in front of his/her betting circle.

5. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
6. Players at the 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, referred to as "Action," according the collection schedules below.
7. Backline betting is allowed.
8. Once the Player-dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the house dealer will collect all of the house collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
9. After the collection fees have been collected, 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 hands. The house dealer is the only person on the table who is allowed to touch the cards. The Players will signal to the house dealer by hand gesture if they wish to be dealt an additional card by moving their hand in a sweeping motion towards their body, referred to as a "Hit," or by moving their hands in a side-to-side manner, indicating to the house dealer that they wish to stay with their cards on the table, referred to as a "Stand." The house dealer deals the first card to the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card face-up, the Player-dealer will receive their first card. The Player-dealer's first card will be placed in front of the house dealer face-up.
10. The house dealer will deal a second card face-up to each player, again starting with the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card a second card face-up, the Player-dealer will receive their second card, which will be placed in front of the house dealer face-down. 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 depicted in the chart below:



11. Once cards have been dealt, the Player-dealer's face-down card shall be checked for a "Pure 21.5 Blackjack" when the Player-dealer's face-up card is an Ace card. If the Player-dealer is dealt an Ace card face-up, Players will be asked if they would like to place an "Insurance" wager. Players may either decline this option or place an "Insurance" wager by betting an amount less than or 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 "Pure 21.5 Blackjack," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. "Insurance" wagers shall then be reconciled according to the rules below. If the Player-dealer does not have a "Pure 21.5 Blackjack," each player is given an opportunity, starting with the player seated to the left of the Player-dealer and continuing clockwise around the table, to "Hit" and be dealt additional cards to make the best possible hand. This shall also include "Doubling-down," "Splitting," "Surrendering," or "Standing." Each player shall be required to "Hit" or "Stand" according to the guidelines below.

**Player Options:**

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

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards.

A "Hard" hand is achieved when a hand does not contain an Ace.

12. 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 or they have "busted" according the rules above, the house dealer will turn over the Player-dealer's second

card, which was dealt face-down. This face-down card will determine where the “Action” button is placed.

13. The “Action” button determines where the “Action” starts and which player will be first to have their wager(s) settled. The “Action” button is placed based on the numerical value of the Player-dealer’s second card, which was dealt face-down. The Player-dealer’s position is not counted as a position. Other seats, in clock-wise rotation from the Player-dealer position, respectively represent the other numbers. Wagers shall be settled in a clock-wise manner, starting with the player with the “Action” button, until all wagers have been settled or until the Player-dealer’s funds are exhausted. Furthermore, wagers will be settled from seat to seat in the following order: the game wager(s) and then the Red Flex Bet wager. When determining where the “Action” button shall be placed, cards shall hold the following values:

**Action Button Card Chart:**

<b>Player-dealer’s Face-down Card</b>	<b>Value</b>
Ace	1
2 through 9	Hold their face value
“Bonus” 10	10
“Bonus” Jack	11
“Bonus” Queen	12
“Bonus” King	13

14. Once the “Action” button has been placed, the house dealer shall complete the Player-dealer’s hand according to the chart below.

**Player-dealer Options:**

<b>Must Stand On</b>	<b>Must Hit On</b>	<b>Have Option On</b>
Hard 17 or more	Soft 11 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.

15. Once the Player-dealer’s hand is completed according to the chart above, the payoff and/or collection of wagers will begin in the seat designated by the “Action” button and continue in a clock-wise manner around the table until all wagers have been settled or until the Player-dealer’s funds are exhausted.
16. After all wagers are settled, the house dealer will collect all cards on the table. The button that was placed in front of the Player-dealer will be changed. After every two hands, the Player-dealer position will be offered systematically and continuously in a clockwise manner around the table after every two hands. The Player-dealer will 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.

17. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Player-dealer Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

## GAME RULES

1. A "Pure 21.5 Blackjack" is the best possible hand. If a Player and the Player-dealer's hands are both a "Pure 21.5 Blackjack," the hand is a tie, referred to as a "Push," and no action is taken on the wager.
2. If a Player is dealt a "Pure 21.5 Blackjack" and the Player-dealer's hand is less or more than a "Pure 21.5 Blackjack," the Player wins the hand. Winning "Pure 21.5 Blackjack" hands are paid 6 to 5.
3. If a Player-dealer is dealt a "Pure 21.5 Blackjack" and the Player's hand is less or more than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-dealer's total is more than a "Pure 21.5 Blackjack," the Player wins and will be paid 1 to 1.
5. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the hand closest to a "Pure 21.5 Blackjack" without going over, referred to as "Busting," wins.
6. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
7. If a Player and the Player-dealer have the same total and it is less than a "Pure 21.5 Blackjack," the hand is a push or tie, referred to as a "Push" and no action is taken on the wager.
8. If a Player's and the Player-dealer's totals are more than a "Pure 21.5 Blackjack," the following will apply:
  - a. If the Player-dealer's hand is 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" tie, referred to as a "Push," and no action is taken on the wager.

- b. If the Player-dealer's hand is not 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" lose and their wager will be collected.
- c. The Player-dealer wins all ties over a "Pure 21.5 Blackjack."

## **DOUBLE-DOWN, SPLIT, SURRENDER, INSURANCE & ODDS**

### **DOUBLE-DOWN**

Players can double-down only on the first two cards dealt to them. The Player must place a second wager less than or equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one additional card, regardless of the total.

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.

### **SPLIT**

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. Furthermore, Players may double-down or surrender after each split.

Players may split any "Bonus" card (10, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. When splitting "Bonus" cards, the split hands will not be eligible for a "Pure 21.5 Blackjack" if an Ace card is dealt to them. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down or surrender after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a "Pure 21.5 Blackjack" after the split. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down or surrender after each split.

A maximum of three splits is allowed per hand, giving a player up to 4 hands.

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.

### **SURRENDER**

Players can surrender after their first two cards are dealt to them. If a player "Hits" for additional cards, "Splits," or "Doubles-down," the player may not surrender their hand. 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

There is no extra collection fee taken by the casino on any surrender executed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **INSURANCE**

If the Player-dealer's face-up card is an Ace, all Players will have the option to place an "Insurance" wager. The Player must place a second wager less than or equal to half of the amount of the wager he/she originally placed prior to the start of the game. They are wagering that the Player-dealer's face-down card is a "Bonus" card, giving the Player-dealer a "Pure 21.5 Blackjack." If the Player-dealer has a "Pure 21.5 Blackjack," the insurance bet is paid 2 to 1 and the Player's original wager loses. If the Player-dealer does not have a "Pure 21.5 Blackjack," the insurance wager will lose and the game wager will be settled according to the rules above.

There is no extra collection fee taken by the casino on any insurance wager placed by a Player, nor is their any extra collection fee charged to the Player-dealer.

### **ODDS**

A "Pure 21.5 Blackjack" hand pays odds of 6 to 5.

## **Collection Fees**

A collection fee will be taken per hand from the Player-dealer position based on the total monetary value of all game wagers and Red Flex wagers that are initially placed on the table by Players prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by Players after cards are dealt when Player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a game wager, Red Flex wager, doubling-down, splitting cards, surrendering, or placing and insurance wager. The collection fee shall be collected from the Player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

<b>Table Limit</b>	<b>Player Fee</b>	<b>Red Flex Fee</b>	<b>Total Action on Table</b>	<b>Player-dealer Fee</b>
\$1 – No Limit	\$0.00	\$0.00	\$1 - \$50	\$0.50
			\$51 - \$100	\$1.00
			\$101 - \$200	\$2.00
			\$201 - \$400	\$3.00
			\$401+	\$5.00

## LEGAL

The Player-dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player-dealer so that no single player can continually occupy the Player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. If there is not an intervening person occupying the Player-dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

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**Flexedge Gaming LLC**  
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### **Red Flex Bet**

Each player wagering in the game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each Player's position on the gaming felt layout. When Player-dealer's first two cards are "Red," the **RED FLEX BET™** is an automatic "**WINNER.**" The more consecutive "Red" cards in the Player-dealer's hand the higher the **RED FLEX BET™** pay off.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

The rules are as follows:

1. Players will be given the option to wager on the possibility/probability of the occurrence that the first two cards (top and hole cards) or more, of the Player-dealer's hand are consecutive cards of the same color.
2. Players making this optional bet will win if the Player-dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards dealt to the Player-dealer's hand are also of the same Red color. Once all players have made the decisions concerning their hands according to the rules for game, the Player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the Player-dealer's hand as well the number of consecutive red cards that are dealt to the Player-dealer's hand. 'Red' cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the Player-dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the Player-dealer's hand are also of the same Red color. The order of the cards is listed below.



- a) Player-dealer's first card (top).
  - b) Player-dealer's (hole) second card.
  - c) Player-dealer's first hit card.
  - d) Player-dealer's second hit card.
  - e) Player-dealer's third hit card.
  - f) Player-dealer's fourth hit card and so on.
3. The amount of the payoff will be determined once the Player-dealer's hand is complete according to the rules above, or a black card is drawn.
  4. Players may make one Red Flex Bet wager for each game wager placed.
  5. Backline bettors are eligible to place a Red Flex Bet wager.
  6. The Red Flex Bet may be less than, equal to, or may exceed the game wager. However, the Red Flex Bet wager may not exceed the table limit.
  7. There is no additional collection fee for placing a Red Flex Bet wager.
  8. The Player-dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex Bet wagers. Wagers are collected or paid, to the extent that the Player-dealer's wager covers. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer will be returned to the players.

### **RED FLEX BET PAYTABLE**

<b>Consecutive "Red" Cards in the Player-dealer's Hand</b>	<b>RFB-12</b>
	<b>Pays</b>
Eight Red Cards or more	299 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

### **Sample Hands**

**Note:** The example hands listed below are descriptions of only the Player-dealer hand, since the Player-dealer hand solely determines a winner or loser.

**Example #1 – Player-dealer Hand** – 10 of Hearts, 7 of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole),

\*Two Consecutive Red Cards is made.

**Example #2 – Player-Dealer Hand** – King of Diamonds, 6 of Diamonds for a total of 16. The hit taken by rule is the 9 of Hearts.

\*Payoff for Three Consecutive Red Cards is made.

**Example #3 – Player-Dealer Hand** – King of Diamonds. 2 of Clubs. All Consecutive

\*Red Card wagers lose. Player-dealer hand is played out according to house rules.

**Example #4 – Player-Dealer Hand** – 7 of Hearts, 8 of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole).

\*Two Consecutive Red Cards is made.



### **Standards of Play**

The object of *Supreme Baccarat*™ is for players to choose and wager on which hand, player or banker, has the winning total:

- Two cards will be dealt to both the banker hand and player hand.
- The best possible point total is nine with eight being second best.
- An additional card may be drawn to the player and banker hand according to *Supreme Baccarat*™ rules.

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The offering of the player-dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine or as close to it as possible. The player's hand is compared with the banker's hand. The hand closest to nine wins.

### **Type of gaming table utilized for this game**

*Supreme Baccarat*™ shall be played on a standard blackjack, mini baccarat, or batwing table having four and up to fourteen places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each *Supreme Baccarat*™ table shall have a drop box attached to it.

The cloth covering a *Supreme Baccarat*™ table (the layout) shall have wagering areas for a minimum of four seated positions and up to a maximum of fourteen seated positions depending on the type of table used.

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";
2. For wagers on the banker the word "Banker";
3. For Tie wagers, the word "Tie";
4. For Total Shot™ wagers, the words "Total Shot;"
5. For Banker's Hand Flex Action Bet wagers, six circles for the labeled "0," "1," "2," "3," "5," "6," "7."



### **Number of Players in the Game**

There is a minimum of two and a maximum of fourteen players including the player-dealer position.



### **Type of Card Deck**

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one deck totaling 52 cards and a maximum of eight decks totaling 424 cards may be used during the play of *Supreme Baccarat*<sup>™</sup>. There are no jokers.

### **Value of Cards**

- An ace has a value of 1.
- All cards from 2-9 have their face value.
- Kings, queens, jacks, and tens have a value of ten.

### **Hand Rankings**

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens digit ignored. For example, an eight, and a nine, would have a (sum of 17) and value of seven also a nine, and a six would have a (sum of 15) and a value of five.

- 1) 9 – Sum total of cards equaling 9
- 2) 8 – Sum total of cards equaling 8
- 3) 7 – Sum total of cards equaling 7
- 4) 6 – Sum total of cards equaling 6
- 5) 5 – Sum total of cards equaling 5
- 6) 4 – Sum total of cards equaling 4
- 7) 3 – Sum total of cards equaling 3
- 8) 2 – Sum total of cards equaling 2
- 9) 1 – Sum total of cards equaling 1
- 10) 0 – Sum total of cards equaling 0

### **Betting Scheme 1B**

1. All wagers in *Supreme Baccarat*<sup>™</sup> shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):
  - a. Player line winning totals 1, 2, 3, 4, 5, 6, 7, 8, and 9 which pays 1 to 1.
  - b. Banker line winning totals 1, 2, 3, 4, 5, 7, 8, and 9 which pays 1 to 1.
  - c. Banker line winning total of 6 which pays 1 to 2.
  - d. Tie bet which pays 9 to 1.
  - e. Total Shot<sup>™</sup> bet which has various payouts (see payable).
  - f. Banker's Hand Flex Action Bet<sup>™</sup> which has various payouts (see payable).



### **Tie**

The Tie bet pays 9 to 1 if the banker's and player's hands tie. A player may only place a Tie wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. In the event that the player's hand and the banker's hands are not of the same value, the player-dealer will win the Tie wager. If the Tie bet wins, Player line and Banker line wagers push. The Tie wager may be equal to or greater than the player or banker line wager. However, the Tie wager cannot exceed the maximum wager limit for the Tie, which is \$100.

**The player-dealer will pay all winning Tie wagers and will collect all losing Tie wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

### **Total Shot™**

A player may only place a Total Shot™ wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. This bet allows players to wager on the combined total of the player and banker's completed hands. For example, if the player's completed hand is 7 and the banker's completed hand is 8, then the total for the "TotalShot™" wager is 15. If the player's completed hand is 1 and the banker's completed hand is 2, then the total would be 3. "Total Shot™" wagers will have a result on every hand (i.e. win or lose). The Total Shot wager may be equal to or greater than the player or banker line wager. However, the Total Shot wager cannot exceed the maximum wager limit for the Total Shot, which is \$100.

**The player-dealer will pay all winning Total Shot™ wagers and will collect all losing Total Shot™ wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin. The pay chart options for the Total Shot™ wager are below.

<b>Player and Banker Combined Total</b>	<b>Payout</b>
18	40 to 1
17	20 to 1
16,15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0	Loses – No Payout

### **Banker's Hand Flex Action Bet™**

Players are given the option of placing individual side wagers that the banker's hand will total a certain number, before the banker hand has a total of 9. A player may place a Banker's Hand Flex Action Bet whether or not they have placed a wager on the Player line or Banker line. These side wagers remain in action until either a winner or loser is determined or the player decides to their bet(s) down. If this wager does not win or lose after a round of play, the player has the option to remove their Banker's Hand Flex Action Bet from the gaming table. A player may wager on more than one banker hand number. For example, a player may wager on Banker 5 and 3. A player may wager on all Banker's Hand Flex Action Bet numbers for the banker if they choose. The Banker's Hand Flex Action Bet wager may equal to or greater than the Player or Banker line wager. However, the Banker's Hand Flex Action Bet wager cannot exceed the maximum wager limit per Banker's Hand Flex Action Bet number, which is \$100.



Players may wager that the banker hand will total 0, 1, 2, 3, 5, 6, or 7 before the banker's hand total is 9. Each of the individual numbers from 0,1,2,3,5,6,7 represent individual wagers and will only have action when either the exact number is the total of the banker's hand or when the banker's hand totals 9. Any other values of the banker or player's hands have no bearing on the wager. For example, if a player wagered on Banker 5, the wager would be won when the banker's hand totaled 5, and would lose when the banker's hand totaled 9. Any total other than 5 or 9 for the banker's hand would result in no action taken on the wager. When the banker's hand totals 4 or 8 there will be no action on these hand totals.

**The player-dealer will pay all winning Banker's Hand Flex Action wagers and will collect all losing Banker's Hand Flex Action wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

#### **Payouts for Banker's Hand Flex Action Bet™:**

Banker Hand Total	0	1	2	3	4	5	6	7	8	9
Payout	1x1	1x1	1x1	1x1	No Action	1x1	1x1	1x1	No Action	Lose

#### **Dealing Procedures**

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 (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-down. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player line. The player hand takes a hit card if necessary and then the Banker hand is resolved. The position that is closest to 9 wins.

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

#### **How Winners are Determined and Paid**

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

#### **Game Rules**

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 their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player stands, then the banker's hand hits on a total of 5 or less.
- If the player does hit 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 player's third card was an 8.
- If the banker's hand total is 4, then the banker's hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
- If the banker's hand total is 5, then the banker's hand is dealt a third card unless the player's third card was 0, 1, 2, 3, 8, or 9.
- If the banker's hand total is 6, then the banker stands unless the player's third card was a 6 or 7.
- The banker's hand must stand if their hand is valued at 7 through 9.

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a tie.

Wagers will then be settled in one of the following two ways:

- If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the house dealer and continuing in a clockwise manner around the table until all wagers have received action.
- If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The action button is placed based on the numerical value of the banker's hand first down card. The player-dealer position is always zero. The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each Player and Banker line wager placed, then all Tie wagers, then all Total Shot™ wagers, and finally the Banker's Hand Flex Action wagers.

**Action Button Card Chart:**

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

**House Way**

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

**Round of Play**

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank position" and further designate whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.





2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees out as well.
3. The house dealer will collect all of the collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
4. After the fees have been collected, the dealer will deal two cards face-down to the Player box and two cards face-down to the Banker box.
5. The dealer will turn the player hand face-up and turn the remaining two cards of the banker hand face-up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat™ rules.
6. After both the banker and player's hands are completed, the winning wagers will be determined. See the "Betting Scheme" section for amounts paid to winning wagers.
  - A) If the player's hand has a higher total than the banker's hand (a total of 9 being best), the Player wagers win
  - B) If the banker's has a higher total than the player's hand (a total of 9 being best), the Banker wagers win
  - C) If both the banker and player's hands have the same total, the Tie wagers win (all Banker and Player wagers – push)
7. 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.
8. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands; the player-dealer position is offered in a clockwise fashion around the table.
9. The dealer (if applicable) records whether the preceding hand was won by the player, banker or was a tie on the affixed electronic reader board.

## **Equipment**

1. Equipment and accessories options:
  - a) Vegas style matrix tower – A matrix tower which lists the winner of the last ten to twenty hands : (player, banker, or tie) may be used by casinos
  - b) Tracking sheets or scorecards – Scorecard style sheets may be provided by casinos to facilitate individual players in tracking the last few hands or wagers. These scorecards have columns marked "Player", "Banker", and "Tie", under which players can track their wagers or winning hands.





### Wagering Limits and Collection Fees

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, Total Shot circle, and the Banker's Hand Flex Action's six betting circles at the table, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for placing a wager on the Player line, Banker line, Tie circle, the Total Shot circle, or the Banker's Hand Flex Action's six betting circles. The maximum amount a player may wager on the Total Shot and Tie is \$100. The maximum amount a player may wager on each of the Banker's Hand Flex Action Bet circles is \$100. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Supreme Baccarat are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee
1	\$10 - \$10,000	\$10 - \$300	\$1
		\$301 - \$600	\$3
		\$601 - \$1,500	\$8
		\$1,501 - \$2,500	\$15
		\$2,501 +	\$25



### Table Signage

The Baccarat score keeping system uses patterns derived from the Main Road. The pattern is the same for all roads however each road uses a different starting point to determine a match or no match. Most Baccarat players and enthusiasts know the method and will likely use the scoreboard as a reference on where to start their score keeping. The scoreboard shows the history of the game in progress. With multiple decks in a shoe, allows any player to get in the game at any point in time with little lag time to start playing.

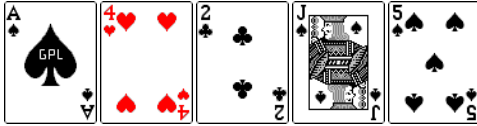
## TABLE LAYOUT



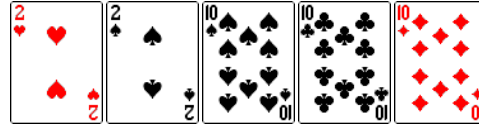
# Pai Gow Poker Manual

**These are the poker rankings, from lowest to highest:**

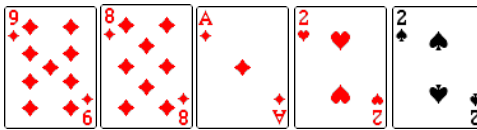
**1) High Card**



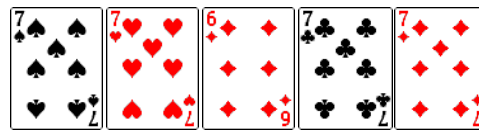
**7) Full House**



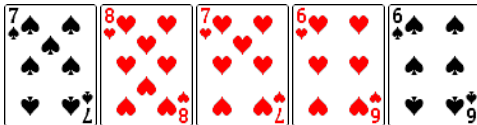
**2) One Pair**



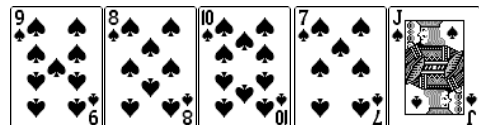
**8) Four of a Kind**



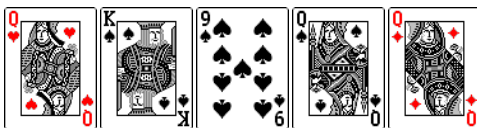
**3) Two Pair**



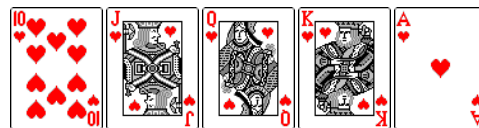
**9) Straight Flush**



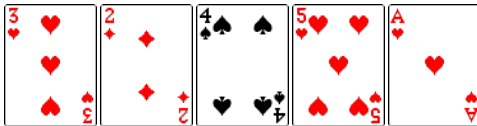
**4) Three of a Kind**



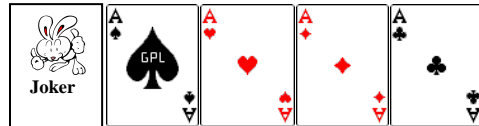
**10) Royal Flush**



**5) Straight**

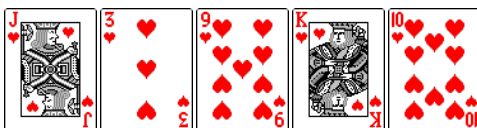


**11) Five of a Kind**



**\*\* Five of a Kind may not exist in every casino**

**6) Flush**



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## **General Pai Gow Poker Procedure and Terms**

### **Game Basics**

1. From a 53 card deck containing 1 joker, seven cards are dealt to seven hands. The extra 4 cards are counted and put aside.
2. Each seven card hand is divided into a two-card hand and a five-card hand. **The five-card hand must have a higher poker rank than the two-card hand.**
  - A hand set with the two-card hand stronger than the five-card hand is a “foul hand” and automatically loses.
  - One pair is the best possible two-card hand; straights and flushes must contain five cards.
3. Each player’s front hand (two-cards) is compared to the bank’s front hand. Their back hand (five-cards) is compared to the bank’s back hand:
  - **Win:** If both of the player’s hands rank higher than the bank’s, the player wins.
  - **Lose:** If both of the player’s hands rank lower than the bank’s, the player loses.
  - **Push:** If one hand ranks higher and the other ranks lower, the player keeps their money.
4. **Copy-Lose:** The advantage for the bank is known as a copy-lose. When the player’s cards are the same rank as the bank’s cards, the player loses. In order for a copy-lose to apply in the back-hand all FIVE cards must copy.
  - Kickers: If only part of a hand copies, the next highest card, or the “kicker”, determines the winning hand. The highest possible kicker is an Ace.
    - **The cards in a straight or flush are also known as kickers.** A flush with an Ace kicker ranks higher than a flush with a King kicker, etc.
5. **Joker:** In Non-Wild Pai Gow Poker, a joker can be used to complete a straight or a flush.

### **Action**

Action is determined by a dice cup containing three dice. The bank seat is counted as 1, 8, and 15 and action is counted clockwise. Each seat is counted, regardless of whether there is a bet. A “NO PLAY” button follows the bank; no bet can be placed there, and the spot is not counted for action.

#### **Action Procedure:**

- The Player/Banker selects one of the seven hands in front of the dealer. (1 is the left-most hand from the dealer’s perspective; 7 is the right-most hand.)
- The dealer places an action button on the chosen hand, and turns the previous hand sideways.
- The dealer shakes the dice cup.
- The Player/Banker shakes the dice cup, without opening it at any point.
- The dealer opens the dice cup and determines the action.
- The dealer distributes the hands one-by-one, starting with action.
- The dealer “clears” the dice by closing the cup and shaking once more.

These steps must be followed precisely, in the correct order. Any deviation should be pointed out, and the dealer should begin again. It is extremely important to watch each step carefully, and read the dice cup every hand.

## **Rules of Play**

1. Once the hands have been delivered, players have the option of setting their hands themselves or having the dealer set it House Way after the bank hand is opened. When a hand is played House Way, all seven cards are left in one pile on the table.
  - A player betting on multiple hands has the right to look at all of his hands, but can only set the first hand he sees.
  - If a player does not set the first hand he looks at, but looks at multiple hands, all of his hands must go House Way.
2. After all hands have been set, the bank hand is opened and the banker makes a decision on how to play the hand.
  - In some casinos, we have the right to make the decision if we cover more action than the player/banker. Ask your Supervisor for details.
3. The player hands are compared to the bank hand one by one.
  - Wins: Cards are left face up.
  - Losses: Cards are placed face down.
  - Pushes: Cards are killed.
4. Payouts proceed in a clockwise rotation, starting from Action.

## **Procedure Mistakes**

If one card is exposed, or “boxed”, during the deal, it will be left face up until the last 4 cards are counted. The boxed card will be exchanged with one of the leftovers. If the boxed card is an Ace or a Joker, or if more than one card is boxed, a misdeal is declared and the shuffle procedure begins again.

If any of the hands have more than 7 cards, and the situation can not be remedied by back-tracking, a misdeal is declared and the shuffle procedure begins again.

If the action hand is pushed to the wrong place and a player has seen the wrong hand, one of two things will happen:

1. If the hand the player looked at is supposed to be the bank hand, a misdeal is declared and the shuffle procedure begins again.
2. If the hand the player looked at is not the bank hand, all hands will be moved to the appropriate bet. The player who saw the wrong hand must set his new hand House Way.

Though it rarely happens, if the bank hand is opened before all hands are set, the unset hands must be set “House Way”.

If a player touches the cards or chips after the bank hand is opened, their bet is conceded. Other players who bet on that spot still have action.

## **Action and Color Buys**

In Pai Gow Poker, player/bankers can pay us to place bets. These are called “Action Buys”. The procedure for Action Buys varies from casino to casino, but the idea is the same. The bets work as any normal bet... If a hand wins, we get paid; if a hand loses, the entire bet goes to the bank.

In some casinos, a player doesn’t need to be in the bank in order to buy action. These are called “Color Buys”.

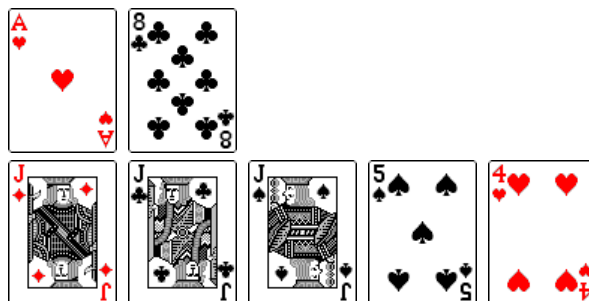
The price for these bets is \$5 per \$100 bet.

## **Pai Gow Poker Terms**

- ❖ **Two-Card Hand (aka: “Hair”/“Top”/“Front”)** – second highest-ranking hand
- ❖ **Five-Card Hand (aka: “Behind” or “Back Hand”)**- highest-ranking hand
- ❖ **Jokers Wild vs. Non-Jokers Wild**
  - There are two different ways of playing the game of Pai Gow Poker:
  - a. In Joker’s Wild, the Joker can be used as ANY card.
  - b. In Non-Joker’s Wild a Joker can be used to complete a flush or straight or as an Ace.
- ❖ **“Trips”**- Three of a Kind [also used as an adjective, as in “trip 8s”]
- ❖ **Two Pair vs. Pair-Pair**- When a hand contains two pair within the seven cards, there is an option for how to play the hand:
  - c. **“Pair-Pair”** = pair in the hair with a pair behind
  - d. **“Two Pair Behind”** = both pairs behind
- ❖ **Full House vs. Full House Behind**-
  - e. **“Full House”** = pair on top with trips behind
  - f. **“Full House Behind”** = full house played behind
- ❖ **Complete Hand**- Straight or better behind.

## **Reading Hands**

When you read a hand, say the value of the two-card hand first, then the value of the five-card hand. For instance, this hand would be “Ace-Eight, trip Jacks behind”:



## **5 Point Check List**

Following this check list, focusing on one thing at a time, will enable you to control the table and ensure randomization and fair play.

### **1. Scramble, Shuffle and Cut**

- During the scramble, be aware of any one card staying under the dealer's hand.
- Watch the shuffle carefully, making sure the cards are not being manipulated or revealed.
- After the cut, the dealer will deal 7 cards to 7 hands. Use this time to watch for marked cards, and make sure the dealer is not exposing any cards to the player/banker.

### **2. Dice/Delivery/Action**

- Make sure the dealer shakes the dice cup thoroughly before giving it to the player.
- The player should not see the dice at any time during their shake. If the cup opens, the dealer needs to shake again. Look out for cheating methods such as a swirl shake or a fake shake.
- The dice cup should never leave your line of vision. Changing the cup for one with magnetic or shaved dice only takes an instant. Be alert!
- Read the dice number. Once the cup is covered, it is too late to double check, since the camera can not see the numbers on the dice.
- Make sure the first hand is delivered to the correct spot, and subsequent hands are given out correctly.
- The dealer should shake the cup thoroughly to clear it after the hands are delivered.
- Procedure must be followed exactly in this process! If a breakdown occurs, ask the dealer to begin again.

### **3. Players and Hands**

- After players pick up their hands, watch them to make sure they do not switch cards.
- Watch for capping bets.
- Remember which player had which hand. When they re-place them on the table, make sure they put the hand on the correct spot.
- Watch players carefully to make sure they aren't switching cards, as in "Go Fish".
- If there is too much going on, and you can't watch each hand, pay particular attention to the big bets, and always be aware of large bets next to small ones.

### **4. Win/Loss and Payout**

- As the dealer and/or floor person turns over the hands, look at each hand to determine wins and losses. Do not depend on the dealer or floor person.
- If you did not see the hand, ask the dealer to see the cards again. The game should be going at your speed.
- Ensure that the correct amounts are being paid to each winning hand.
- Please have the money ready to be paid out if we lose. It doesn't have to be the exact amount. A little more than the exact amount is fine.

### **5. Please do one thing at a time**

- If you are in the middle of one of these steps and a customer asks you for something, politely ask that they wait for a few seconds. Let them know that you will be right with them.
- Please receive and take care of buy bets one at a time as well.



## Casino House Way

- House Way is used by the casino **when a player chooses not to play his or her hand** or **when a player is playing multiple hands**.
- When we are selling action, **our buy bets** are typically played House Way.
- It is critical that you know House Way because you must be able to confirm that the dealer is setting each hand correctly.

The **GOLDEN RULE** of House Way:

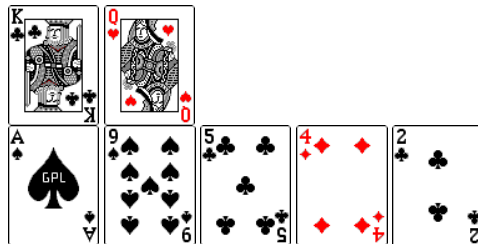
**IF POSSIBLE,  
ALWAYS PLAY A PAIR WITH A COMPLETE HAND  
BEHIND**

**\*This rule supersedes all other rules**

### House Way

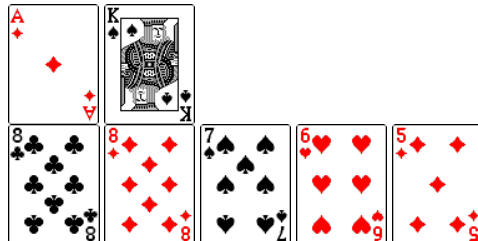
#### No Pair

- Put the 2<sup>nd</sup> and 3<sup>rd</sup> highest card in front



#### One Pair

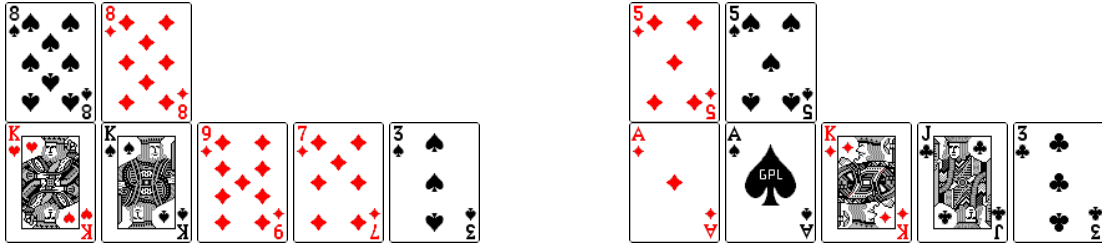
- Put the two highest non-paired cards in front



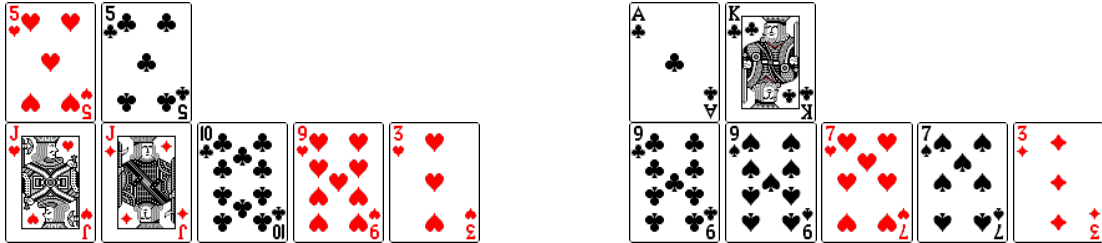


## Two Pair

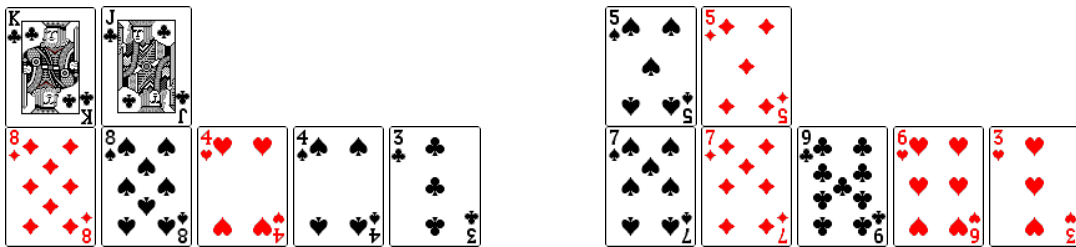
- **Big pair is A's, K's, Q's**
  - Always put the small pair in front (**Pair-Pair**)



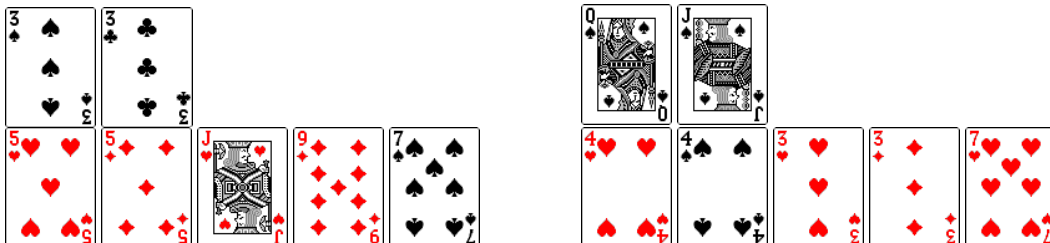
- **Big Pair is J's, 10's, 9's**
  - Play two pair behind if the high card in the hair is an **Ace**
  - Otherwise, play Pair-Pair



- **Big Pair is 8's, 7's, 6's**
  - Play two pair behind if the high card in the hair is a **King or better**
  - Otherwise, play Pair-Pair

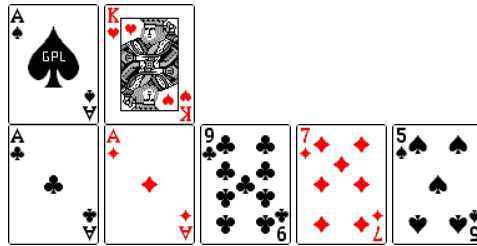


- **Big Pair is 5's, 4's, 3's**
  - Play two pair behind if the high card in the hair is a **Queen or better**
  - Otherwise, play Pair-Pair



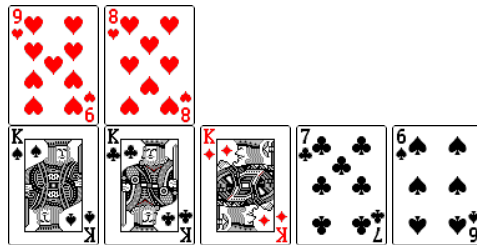
### Three of a Kind Aces

- **Always split Aces**
  - Play one Ace in the hair, with a pair of Aces behind



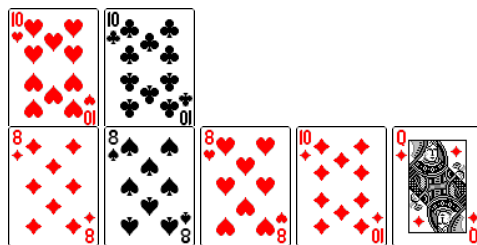
### Three of a Kind Kings and Below

- **Never Split**
  - Play three of a kind in the five-card hand, with the two highest cards that are not part of the trips on top



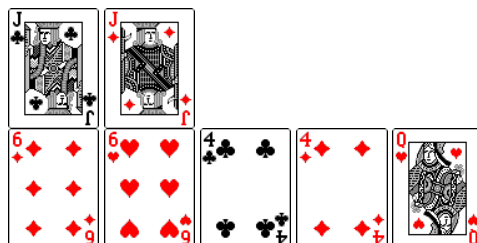
### Two Sets of Three of a Kind

- Break the highest three of a kind to play the **highest pair in front** with the lowest trips behind



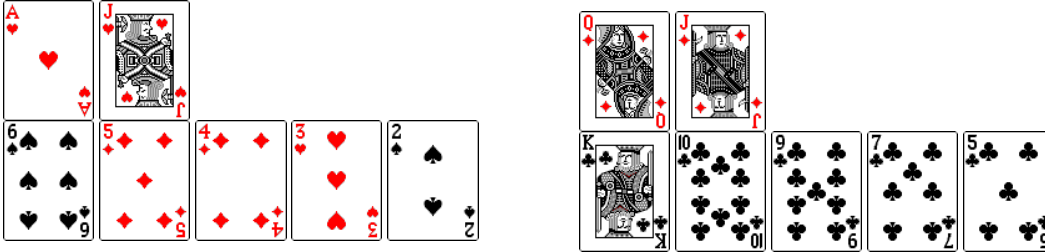
### Three Pair

- Play the **highest pair in front**



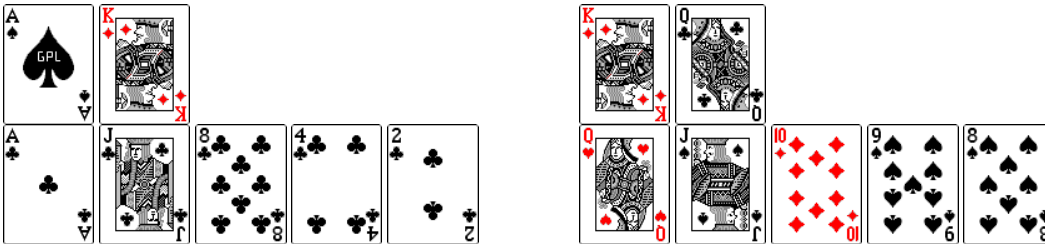
**Straight, Flush, or Straight Flush AND No Pair**

- Play the straight or flush in back with the **highest possible hair**



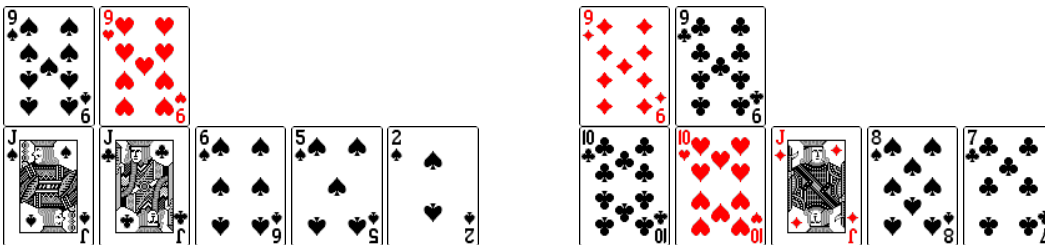
**Straight, Flush, or Straight Flush OR One Pair**

- Play the straight or flush in the back with the **highest possible hair**



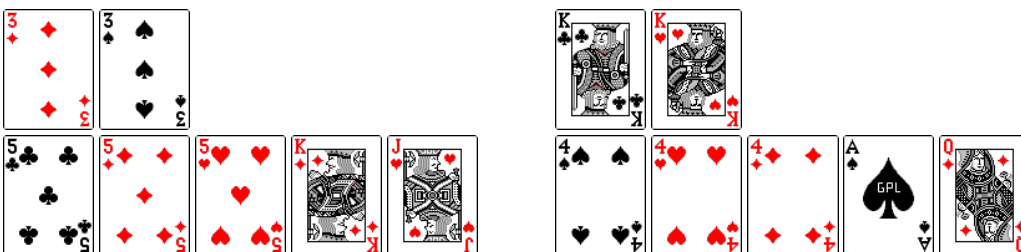
**Straight, Flush, or Straight Flush OR Two Pair**

- Use **two pair strategy**



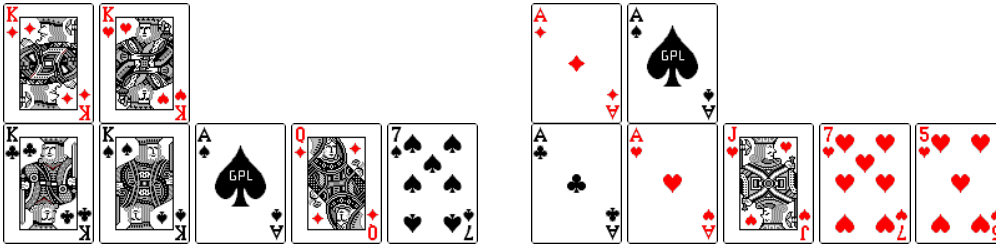
**Full House**

- Play the **pair in front, trips behind**

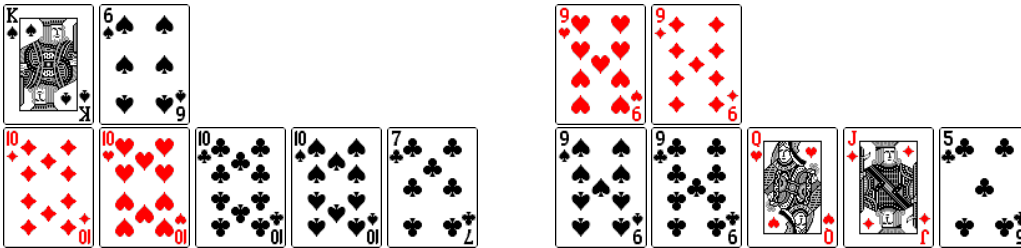


### Four of a Kind

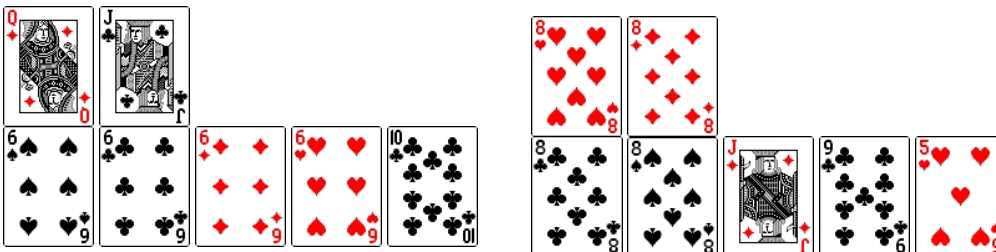
- **A's, K's, Q's**
  - Always Split (**Pair-Pair**)



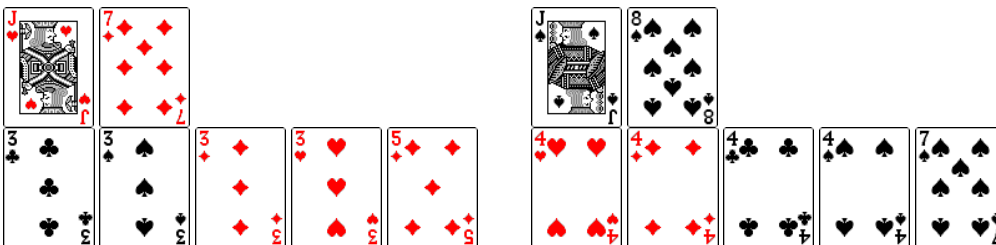
- **J's, 10's, 9's**
  - Play four of a kind behind if the high card in the hair is a **King or better**
  - Otherwise, play Pair-Pair



- **8's, 7's, 6's**
  - Play four of a kind behind if the high card in the hair is a **Queen or better**
  - Otherwise, play Pair-Pair

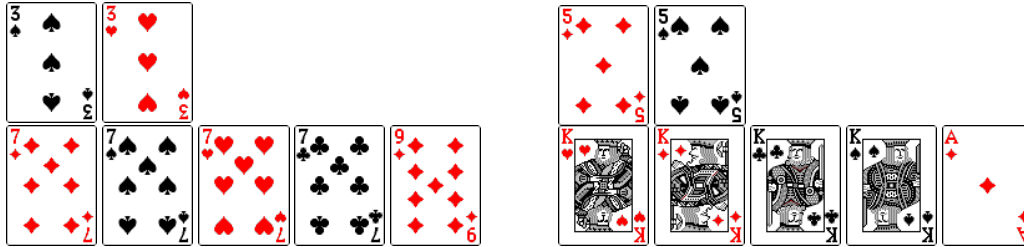


- **5's and Below**
  - Always play four of a kind behind



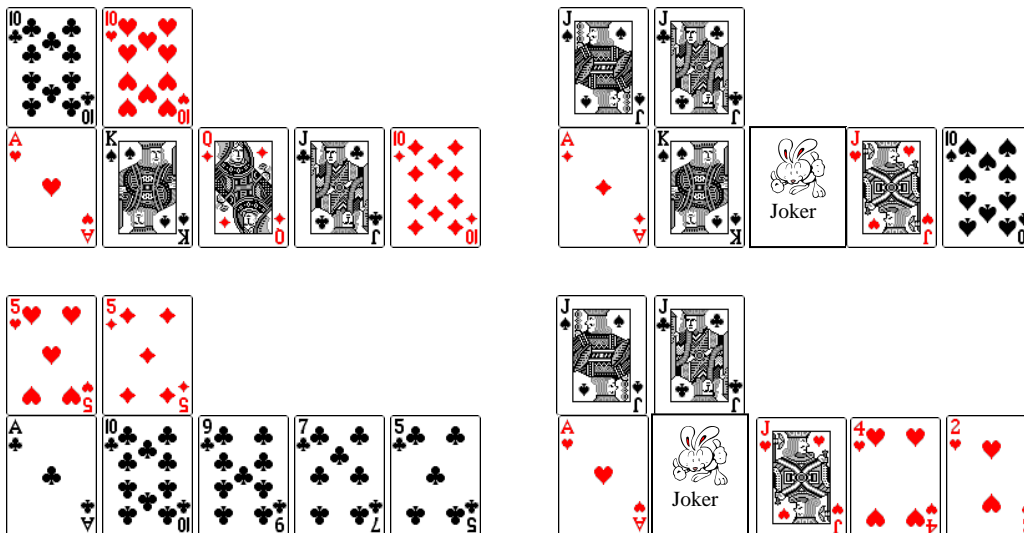
### Four of a Kind AND a Pair

- Always play the **pair on top**, four of a kind behind



### Three of a Kind + Complete Hand (With or Without Joker)

- Remember the Golden Rule:  
**Always play a pair with the complete hand behind.**



Attachment A  
BGC ID: GEGA-003503



# 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 an Envy Bonus prize.

## **Type of card deck used:**

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is used as Aces, or to complete Straights and Flushes only.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank.

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

<b><i>Hand Dealt</i></b>	<b><i>Hand Requirements</i></b>
<b><i>7 Card Straight Flush (No Joker)</i></b>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.</i>
<b><i>Royal Flush + Royal Match</i></b>	<i>A hand that consists of ace, king, queen, jack, 10 and king, queen suited.</i>



## Fortune Pai Gow Poker

<b>7 Card Straight Flush (With Joker)</b>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.</i>
<b>Five Aces</b>	<i>A hand that consists of five cards containing all aces.</i>
<b>Royal Flush</b>	<i>A hand that consists of an ace, king, queen, jack and 10 of the same suit.</i>
<b>Straight Flush</b>	<i>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.</i>
<b>Four of a Kind</b>	<i>A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.</i>
<b>Full House</b>	<i>A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.</i>
<b>Full House</b>	<i>A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.</i>
<b>Flush</b>	<i>A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.</i>
<b>Straight</b>	<i>A hand that consists of five cards that are in consecutive ranking, but that 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.</i>
<b>Three of a Kind</b>	<i>A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.</i>





## Fortune Pai Gow Poker

<b>Two Pairs</b>	<i>A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.</i>
<b>One Pair</b>	<i>A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.</i>
<b>High Card</b>	<i>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, 6, 5, 4, 2 is the lowest ranked High Card hand.</i>

### **Dealing procedures:**

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.



# Fortune Pai Gow Poker

- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

## **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. The game will be played on a standard pai gow poker table

## **Number of players in the game:**

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

## **How and when are house fees collected:**

- ❖ Backline betting is permitted on all wagers.
- ❖ Fortune 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. Additionally, the Player-dealer position is identified with a "Bank" tile and is placed in front of that player's seat 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 establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

## **Betting scheme:**

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



# Fortune Pai Gow Poker

casino dealer must place an "Envy" button next to that player's Fortune Bonus Bet wager.

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

## **Round of Play**

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands 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. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown in Attachment A.
- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
  - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
  - b. The Fortune Pai Gow Poker 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 the five card hand.
  - c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the



# Fortune Pai Gow Poker

player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.

- d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy 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 Bet 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 casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
  - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino 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 hand or for the Player-dealer's hand.
- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.



# Fortune Pai Gow Poker

- ❖ 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 position rotates clockwise around the table.

## Fortune Bonus Bet

### **RULES OF PLAY**

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- ❖ The Joker can be used as an ace or to complete a straight or flush on the Fortune Bonus Bet.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.



# Fortune Pai Gow Poker

- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

## Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Seated players as well as back-line bettors are eligible to receive an "Envy" button.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.
- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.



# Fortune Pai Gow Poker

- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

**Fortune Bonus Bet and Envy Bonus Paytable –FPG-05**

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush (No Joker)	5,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

**Glossary of terms used in the controlled game:**

<b>Action Pile</b>	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.
<b>“Action” button</b>	A token used to designate where the settling of bets will begin (the action).
<b>Action</b>	The player position where the settling of bets begins.
<b>Copy</b>	When a players hand is ranked equally to the Player-dealers hand.
<b>Envy Bonus</b>	A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
<b>Fortune Bonus</b>	An optional wager that can be placed by a player and paid according the paytable.



# Fortune Pai Gow Poker

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

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

**Push** When a player wins either the high or the low hand and the Player-dealer wins the other.

For **schedule option 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 and bonus bet wagers placed prior to cards being dealt. A collection fee shall also be taken from each player based on the total aggregate value of his/her controlled game and bonus bet wagers placed. The collection fees shall be collected from each player and the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Schedule Option	Table Limit	Player Wager	Player Fee Collection	Total Table Action	Player-Dealer Fee Collection
1	\$10 - \$100	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
				\$101+	\$2.00
2	\$10 - \$200	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101- \$200	\$2.00	\$101+	\$2.00
3	\$10 - \$300	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101- \$200	\$2.00	\$101+	\$2.00
		\$201 - \$300	\$3.00		
4	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101- \$200	\$2.00	\$101+	\$2.00
		\$201 - \$300	\$3.00		





# Fortune Pai Gow Poker

		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	

## No Bust 21st Century Blackjack<sup>©</sup>



### 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 22 or “Natural.” (This hand pays 2 to 1)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

### VALUE OF CARDS

A plurality of standard decks of 52 cards with one Joker is used in the play of the game. The game will be played with eight decks.

- Any two card hand consisting of any of the following combinations is a Natural and beats all other hands:
  - Two Jokers (pays 2 to 1)
  - One Ace and one Joker (pays 1 to 1)
- An Ace has a value of 1 or 11
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.
- Jokers are fully wild.

### RANKING CHART

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

## ROUND OF PLAY

1. No Bust Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.
2. The game utilizes eight 52-card decks with one Joker per deck. Jokers are fully wild
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. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a player-dealer is designated. The player-dealer 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 house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. The game also utilizes an "action" button to determine which player receives first action on their wager. The player-dealer's second face-up card determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

**Action Button Card Chart:**

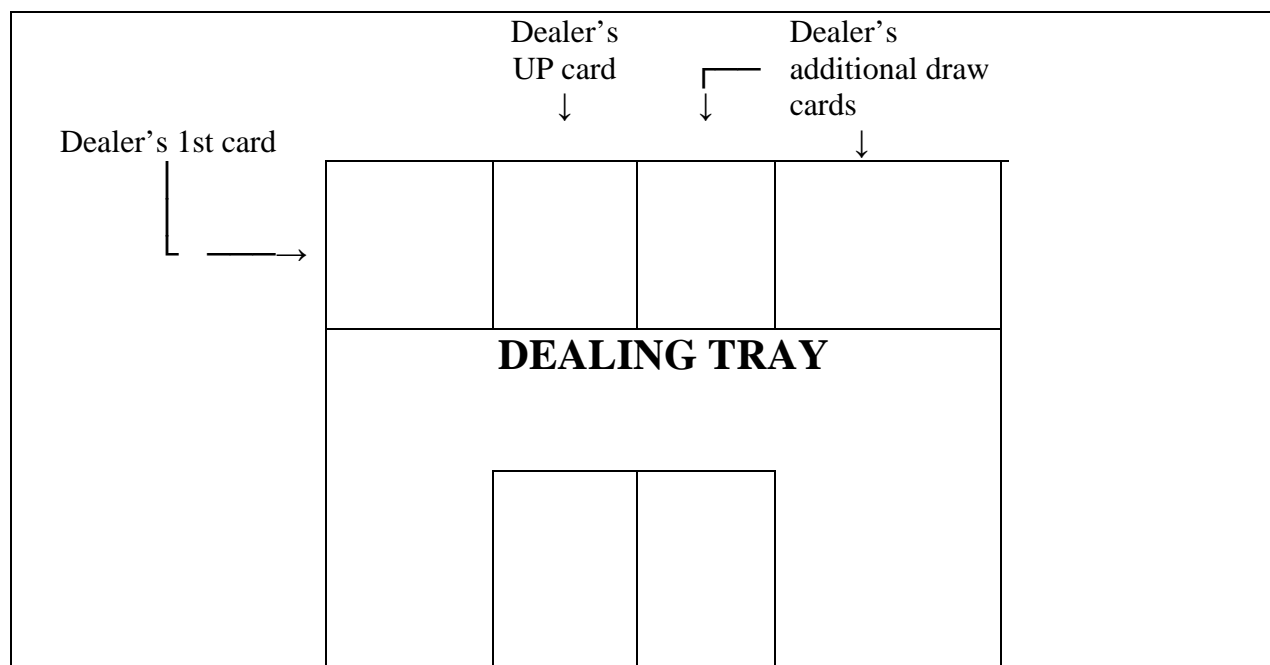
Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

8. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The house dealer is the only person on the table to touch the cards. 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 house dealer deals the first card to the player seated to the left of house 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 house dealer. If the player-dealer's first card is a Joker, there is no draw or surrender.
9. The house 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 house dealer, in a clock-wise fashion. The player-dealer will receive another face up card in front of the house dealer.
10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 20 or 21 Natural 22	11 Or Less	12 - 19

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 complete the player-dealer's hand according to the rules below.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The house 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. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.

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16. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table. If there is no person that intervenes on the player-dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

**GAME RULES**

1. A Natural is the best possible hand. If the player and the player-dealer's hands are both a Natural, the hand is a push or tie, and no action is taken on the wager.
2. If a player's total is less than a Natural and the player-dealer's total is more than a Natural the player wins the hand.
3. If a player's total is less than a Natural and the player-dealer's hand is less than a Natural, the hand closest to a Natural wins.
4. If a player and the player-dealer have the same total and it is less than a Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's totals are more than a Natural, the following will apply:
  - a. If the player-dealer is closer to a Natural, the player-dealer wins the hand.
  - b. If the player is closer to a Natural, the hand is a push.
6. The player-dealer wins all ties or pushes over a Natural.
7. If a player has more than a Natural and the Player-Dealer has less than a Natural, the player-dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is not permitted on any wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

**DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

- **DOUBLE-DOWN**
  - Players can double-down on the first two-cards only, when the hand totals 12 through 19. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total. Hands containing an Ace may not be doubled.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the player-dealer.
- **SPLIT**
  - Players can split any pair with the exception of aces of Joker and receive multiple draws. The player must place a second wager equal to the wager he/she originally placed prior

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to the start of the game. A player may draw as many cards as the desire per split card to make the best hand. Players can only split once.

- There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the player-dealer.
- SURRENDER
  - Players can surrender on the first two cards and forfeit half their wager, with the exception of if the player-dealer has a Joker.
- INSURANCE (Not offered in this game)
  - There is no insurance offered on the game.

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

### **Buster Blackjack Side Wager**

Buster Blackjack is an optional wager attached to No Bust Blackjack. It features a wager that allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

### **Rules of Play**

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed a game wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
3. Backline betting is not permitted.
4. 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 wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his 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 hand busts, all Buster Blackjack Bonus Bet wagers will be paid according to the posted Buster Blackjack Bonus Bet pay table.
  - b. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
6. The player-dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers.
7. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: game wager, Buster Blackjack Bonus Bet wager.

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

**Buster Blackjack Pay Table**  
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	1
4	3
5	6
6	30
7	100
8 or more	250

**LEGAL**

The player-dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

**Wagering Limits and Collection Fees**

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

1	\$5 – \$No Limit	\$1 - \$50	\$0.50	\$0.00
		\$51 - \$100	\$1.00	
		\$101 - \$200	\$2.00	
		\$201 - \$400	\$3.00	
		\$401+	\$5.00	