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

Seven card stud high-low split (8-or-better) is played with a standard 52 card deck, and is played on a industry standard poker-style table with a minimum of two and maximum of eight players. It is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

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

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.

2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of low hand.

5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6. Splitting of pots is only determined by the cards and not by agreement among players.

7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better) except as otherwise noted.

****Licensing or Trademark does not apply to this game.**

RAZZ

Razz is played with a standard 52 card deck**,** and is played on a industry standard poker-style table with a minimum of two and maximum of eight players. The lowest hand wins the pot. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is *5-4-3-2-A* (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is *5-4-3-2-A*.

2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

4. Dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.

5. All seven-card stud rules apply in razz except as otherwise noted.

****Licensing or Trademark does not apply to this game.**

SEVEN-CARD STUD

Seven-card stud is played with a standard 52 card deck, and is played on a industry standard poker-style table with a minimum of two and maximum of eight players. Players are dealt two down cards and one up-card before the first betting round, followed by three more up-cards (with a betting round after each card). After the last down card is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet. The player with the highest-ranking five-card poker hand wins the entire pot. In the event of a tie, the pot will be split equally.

Rules of Seven-card Stud

1. The first round of betting is initiated with a forced bet by the lowest value up-card. A tie is broken by suit with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

2. The player with the forced bet has the option of opening for a full bet.

3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in $15-$30 stud, the low card opens for $5. The next player to act brings the bet to $15 (completion of the bet). Three raises are then allowed.

4. In all fixed limit games, when an open pair is showing on fourth street (second up-card), any player has the option of betting either the lower or the upper limit. For example, in a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $10. If you bet $5, any succeeding player has the option to call $5, raise $5, or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limit of 10-20 and higher, dealers do not announce possible straights or flushes.

6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt face up, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.

7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

8. If you fold a hand after making a forced bet or fold when there is no wager, your seat will continue to receive cards until a bet is made.

9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.

10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.

11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.

12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer re-burns, and plays resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

14. If you pick up your up-cards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.

15. You must have seven cards to win at the showdown.

16. A card dealt off the table must play and it is treated as an exposed card.

17. If the dealer turns the last card face up to any player, the following rules apply:

a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.

b. If there are only two players and the first player's down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

c. In any of the above situations, the player who is now high on the board using all the up-cards will start the action.

18. If you call a bet even though you are beaten by an opponent's up-cards, you are not entitled to a refund.

****Licensing or Trademark does not apply to this game.**

BACCARAT GOLD™

(FACE UP VERSION WITH TIE HANDS)

SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

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

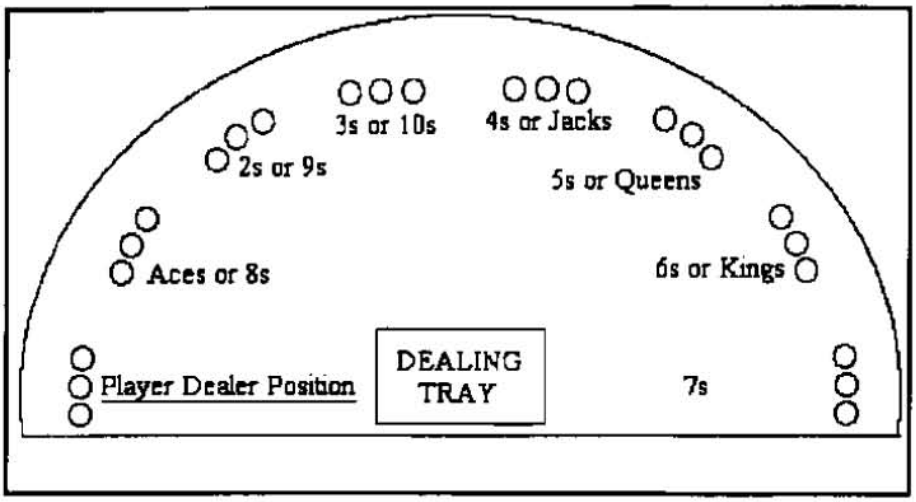
- Player must stay on 7 or more and hit on 0 to 4.
- Each player options on 4, 5, and 6 are:
  - Stand
  - Hit and take a community card.
- Player/dealer must hit on 0-5 and stand on 6-9 or more.
- House way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT& RULES

- The object of the game is to form a hand that equals "9" or as close to it as possible
- Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- The game is played with a plural deck of 52 standard cards with no Jokers. Four, six or eight decks of cards may be used.
- The table is a blackjack style gaming table. See Example Diagram (page 2 below)
- Cards between 1 and 9 have face value.
- Picture cards and 10's are counted as 0.
- The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
- The house dealer deals two two-card hands, in rotation, one at a time.
- Players receive two community cards, face up.
- The player/dealer receives two cards. The first card is face up. The second card is face down.
- The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

- Each player with a wager on the stand line with two cards valued at 4, 5, and 6 has two options:
    - Stand and keep wager on the Stand Line
    - Hit and take a community card by moving wager to Hit Line.
- The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player/Dealer position (seat 1)	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



ORDER OF PLAY

1. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
2. Players with hands valued at 7 to 9 must stand.
3. Players with hands valued at 0 to 3 must hit.
4. Players have options on 4, 5, and 6.
5. If the player/dealer receives a hand with a value of "9" on their first two cards then the player can not draw an additional card on 0 through 6 and must stand.

6. The Player/dealer wins all ties on "zero" and "one" on the base game.
7. The player/dealer will lose all ties to player's tie wager.
8. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
9. The player/dealer must hit on 5s or below and must stand 6s and above.
10. If the player receives a hand with a value of "9" on their first two cards then the player/dealer can not draw an additional card on 0 through 5 and must stand.
11. House Way:
    a. Players hit on 5 or below and stand on 6 or above.
    b. The house dealer must use house-way when a player requests the house dealer to play an additional wager.
12. Each seat has betting circles for base bets and tie bets.
13. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position
14. All bets for the base game and tie bet must be between the minimum and maximum table limit.
15. Round of Play:
    a. Players choose their spots around a blackjack style table.
    b. Prior to the deal, the house dealer takes collection based on the table limits.
    c. Players post wagers in accordance with posted table limits.

    d. Each player has an option to place a tie wager prior to dealing any cards with the base game wager
    e. The total Tie wager or the original base game wager cannot exceed table limit
    f. Players must place a wager for the base game to be able to wager on the tie bet
    g. The base game wager must be equal to or larger than the tie bet wager
    h. The tie bet wager rules follows the base game rules relating to Hit or stand. Player must stand on 7-9 . Hit 0-4 and have option on 5 and 6.
    i. Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat
    j. Tie bets will be paid eight to one.
    k. In the event of Tie (0 to 9) between player's hand and player dealer's hand the Tie wager will wins regardless of the out come of the base game wager. For example if a player has 1 and the player dealer hand is 1. The player wins.

       In the event of player's hand and the player/ dealer hand's are different, the player/dealer will win the wager regardless of the outcome of the base game wager. If the player/dealer hands is 3 and the player hand is 6 . The player will lose the tie hand wager.

       If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.

Wagers are collected or paid, to the extent that player/dealers' wagers covers in following order from the action button seat by seat. For Example if the player/dealer is in seat #1 and the actions starts from seat two, the pay-off will be as follow:

Seat # 2

- TIE hand with any odds pay-off First BET.
  Any backline BET

Seat #3

- TIE hand with any odds pay-off First BET.
  Any backline BET

- TIE hand with any odds pay-off First BET.
  Any backline BET

Seat # 5

- TIE hand with any odds pay-off First BET.
  Any backline BET.

Seat # 6

- TIE hand with any odds pay-off First BET.
  Any backline BET.

Seat # 7

- TIE hand with any odds pay-off First BET.
  Any backline BET.

Seat # 8

- TIE hand with any odds pay-off First BET.
  Any backline BET.
  1.

RANKING CHART

Sequence	Cards	Value
1	Ace	1
2	Two	2
3	Three	3
4	Four	4
5	Five	5
6	Six	6
7	Seven	7
8	Eight	8
9	Nine	9
10	Ten	0

11	Jack	0
12	Queen	0
13	King	0

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

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

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

Rules for Player		
Must Stand On:	**Must Hit On:**	**Have Option On:**
7 OR MORE	**4 OR LESS**	**5 or 6**

COLLECTION RATES

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

Table Limits	Player/Dealer	Player
$5-$50	$1	$0.50
$10-$100	$2	$1
$50-$300	$3	$2
$100-$500	$5	$3

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive

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

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

LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Lowball is played with a standard 52 card deck including one Joker**,** and is played on a industry standard poker-style table with a minimum of two and maximum of seven players. The Joker is used as the lowest possible card to make a hand. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hand with new cards. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of lowball are ace-to-five lowball (also known as California lowball), and deuce-to-seven lowball (also known as Kansas City lowball). In ace-to-five lowball, the best hand is 5-4-3-2-A and in deuce-to-seven lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "Kill Pots" are listed in the kill pots section.

1. *Cards Speak:* Meaning cards read for themselves. However, a *verbal declaration concerning a player's hand is binding.* Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*

2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. If two or more hands remain intact, the best hand wins the pot.

3. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.

4. The Joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:

a. To wait for the big blind.

b. To kill the pot (double the limit for that hand by posting double the amount of the blind).

6. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.

7. In single-blind games, half a blind or more constitutes a full blind.

8. In single or multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position in relationship to the blinds entitles you to a hand.

9. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

10. Any player may draw up to five consecutive cards.

11. Five cards constitute a playing hand; more or less than five cards after the draw constitutes a fouled hand. Before the draw, if you have less than five cards in your hand, you may receive additional cards, providing no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

12. You may change the number of cards you wish to draw, providing:

a. No cards have been dealt off the deck in response to your request (including the burn card).

b. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

14. In limit play, a bet and six raises is allowed in all multi-handed pots.

15. In limit play, check-and-raise is not permitted.

16. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a $30-$60 limit game where, the blinds are $10, $20, and $30, you may open for $30 or $60 before the draw.

17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

19. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

****Licensing or Trademark does not apply to this game**

CRAZY PINEAPPLE

Rules for Crazy Pineapple

Crazy Pineapple is played with a standard 52 card deck, and is played on an industry standard poker-style table with a minimum of two and maximum of nine players. Crazy Pineapple is the same as Pineapple with one notable exception: Players must discard one of their three down cards after the first three community cards are turned up. Failure to discard a card after the Flop will result in a Dead Hand. All other Hold'em rules apply.

****Licensing or Trademark does not apply to this game.**

JACKS BACK

Jacks back is a five-card jacks-or-better draw game. It is played with a standard 52 card and one Joker, and is played on a industry standard poker-style table with a minimum of two and maximum of seven players. The Joker may be used as an ace or any card to complete a straight, flush, or straight flush. The game converts to lowball if no one opens the pot. The player immediately clockwise from the dealer button must automatically open the pot for the designated opening bet, and the game converts to, lowball. A pot that is opened as high utilizes all jacks-or-better rules. A pot that is opened as low utilizes all lowball rules.

Rules of Jacks Back

1. If the pot is not opened for high, the game becomes the same as single blind lowball. That is the person to the left of the dealer button is forced to open the pot at the lower limit, and all lowball rules apply.

2. If the opening forced bet is not raised, the player who made the forced bet has the option of raising after the dealer has acted. If no one opens for high and the player to the left of the button has less than half the blind, the next player is forced to make the blind bet. After the hand, if the all-in player wins the pot or buys in again, the button remains in the same position for the all-in player to take the blind. The button then skips to its proper position.

3. If the pot is opened falsely and no one calls, the opener loses the opening bet which would remain in the pot. At this time, the button freezes, and the hand is re-dealt.

4. A maximum of a bet and six raises is allowed in any multi-handed pot.

****Licensing or Trademark does not apply to this game.**

DRAW POKER (JACKS-OR-BETTER)

All five-card jacks-or-better draw games require a pair of jacks or better to open the pot. The game is played with a standard 52 card deck and one Joker, and is played on a industry standard poker-style table with a minimum of two and maximum of seven players. The Joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all draw poker games, check-and-raise is permitted, and a bet and six raises are allowed in all multi-handed pots.

**Note: A player who opens the pot in jacks-or better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces are the best possible hand (four aces and Joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.

2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.

3. Any player who has legally declared the pot opened must prove openers in order to win the pot.

4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.

5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.

6. An opener may be allowed to retrieve his or her hand to prove openers at the floor person's discretion.

7. Any player may request the opener to retain the opening hand and show it after the winner of the pot has been determined.

8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.

9. You are not splitting openers if you retain openers. If you begin with the ace, Joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, Joker).

10. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back.

11. The Joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the Joker is used to make a flush, it will be the highest card of the flush not present in the hand.

13. Any player may draw up to five consecutive cards.

14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, providing no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand on the draw.

15. If you are asked how many cards your drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

a. You may change the number of cards you wish to draw, providing:

b. No cards have been dealt off the deck in response to your request.

16. No player has acted in any way on his or her hand based on the number of cards have requested.

17. Cards that are exposed face up by the dealer before the draw must be kept.

18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.

19. Check–and-raise is permitted.

20. A maximum of a bet and six raises is permitted.

21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

23. Even is you are all in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you should buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.

24. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips and money on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips and money.

****Licensing or Trademark does not apply to this game.**

Easy Poker

THE DECK

The Game is played with one conventional deck of 52 cards with no jokers.

DEALING PROCEDURES

The House Dealer, an employee of the casino, who does not have any financial interest in the game, deals all cards.

Before any cards are dealt, all starting wagers (antes) must be placed and all collections paid by the players. Prior to dealing any cards, the House Dealer picks up all collections.

The Game is hand dealt.

The cards are dealt face down, except for the Player/Dealer's hands.

After shuffling, cards are dealt starting to the immediate left of the Player/Dealer. Each player who has made a wager on the hand receives one card face down, except for the Player/Dealer, who receives no cards until all common cards are dealt and the wagering is complete. Then a second card face down card is dealt to each player.

After all players have had a chance to make a second wager, a card is discarded from the top of the deck ("burned") and three common cards ("the flop") are dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fourth common card ("the turn") is dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fifth common card ("the river") is dealt in front of the House Dealer.

After all eligible players have had a chance to make a final wager, a card is burned and two hands are dealt face up for the Player-Dealer. Each hand is dealt a first card, and then each hand gets a second card in the same order.

After all wagers are settled, all cards are collected and shuffled for the next hand.

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, but typically will be seven or eight.

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.

EASY POKER™		
Table Limits	Player/Dealer Collection	Player Collection
$2 -$20 $5 - $100	$1 $2	$0.50 $1
$25 - $100	$2	$1
$50 - $300	$3	$2
$100 - $500	$5	$3

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. A maximum of seven starting wagers ("antes"), each within the table limits, may be made on each hand. Up to four additional bets can be made for each ante, each of which is a multiple of the ante.

BETTING SCHEME

The betting scheme is summarized in this chart:

ROUND	PLAYER SEES	BET SIZE	RESTRICTIONS
Ante		Player chooses	Within table limits
Hand	Two-card hand	0 or 1	If player checks, he must check the rest of the way
Flop	Three common cards	0 or 1	
Turn	Fourth common card	0 or 2	
River	Fifth common card	0 or 2	

Each player makes a fixed wager ante, at the beginning of a hand. Additional wagers can be made as follows:

- Hand: When the player sees his two-card hand, the player may make a second wager equal to the ante. If the player does not make a wager at this time, the player may not make any additional wagers on this hand, but the player may still win the amount of the ante.

- Flop: After the flop is dealt, the player may make another wager equal to the ante, unless the player did not wager upon seeing his/her hand.

- Turn: After the turn card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.
- River: After the river card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.

If there is more than one ante on a hand, the person making that ante may make independent betting decisions. No one is bound by what decisions are made by another person who placed an ante on that hand.

DETERMINING AND PAYING WINNERS

The hands are ranked according to the standard poker hand rankings. The player makes his best hand using any combination of five of the cards in his hand and the common cards. Just as in Texas Holdem, the player may use two cards from his hand with three from the board, one card from his hand with four from the board, or the five cards on the board.

The Player/Dealer chooses one of his two hands and makes his best five-card poker hand.

1. The Player/Dealer's hand must qualify, or the Player/Dealer automatically loses to each player. The Player/Dealer must have at least a pair to qualify. If there is a pair on the board among the five common cards, the Player/Dealer qualifies.

2. If the Player/Dealer qualified, each player's hand is compared to the Player/Dealer's chosen hand. If the player's hand is ranked higher, the player wins the full amount of all wagers including the ante, to the extent the Player/Dealer wager covers.

3. If the player's hand is ranked the same, the player gets the full amount of his wagers, including the ante back. However, the collection is never refunded.

4. If the player's hand is ranked lower, the Player/Dealer wins all that player's wagers, to the extent the money covers.

Wagers are settled, starting with the player to the left of the Player/Dealer.

As each wager is settled, and amount equal to the total amount the player has as risk is removed from the Player/Dealer wager. If the Player/Dealer loses, this amount is paid to the player. If the Player/Dealer wins, this amount is removed from the Player/Dealer wager and returned to the Player/Dealer along with his winnings.

All wagers are settled in order, with the wagers on each hand being settled fully before any wagers on the next hand.

In case of a push, no money is removed from the Player/Dealer's wager.

If there is not enough money in the Player/Dealer wager to part of a wager, that part of the wager is returned to the player. The player receives no refund, free collection, or other form of consideration.

If there is more than one ante on a hand, all the wagers based on an ante are settled before the next ante and wagers on that hand. The first ante to the Player/Dealer's left is settled first, and the others are settled in order.

"EASY ODDS" BONUS BET

HIGH HAND PAYOFF

Hand	Payoff
Royal Flush	200 to 1
Straight Flush	30 to 1
Quads	20 to 1
Full House	5 to 1
Flush	4 to 1
Straight	2 to 1
Trips	2 to 1
Jacks Up or Better	2 to 1

The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

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: Ante Bet, Play Bet, Bonus Bet.

Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

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 at a table then places his/her ante in a designated betting circle. A player may place a wager at his/her seat. No player may wager on more than one hand. 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 ante 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 each player is offered the option to make a second wager equal to his/her ante. If a player chooses not to make a wager at this time, the player may not make any additional wagers on this hand, but may win or lose the amount of the ante.

8. After each player has had the opportunity to wager, the House Dealer burns a card and deals the first three common cards called the flop.

9. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to his ante.

10. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fourth common cards called the turn.

11. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

12. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fifth common cards called the river.

13. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

14. This concludes all wagering.

15. The House Dealer burns a card and deals the two Player/Dealer hands. The better hand is selected and the other hand is moved aside, but kept face up.

16. At this point, all wagers are settled as described above in “Determining and Paying Winners”.

17. The cards are all collected.

18. The collections are dropped.

19. 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.

20. The next round of play begins.

GAMING TABLE

The game may be played on a standard raised gaming table, similar to that used for blackjack or on a standard poker table. Depending on the size and configuration of the table, table seats seven 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 for collections 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.

III.6 OTHER EQUIPMENT

In addition to the table, cards, chips and 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 this party has acted as Player/Dealer.

III.7 GLOSSARY OF TERMS

ANTE

The ante is starting wager, within the table limits, made by a player before the hands are dealt. All subsequent wagers are multiples of the ante.

BOARD

The board is the five common cards, used by all players and the Player/Dealer to make their hand.

FLOP

The flop is the first three of the five common cards, used by all players and the Player/Dealer to make their hand.

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.

QUALIFIER

The minimum hand the Player/Dealer must have to avoid losing. If the Player/Dealer does not have a qualifying hand, the player wins, even if the player has a weaker hand. (NOTE: In some variations, the Player/Dealer pushes with the player, if he has a better hand than the player or an equal hand, but does not qualify.)

RIVER

The river is the last of the five common cards, used by all players and the Player/Dealer to make their hand.

TURN

The turn is the fourth of the five common cards, used by all players and the Player/Dealer to make their hand.

****Licensing or Trademark does not apply to this game.**

KANSAS CITY LOWBALL (Deuce-to-seven)

In deuce-to-seven lowball, otherwise known as Kansas City lowball, the worst hand wins. The game is played with a standard 52-card deck (no Jokers), and is played on a industry standard poker-style table with a minimum of two and maximum of seven players. Unlike California lowball, straights and flushes do count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

Rules of Deuce-to-seven

The rules for deuce-to-seven lowball are the same as those for ace-to-five lowball, except for the following differences:

1. The best hand is any 7-5-4-3-2. Straights and flushes count against the value of your hand, and aces are considered high only.

2. Before the draw, an exposed card of 7, 5, 4, 3, or, 2 must be taken. Any other exposed card including a 6 must be replaced.

3. Check-and-raise is permitted on any hand after the draw.

4. A bet and six raises are allowed in any multi-handed betting round.

****Licensing or Trademark does not apply to this game.**

MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard 52 deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains. Mexican Poker is played on a industry standard poker-style table with a minimum of two and maximum of seven players.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Rules for Mexican poker

1. The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes, and Straights.

2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.

3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.

4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.

5. The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck :

"4-5-6-7-J" **"5-6-7-J-Q"** **"6-7-J-Q-K"** **"7-J-Q-K-A"**

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. Because cards on 3rd, 4th, or 5th streets are dealt either face up or dace down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

8. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.

9. A card will be burned on each round, following the second round.

10. Check and raise is permitted.

11. All raises must be at least equal to the size of the last bet.

12. Cards speak – hold your hand until you are sure of what your opponent has.

13. Once a card touches the muck, that hand is considered fouled. However, at the Floor person's discretion, it may be considered retrievable.

14. Not string bets or raises.

15. One short buy is allowed for every full buy-in.

16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.

17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

18. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

19. All players will act in turn. If a player checks, the player who checked first must show his hand first.

20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.

21. The Aviator Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

****Licensing or Trademark does not apply to this game.**

OMAHA HIGH-LOW SPLIT (8-or-Better)

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

1. Omaha High-Low Split (8-or-Better) uses a standard 52 card deck, and is played on a industry standard poker-style table with a minimum of two and maximum of nine players.

2. All the rules of Omaha apply to Omaha high-low split (8-or-better).

3. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.

4. If there is no low hand, the high hand wins the entire pot.

5. You can use one combination to make a low hand, as long as each hand uses exactly two hole cards with three board cards.

6. All other Hold'em rules apply.

****Licensing or Trademark does not apply to this game.**

OMAHA

Omaha is similar to Hold'em, except each player is dealt four down cards instead to two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em and also uses a standard 52 card deck. Omaha is played on an industry standard poker-style table with a minimum of two and maximum of nine players.

Omaha is often played high-low split, 8-or-better. You may use any combination of two hole cards and three board cards for your high hand and another (or the same) combination of two hole cards and three board cards for your low hand.

Rules of Omaha

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

2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.

3. All the rules governing "kill pots" are listed in the section on kill pots.

****Licensing or Trademark does not apply to this game.**

PAI GOW POKER (Joker Wild)

Object

The object of Pai Gow Poker is to make two hands that outrank the two hands made by the "Player/Dealer." The "front" hand, which contains two cards, must be lower in rank than the "back" hand, which contains five cards. Pai Gow Poker uses the same hand rankings as standard poker games. (See Pai Gow Poker Rankings at the back)

Game Description:

Pai Gow Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker can be used as an ace or as any card to complete a straight or a flush. In Pai Gow Poker Joker Wild, the Joker can be used as any card. The game is dealt on a Pai Gow Poker table (bat wing design) to seven player positions. The Player/Dealer button rotates around clockwise which denotes which one of the seven players is the Player/Dealer for that particular hand.

The house dealer will deal seven hands in front of him/her. Each hand contains seven cards all dealt face down. The Player/Dealer selects one of seven hands to be the first hand to be delivered out by calling out a number. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the Player/Dealer to determine who receives the first set of cards and also where the payoffs begin. The Player/Dealer's position is always counted as numbers 1, 8 or 15. The dealer will deliver to each position a hand, which consists of seven cards. The Player/Dealer's hand is kept face down in front of the house dealer.

The players can set their hands or may request their hands to be set as house way (See House-Way Rules located at the back.) Out of the seven cards two hands are made. One is the front hand (2 cards) and the other one is the back hand (5 cards.) The back hand must rank higher than the front hand otherwise it is considered a foul hand. The players place their hands face down with the two card hand in the front and the five card hand in the back. If it is set as house way, all 7 cards are placed face down in one pile.

After all players have set their hands, the house dealer will open the Player/Dealer's hand. The Player/Dealer will make a decision on how to set their hand.

All bets are against the Player/Dealer. If both of the player's hands beat the Player/Dealer's hands, the player wins. If one hand wins and one hand loses to the Player/Dealer, it is a "push" or tie, and no money changes hands. If both of the player's hands are lower than the Player/Dealer's hand, the player loses. An identical hand is called a copy. The Player/Dealer wins all copies. All foul hands set by the player will lose automatically.

The designated Player/Dealer position rotates in a systematic and continuous manner around the table, and no player is allowed to bank for more than two consecutive hands. The Player/Dealer cannot win or lose more than the original amount wagered.

General Description

Wages are placed prior to receiving cards. Once the dice cup is opened, bets can not be changed.
A seat (playing position) consists of 4-6 betting circles.
A pre-determined collection must be placed for each wager prior to the start of the hand. (See house collection fees).
*All tables have minimum and maximum limits allowed for each bet. The seated players have the first option to wager on either one or more circles of their seats. If the seated player chooses not to wager on a circle, any player, seated or not, may bet on the available circles.

Rotation Rules:

One or more players assume the role of the Player/Dealer. The remainder of players will wager against the Player/Dealer by comparing each of their hands, one hand at a time. The Player/Dealer is not required to cover all wagers on the table.

A Round of Play:

1. Dealing the Cards: The House Dealer Shuffles as follows:

a. Scramble wide and thoroughly
b. Shuffle-Shuffle-Box (Strip)- Shuffle
c. Player/Dealer cuts the deck.
d. House dealer deals the piles in a straight row, seven piles consisting of seven cards, each start from left to right and then from right to left. Repeat the sequence until each pile has seven cards.
e. Player/Dealer selects the action hand (1st hand to be distributed) where an ACTION button is placed on top of it.
f. Player/Dealer shakes the dice. After all wagers are made, house dealer opens dice and places the ACTION hand on the appropriate spot (position) and delivers the hands clockwise.

2. Open the Cards:

a. After all players have finished setting their hands, house dealer opens Player/Dealer's hand.
b. House dealer reads and compares to other hands; starting with action hand.
c. Winning hands are left face up. Losing hands are left face down with losing bets on top. Push hands are taken back into tray.
d. House dealer collects and pays only to the extent of the Player/Dealer's money in action.

The Rules of Pai-Gow Poker

1. The Aviator Casino does not participate in the play of the game and has no interest in the outcome of the play. No individual can compete with or bet against the Aviator Casino.

2. By taking a seat in a game at the Aviator Casino, you agree that all decisions of the management are final. Discourteous behavior and/or abusive language will not be tolerated.

3. No decision on a hand may be rendered by a floor person once the next hand has commenced.

4. A collection is taken in advance for each wager. Player must have a full minimum bet after paying the collection.

5. Each table has a “Spread” limit defining the minimum and maximum amounts that may be wagered in each betting circle.

6. Players must bet at least the table minimum. In a situation in which less than a minimum bet is made and acted on, the bet will receive action, but will not be permitted further.

7. Bet amounts over the table maximum will receive no action.

8. Player/Dealer wagers have no maximum.

9. Player/Dealer will receive action only on amount wagered. The Player/Dealer cannot collect losing bets beyond the amount that he/she has wagered.

10. All action runs clockwise beginning with action button.

11. Players may not show their hands or discuss their hands with any other player at any time while the game is in play. The only exception is when there is more than one player betting on the same position.

12. The value of the dice cup determines which player receives the first hand and also where action starts, counting from the Player/Dealer as number 1 and proceeding clockwise. The Player/Dealer’s position is always 1, 8, and 15.

13. The Joker may be used as an ace or to complete a straight or flush. The Joker in Pai Gow Poker Joker Wild is wild and may be used as any card.

14. Cash is traded for chips and bets are paid off in chips.

15. The person who occupies a seat has priority on the placing of a wager. However, the person playing with the largest amount of money in action will handle the cards.

16. A seated player cannot stop any backline bets. A seated player cannot stop anyone from wagering on a betting circle that he/she is not betting on.

17. Backline bettors are allowed to take part in the playing of a hand. If a seated player and backline player (or players) is in dispute about the play of a hand, the player who places the biggest wager in action controls the cards. If the wagers involved are equal and there is a dispute about the play of a hand, the seated player has the final say.

18. In the event a backline player (or players) has the biggest wager and the player wishes to decide on how a hand is played, the backline player (or players) may set the hand or play it house way.

19. If an active player or a backline player wishes to bet on other spots that are not adjacent to them, the house dealer MUST handle all transactions.

20. When the casino dealer opens the dice and declares "no more bets," no one is permitted to change their bet.

21. Player/Dealer's hand is not to be revealed until all other hands are set.

22. All wagers must be placed before house dealer opens the dice.

23. Side bets or proposition bets are not permitted.

24. An active player is given the first chance at being the Player/Dealer at that individual's seat. If no wager was placed on the prior hand, no one will be Player/Dealer at that seat.

25. The switching, passing and/or holding out of cards will foul a hand and the wager will be forfeited to the extent that money covers. A player(s) proven guilty of this practice will be barred and may be subject to prosecution.

26. Player must never hold cards below the level of the table top and cards may not leave the border of the table.

27. A player or players who remove a losing bet could be barred and/or subject to prosecution.

28. An individual has a FOULED hand if any of the following occurs:

a. The two-card hand is superior to the behind five-card hand.
b. The player does not hold exactly two cards in the front hand.
c. The player does not hold exactly five cards in the back hand.

29. A player is permitted to set only one hand. Any additional hands he wagered on must be played as house way.

30. During a deal, any boxed or exposed card will be replaced after the deal is finished by the first of the remaining four cards.

31. If one of the following occurs, a misdeal will be declared:

a. Joker or Ace is boxed or exposed.
b. Two or more cards are boxed or exposed.

32. Each player is responsible for the final setting of their own hands. In the event a player asks the house dealer for assistance on the setting of a hand, it will be set as house way.

33. The casino dealer cannot permit the Player/Dealer to set his hand foul. If by mistake the house dealer permits a foul hand to be played, the hand will be reset (house way) by casino management and the play will continue.

34. The Player/Dealer's hand will not be set until that individual has made a clear and final decision by means of an obvious signal to the casino dealer.

35. Requests for new setups are permitted after two hours.

36. The Player/Dealer is permitted to request an extra shuffle from the casino dealer.

37. Only the Player/Dealer is permitted to ask for a deck change.

38. Casino Management reserves the right to make decisions, which are in the best interest of the game.

Pai-Gow Glossary:

1. **Player/Dealer:** The player in a certain position wagering an amount against all wagers in the other 6 positions.

2. **Betting circles**: A player may wager a minimum or maximum amount on each circle depending on the game limit.

3. **Seated Player:** A player who occupies a seated position.

4. **Backline player:** Any player not seated in front of one of the seven number positions.

5. **House Way:** Players may ask the house dealer to set their hands according to Aviator Casino "house way" chart.

6. **PAI GOW POKER HOUSE WAY**:**(See Aviator Casino House Way Chart page 53).**

7. **PAI GOW POKER RANKINGS**:

1. **Five Aces**
2. **Royal Flush**
3. **Straight Flush**
4. **Four of a Kind**
5. **Full House**
6. **Flush**
7. **Straight**
8. **Three of a Kind**
9. **Two Pair**
10. **One Pair**
11. **High Card**

THE AVIATOR CASINO PAI-GOW HOUSE WAY CHART	
Hand	**Hand Set**
No Pair	2nd & 3rd highest cards in front
One Pair	Pair in back & highest other cards in front.
High Pairs: A's, K's, Q's	Small pair in front.
High Pairs: J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split.
High Pairs: 8's, 7's, 6's	Two pairs behind if King or Higher in front: otherwise split.
High Pairs: 5's, 4's, 3's	At least Queen or Higher in front then two pair behind: otherwise split.
Three Pair	Highest pair in front.
Three of a Kind—Aces	Ace + Highest card and pair Aces behind.
Three of a Kind—Kings and Below	Never split. Highest card in front. Trips in the back.
Two Sets	Highest Pair of the two sets in front. Lowest set behind.
Straight, Flush, Straight Flush/ No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ One Pair	Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ Two Pair	Use Two Pair Strategies.
Straight, Flush, Straight Flush/ Three of a Kind	Complete hand in back and pair in front.
Full House	Highest Allowable pair in front.
Four of a Kind: A's, K's, Q's	Always Split
Four of a Kind: J's, 10's, 9's	Four of a Kind in back if you can put at least a King up front: otherwise split.
Four of a Kind: 8's, 7's, 6's	Four of a Kind in back if you can put at least a Queen up front: otherwise split.
Four of a Kind: 5's and Below	Never Split.`
Five Aces	Put a pair of Aces in front.

****Licensing or Trademark does not apply to this game**

PAI GOW POKER

Object

The object of Pai Gow Poker is to make two hands that outrank the two hands made by the "Player/Dealer." The "front" hand, which contains two cards, must be lower in rank than the "back" hand, which contains five cards. Pai Gow Poker uses the same hand rankings as standard poker games. (See Pai Gow Poker Rankings at the back)

Game Description:

Pai Gow Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker can be used as an ace or as any card to complete a straight or a flush. The game is dealt on a Pai Gow Poker table (bat wing design) to seven player positions. The Player/Dealer button rotates around clockwise which denotes which one of the seven players is the Player/Dealer for that particular hand.

The house dealer will deal seven hands in front of him/her. Each hand contains seven cards all dealt face down. The Player/Dealer selects one of seven hands to be the first hand to be delivered out by calling out a number. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the Player/Dealer to determine who receives the first set of cards and also where the payoffs begin. The Player/Dealer's position is always counted as numbers 1, 8 or 15. The dealer will deliver to each position a hand, which consists of seven cards. The Player/Dealer's hand is kept face down in front of the house dealer.

The players can set their hands or may request their hands to be set as house way (See House-Way Rules located at the back.) Out of the seven cards two hands are made. One is the front hand (2 cards) and the other one is the back hand (5 cards.) The back hand must rank higher than the front hand otherwise it is considered a foul hand. The players place their hands face down with the two card hand in the front and the five card hand in the back. If it is set as house way, all 7 cards are placed face down in one pile.

After all players have set their hands, the house dealer will open the Player/Dealer's hand. The Player/Dealer will make a decision on how to set their hand.

All bets are against the Player/Dealer. If both of the player's hands beat the Player/Dealer's hands, the player wins. If one hand wins and one hand loses to the Player/Dealer, it is a "push" or tie, and no money changes hands. If both of the player's hands are lower than the Player/Dealer's hand, the player loses. An identical hand is called a copy. The Player/Dealer wins all copies. All foul hands set by the player will lose automatically.

The designated Player/Dealer position rotates in a systematic and continuous manner around the table, and no player is allowed to bank for more than two consecutive hands. The Player/Dealer cannot win or lose more than the original amount wagered.

General Description

Wages are placed prior to receiving cards. Once the dice cup is opened, bets can not be changed.
A seat (playing position) consists of 4-6 betting circles.
A pre-determined collection must be placed for each wager prior to the start of the hand. (See house collection fees).
*All tables have minimum and maximum limits allowed for each bet. The seated players have the first option to wager on either one or more circles of their seats. If the seated player chooses not to wager on a circle, any player, seated or not, may bet on the available circles.

Rotation Rules:

One or more players assume the role of the Player/Dealer. The remainder of players will wager against the Player/Dealer by comparing each of their hands, one hand at a time. The Player/Dealer is not required to cover all wagers on the table.

A Round of Play:

1. Dealing the Cards: The House Dealer Shuffles as follows:

a. Scramble wide and thoroughly
b. Shuffle-Shuffle-Box (Strip)- Shuffle
c. Player/Dealer cuts the deck.
d. House dealer deals the piles in a straight row, seven piles consisting of seven cards, each start from left to right and then from right to left. Repeat the sequence until each pile has seven cards.
e. Player/Dealer selects the action hand (1st hand to be distributed) where an ACTION button is placed on top of it.
f. Player/Dealer shakes the dice. After all wagers are made, house dealer opens dice and places the ACTION hand on the appropriate spot (position) and delivers the hands clockwise.

2. Open the Cards:

a. After all players have finished setting their hands, house dealer opens Player/Dealer's hand.
b. House dealer reads and compares to other hands; starting with action hand.
c. Winning hands are left face up. Losing hands are left face down with losing bets on top. Push hands are taken back into tray.
d. House dealer collects and pays only to the extent of the Player/Dealer's money in action.

The Rules of Pai-Gow Poker

1. The Aviator Casino does not participate in the play of the game and has no interest in the outcome of the play. No individual can compete with or bet against the Aviator Casino.

2. By taking a seat in a game at the Aviator Casino, you agree that all decisions of the management are final. Discourteous behavior and/or abusive language will not be tolerated.

3. No decision on a hand may be rendered by a floor person once the next hand has commenced.

4. A collection is taken in advance for each wager. Player must have a full minimum bet after paying the collection.

5. Each table has a "Spread" limit defining the minimum and maximum amounts that may be wagered in each betting circle.

6. Players must bet at least the table minimum. In a situation in which less than a minimum bet is made and acted on, the bet will receive action, but will not be permitted further.

7. Bet amounts over the table maximum will receive no action.

8. Player/Dealer wagers have no maximum.

9. Player/Dealer will receive action only on amount wagered. The Player/Dealer cannot collect losing bets beyond the amount that he/she has wagered.

10. All action runs clockwise beginning with action button.

11. Players may not show their hands or discuss their hands with any other player at any time while the game is in play. The only exception is when there is more than one player betting on the same position.

12. The value of the dice cup determines which player receives the first hand and also where action starts, counting from the Player/Dealer as number 1 and proceeding clockwise. The Player/Dealer's position is always 1, 8, and 15.

13. The Joker may be used as an ace or to complete a straight or flush.

14. Cash is traded for chips and bets are paid off in chips.

15. The person who occupies a seat has priority on the placing of a wager. However, the person playing with the largest amount of money in action will handle the cards.

16. A seated player cannot stop any backline bets. A seated player cannot stop anyone from wagering on a betting circle that he/she is not betting on.

17. Backline bettors are allowed to take part in the playing of a hand. If a seated player and backline player (or players) is in dispute about the play of a hand, the player who places the biggest wager

in action controls the cards. If the wagers involved are equal and there is a dispute about the play of a hand, the seated player has the final say.

18. In the event a backline player (or players) has the biggest wager and the player wishes to decide on how a hand is played, the backline player (or players) may set the hand or play it house way.

19. If an active player or a backline player wishes to bet on other spots that are not adjacent to them, the house dealer MUST handle all transactions.

20. When the casino dealer opens the dice and declares “no more bets,” no one is permitted to change their bet.

21. Player/Dealer’s hand is not to be revealed until all other hands are set.

22. All wagers must be placed before house dealer opens the dice.

23. Side bets or proposition bets are not permitted.

24. An active player is given the first chance at being the Player/Dealer at that individual’s seat. If no wager was placed on the prior hand, no one will be Player/Dealer at that seat.

25. The switching, passing and/or holding out of cards will foul a hand and the wager will be forfeited to the extent that money covers. A player(s) proven guilty of this practice will be barred and may be subject to prosecution.

26. Player must never hold cards below the level of the table top and cards may not leave the border of the table.

27. A player or players who remove a losing bet could be barred and/or subject to prosecution.

28. An individual has a FOULED hand if any of the following occurs:

a. The two-card hand is superior to the behind five-card hand.
b. The player does not hold exactly two cards in the front hand.
c. The player does not hold exactly five cards in the back hand.

29. A player is permitted to set only one hand. Any additional hands he wagered on must be played as house way.

30. During a deal, any boxed or exposed card will be replaced after the deal is finished by the first of the remaining four cards.

31. If one of the following occurs, a misdeal will be declared:

a. Joker or Ace is boxed or exposed.
b. Two or more cards are boxed or exposed.

32. Each player is responsible for the final setting of their own hands. In the event a player asks the house dealer for assistance on the setting of a hand, it will be set as house way.

33. The casino dealer cannot permit the Player/Dealer to set his hand foul. If by mistake the house dealer permits a foul hand to be played, the hand will be reset (house way) by casino management and the play will continue.

34. The Player/Dealer's hand will not be set until that individual has made a clear and final decision by means of an obvious signal to the casino dealer.

35. Requests for new setups are permitted after two hours.

36. The Player/Dealer is permitted to request an extra shuffle from the casino dealer.

37. Only the Player/Dealer is permitted to ask for a deck change.

38. Casino Management reserves the right to make decisions, which are in the best interest of the game.

Pai-Gow Glossary:

1. **Player/Dealer:** The player in a certain position wagering an amount against all wagers in the other 6 positions.

2. **Betting circles**: A player may wager a minimum or maximum amount on each circle depending on the game limit.

3. **Seated Player:** A player who occupies a seated position.

4. **Backline player:** Any player not seated in front of one of the seven number positions.

5. **House Way:** Players may ask the house dealer to set their hands according to Aviator Casino "house way" chart.

6. PAI GOW POKER HOUSE WAY:**(See Aviator Casino House Way Chart page 53).**

7. PAI GOW POKER RANKINGS:

1. **Five Aces**
2. **Royal Flush**
3. **Straight Flush**
4. **Four of a Kind**
5. **Full House**
6. **Flush**
7. **Straight**
8. **Three of a Kind**
9. **Two Pair**
10. **One Pair**
11. **High Card**

THE AVIATOR CASINO PAI-GOW HOUSE WAY CHART	
Hand	**Hand Set**
No Pair	2nd & 3rd highest cards in front
One Pair	Pair in back & highest other cards in front.
High Pairs: A's, K's, Q's	Small pair in front.
High Pairs: J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split.
High Pairs: 8's, 7's, 6's	Two pairs behind if King or Higher in front: otherwise split.
High Pairs: 5's, 4's, 3's	At least Queen or Higher in front then two pair behind: otherwise split.
Three Pair	Highest pair in front.
Three of a Kind—Aces	Ace + Highest card and pair Aces behind.
Three of a Kind—Kings and Below	Never split. Highest card in front. Trips in the back.
Two Sets	Highest Pair of the two sets in front. Lowest set behind.
Straight, Flush, Straight Flush/ No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ One Pair	Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ Two Pair	Use Two Pair Strategies.
Straight, Flush, Straight Flush/ Three of a Kind	Complete hand in back and pair in front.
Full House	Highest Allowable pair in front.
Four of a Kind: A's, K's, Q's	Always Split
Four of a Kind: J's, 10's, 9's	Four of a Kind in back if you can put at least a King up front: otherwise split.
Four of a Kind: 8's, 7's, 6's	Four of a Kind in back if you can put at least a Queen up front: otherwise split.
Four of a Kind: 5's and Below	Never Split.`
Five Aces	Put a pair of Aces in front.

****Licensing or Trademark does not apply to this game**

PINEAPPLE

Rules for Pineapple

Pineapple is played with a standard 52 card deck, and is played on a industry standard poker-style table with a minimum of two and maximum of nine players. Pineapple is similar to Hold'em, except each player is dealt three down cards instead to two, and one of the three down cards must be discarded after the initial round of betting but before the first three community cards (the Flop) are turned up. If a player fails to discard a card before the Flop, then that player's hand is dead. All other Hold'em rules apply.

Crazy Pineapple is the same as Pineapple with one notable exception: Players must discard one of their three down cards after the first three community cards are turned up. Failure to discard a card after the Flop will result in a Dead Hand. All other Hold'em rules apply.

****Licensing or Trademark does not apply to this game.**

POKER PRO™—TEXAS HOLD'EM

1. Name of the controlled game.
Texas Hold'em Poker

2. Copies of published/proposed promotions or advertisement literature must accompany this application.
Brochures describing the play of "Texas Hold'em" on the PokerPro™ table.

3. A detailed description of rules of the controlled game must be attached and must include the following information:

Texas Hold'em,

"…players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds…"

Rules provided by Bob Ciaffone via ROBERT'S RULES OF POKER

a. Standards of Play

1) The Dealer button will rotate in a clockwise manner as well as the small and big blinds.

2) All participants must abide by the published rules.

3) No players may discuss their cards between each other.

4) Any disputes will be immediately resolved via an instant replay of the hand, on the table.

5) All tie hands will split the pot.

6) There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em game.

7) All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.

b. "Standard" 52-card deck or other type of card deck

1) This version of Texas Hold'em poker will utilize an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.

2) The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a casino employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.

3) The electro-mechanical shuffler has been tested and certified by GLI. The systems servers will be in a secured area within the casino with very limited access. All information (i.e. hands dealt and the amount of money in play and on an individual's account) will be instantaneously saved so in the case of power or network interruption, there will not be a loss of data. In addition, the servers have tape back ups of all data as well as the data being stored with mirroring software across multiple servers.

c. Describe dealing procedures.

1) The electronic cards are shuffled and there as a single deal, to all players of high card to determine the dealer button position.
2) An electronic, 52 card deck is shuffled. Blinds are posted; two cards are dealt to each player "hole cards".
3) Round of betting.
4) The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center monitor of the table.
5) Round of betting.
6) The table will "burn" the next card, then deal a fourth card or "turn" card to be displayed on the center monitor of the table as a community card.
7) Round of betting.
8) The table will "burn" the next card, and then deal a fifth card or "River" card to be displayed on the center of the table as a community card.
9) Final round of betting.

d. Number of players in the game.

1) A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'EM.

e. Description of how and when are house fees collected.

1) The collection schedule will be as currently approved by the Division and in place at the Aviator Casino will be utilized in this game.
2) The progressive jackpot currently approved by the Division and in place at the Aviator Casino will be utilized in this game.

f. Betting Limits.

1) $2/4, $3/6, $6/12, $10/20, $15/30, $20/40, $75/150, No-Limit, and Pot Limit Games.
2) Higher Limits available upon request.

g. Betting Scheme

1) Post blinds, "Small Blind" and "Big Blind" (e.g. $2 for the Small Blind and $4 for the Big blind in a $2/4 N0-Limit game)
2) Hole cards dealt
3) Round of betting, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of "Check"(if all other players "called"), "Call"(if someone else raised) "Raise", or "Fold"
4) "Flop" dealt as Community cards
5) Round of Betting, starting with the first player remaining to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"
6) "Turn" dealt as Community card
7) Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"
8) "River" dealt as Community Card.
9) Final Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button" With the options of "Check", "Raise", or "Fold"

h. How winners determined and paid.
1) At the end of the final betting round the player remaining with the highest hand is the winner.
2) If all other players fold before the final round of betting. The remaining player is declared the winner.
3) All ties result in a split pot.
4) The pot winnings are automatically transferred to the player's table stakes.

3. Describe a "round of play." Also provide a video of the controlled game being played, if available.

a. A minimum of two and a maximum of ten players can participate in the game.
b. The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).
c. Players log into there seats utilizing a player card with a magnetic stripe, and an associated Personal Identification Number (PIN) unique to the individual, which will be inserted into card reader at there personal LCD display and will display the amount of funds the player has available to them to bring to the table.
d. The electronic cards are shuffled and there as a single deal, to all players of high card to determine the dealer button position.

e. The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.
f. The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.
g. The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center of the table, the player in the big blind position will check or bet. This

process will follow in a clockwise manner around the table until all players have checked, wagered or folded.
h. The table will "burn" the next card, then deal a fourth card to be displayed on the center of the table and the same wagering will take place. The same goes for the fifth, or "river" card.
i. After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the "dealer" button is rotated one spot to the left of the previous spot.
j. Any dispute will be settled by an Aviator Casino employee trained in the use of the electronic table and the Directors tablet.

5. DESCRIBE THE TYPE OF GAMING TABLE UTILIZED FOR THE GAME.

Based on customer demand and advancement in the industry, the Aviator Casino proposes to modify the existing Texas Hold'em poker game by utilizing a modified traditional poker table with an Electro-Mechanical Shuffler. The table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be utilized as in the currently approved game. All cards and chips will be an electronic facsimile or representation.

All rules and standards that apply to the current Texas Hold'em poker game will remain the same including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

There is a jackpot element attached to this game which will function in the same manner as that of the current poker jackpot the Division of Gambling Control (Division) has approved. The jackpot collection, administrative fees, payout of winners, and accounting procedures will not change.

Third Party Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) do not participate in this game within their official capacity.

5. List other equipment used.

a. Electro-Mechanical Shuffler – Calculated algorithm that shuffles an Electronic deck of 52 cards.
b. Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.

6. Provide a glossary of terms used in the controlled game.

Action
A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

All In
When all a player's chips are in the pot.

Bet
The act of placing a wager in turn into the pot on any betting round.

Big Blind
A forced wager to stimulate action in a poker game.

Burn card
After the initial round of cards is dealt, the first card off the deck in each round is discarded.

Button
See Dealer Button.

Buy In
The minimum amount of money a player must sit down with in order to play a particular game.

Cage
The place where the player will deposit money into the player account.

Call
To accept the previous action. If another player bets, to continue to play you must call to match the wager (or raise).

Cap
To put in the last raise permitted on a betting round (third raise).

Center Pot
The main pot. If a player goes all-in and there is more betting, a new (side) pot is displayed.

Check
To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

Chop
Divide the pot.

Chip
The electronic facsimile of a clay chip used instead of cash at a gaming table.

Collection
The fee charged in a game.

Community Cards
The common cards used by all players. The cards that are in the middle of the table during the hand.

Deal
To give each player cards or put cards on the board.

Dealer Button
A white button used to determine who will be the first to act in wagering.

Flop
The first three community cards dealt and displayed on the center of the table.

Fold
To throw your hand away.

Fourth Street
The first board card after the flop (also called the turn card).

Flush
A Poker hand consisting of five cards of the same suit.

Full House
A hand consisting of three of a kind and a pair.

Hand
a. All a player's personal cards.
b. The five cards determining the poker ranking.
c. A single poker deal.

Heads-up Play
Only two players involved in play

Hole cards
The cards dealt facedown to a player

Kicker
The highest unpaired card that helps to determine the value of a five-card poker hand.

Limit
A game where there is an established maximum bet, and raise.
Main Pot
The pot where all bets were matched by all players involved in the hand. If a player is not able to match a bet (because they are all in), then a side pot is created.

Missed Blind
A required bet that is not posted when it is your turn to do so.

Muck
To fold a hand. It is also the pile of folded and burned cards in front of the dealer.

No-Limit
A betting structure where players are allowed to wager any or all of their chips in one bet

Pot-Limit
The betting structure of a game in which you are allowed to bet up to the amount of the pot.

Raise
To increase the amount of the previous bet. The increase is determined by the type and the limit style of the game.

Rebuy
To buy more chips, bring more money into the game.

Re-raise
To raise after somebody has already raised.

Ring Game
Playing a Cash game at the regular poker tables as opposed to a tournament.

River Card
The fifth and last card dealt for the community board.

Side Pot
A pot that is created when one or more players are all-in.

Small Blind
A forced wager to stimulate action in a poker game. Half of the big blind.

Shuffle
The act of mixing the cards before a hand

Split Pot
A pot that is shared by two or more players

Straight Flush
Five cards in consecutive rank

Table Stakes
a. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand.
b. The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

Tournament
An event where a group of players sit down with the same number of chips and continue play until only one player has all of the chips. In tournaments, there is a buy-in for each player and all of the money is added up and divided into a prize pool.

Turn Card
The fourth card dealt for the community board.

Wager
To bet or Raise.

SUPER PAN 9

Games Description:

1. Super Pan 9, hereafter called Pan 9, is played with multiple (eight to twelve) standard 52 card decks with the Sevens, Eights, Nines, and Tens removed. There is no Joker. Pan 9 is played on an industry standard blackjack-style table with the minimum of two and maximum of eight seats.

2. Players are each dealt three cards face down, one at a time, in turn, in rotation, and have the option to draw an additional card.

3. The object is for a Player to have cards whose sum total (numerical count) is closer to *nine* (9) than the sum total of the cards held by the Player-Dealer. Only the last digit is used.

4. Cards have the following value:

- ♠ **Ace = 1**
- ♠ **Deuce = 2**
- ♠ **Trey = 3**
- ♠ **Four = 4**
- ♠ **Five = 5**
- ♠ **Six = 6**
- ♠ **Jack = 10 (0)**
- ♠ **Queen = 10 (0)**
- ♠ **King = 10 (0)**

Examples of sum total (numerical values);

A. 6, 6, 5 = 17 or 7
B. 2, 4, 2 = 8
C. A, A, Q, 5 = 7
D. 6, 5, J, 3 = 14 or 4
E. 5, 5, K, 6 = 16 or 6
F. K, K, Q, 6 = 6

5. Pan 9 is played on a poker-style table, which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated Players and backline bettors.

6. In addition, there are two rectangular boxes; one placed horizontally, the other vertically in relation to the Player. The Player places his cards in one of these boxes to indicate what action should occur. If the Player elects not to draw an additional card, he places his original three cards in the vertical box, the one closer to the Dealer. If the Player wants to draw a card, he so indicates

by placing his original three cards in the horizontal box, the one closer to him. In the latter case, this indicates that the Dealer should subsequently deal the Player a fourth card, which is placed in the vertical box.

7. The Player-Dealer's hand should not be exposed until the Dealer sees that all vertical boxes contain the three original cards, or an additional fourth, the draw card.

<u>Pan 9 General Rules</u>:

8. The Aviator Casino does not participate in the actual play of the game, and has no interest in the play. No Player ever plays against, or makes a wager against the Aviator Casino.

9. English only during the play of the hand.

10. A Player has a foul hand if his cards come in contact with other cards. *Players must protect their hands at all times.*

11. Each Player is responsible for the chips he places on the table.

12. Each qualified Player has the option to be the Player-Dealer once, twice, or not at all, per each round of play, in rotation. To qualify as Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand.

13. No side bets or proposition bets are allowed.

14. The Dealer is not allowed to pay collection for any Player.

15. The Dealer is not allowed to have any influence on the outcome of the Player-Dealer's hand. Shaking the dice or giving an opinion regarding taking an additional card are examples of influence.

16. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.

17. Any Player wagering on a spot on the previous hand has the option of being the Player-Dealer on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.

18. Players must bet within the table limits.

19. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.

20. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action but, as a rule will not be tolerated. On fixed limit "Condition" tables only the exact limit will be accepted. No more no less.

21. Any amounts over the maximum table limit will receive no action.

22. All cash must be changed to chips before the action will be accepted. All bets will be paid off in chips.

23. No bettor can win or lose more than he has bet on a given hand.

24. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.

25. Players who bet "Kum-Kum" must each wager at least the table minimum.

26. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.

27. Players place their bets before the dice cup is opened. No change in bets can occur after that point.

28. PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.

29. Backline Players may wager on any betting square not taken by the seated Player.

30. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.

31. Any active Player is entitled to know the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.

32. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

33. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

34. All foul hands are considered losing hands to the extent money covers.

Dealing Rules:

35. Play starts at the action button seat and progresses clockwise.

36. The Player-Dealer may have anyone shake the dice, except an Aviator employee on duty.

37. A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. All previous hands stand as played.

38. When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.

39. All exposed cards on the initial deal will play as dealt. Cards accidentally exposed by the Dealer on the draw will be replaced after the Player-Dealer's action is complete.

40. A misdeal will be called if:

a. It has been determined, before the deal is completed, that cards have gone to the wrong position:
b. The Player-Dealer was dealt the wrong number of cards.

41. A Player may have a foul hand if he does not start with exactly three cards.

Rules of Play – Initial Three Cards:

42. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is played.

43. No Player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any cards or hand. The Dealer will give the entire hand to the proper Player, and replace the hand in its proper position.

44. Backline Players may participate in the play of the hand. If the active Player and the Backline Player disagree over the play of the hand, the active Player has the final decision.

45. In the Player-Dealer's position, the largest wager in action has the final decision as to the play of the hand.

46. The Player-Dealer's hand will not be opened until all hands have been set and the draw completed.

47. If the Player-Dealer's hand is accidentally exposed before all hands have been set, the unset hands will be set "House Way".

48. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.

49. Any attempts to switch, pass, hold out cards, or any other illegal action will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

50. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

51. A Player may see only one hand, regardless on how many hands he has wagered on.

52. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.

53. Players are responsible for the final play of their hands. If a Player requests assistance on the play of a hand, the Dealer will play it "House Way".

54. Any House Way hand improperly played by the Dealer will be replayed by Management, if it can be retrieved intact. The Dealer will not cause any Player's hand to be fouled or played incorrectly.

Rules of the Draw:

55. Each Player requesting a card places his initial three cards in the back box of the respective position, that is, the box closest to him. If no card is desired, the hand must be placed in the front box, that is, the one closest to the Dealer.

56. A Player has a foul hand if he takes a card and does not end up with exactly four cards.

57. There can be no misdeal declared after the draw has commenced, except when the Player-Dealer's hand does not contain exactly three cards.

58. After the Dealer's announcement "All HANDS SET" Players may not touch their wager, their cards, or the draw card.

59. When the Player-Dealer's hand totals three (3) or less, the Dealer will automatically draw a card for the Player-Dealer.

60. When the Player-Dealer's three card total is seven, eight, or nine, he must stand (no draw is allowed).

61. When the Player-Dealer's three card total is four (4), five (5), or six (6), an option to stand or draw must be exercised by the Player-Dealer. The Player-Dealer's hand is not set until he signifies with an obvious gesture and only then will the Dealer start to open the Player's hands.

62. Payoff of "Kum-Kum" Bets: "Kum-Kum" bets will be paid off and/or collected as one bet.

63. **"House Way" for Players:** Five or less - takes a card, six or more - stands.

64. "**House Way"** hands for players should be opened first before the action hand incase it has been played incorrectly.

65. When opening a new game the house will give free collection for four (4) hands.

Wagering Limit (per betting square)

All Games:	Minimum = $10	Maximum = $200

****Licensing or Trademark does not apply to this game**

TEXAS HOLD'EM

Hold'em uses a standard 52 card deck, and is played on an industry standard poker-style table with a minimum of two and maximum of nine players. In Hold'em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting has been completed, a player may use any combination of five cards. The hand is made from any five-card combination of board and personal cards. A. player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is the designated dealer for that hand. This button rotates around the table in a clockwise direction. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action after the first betting round.

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

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

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

Rules of Hold'em

<u>Blinds</u>

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.

2. When there are two live blinds with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.

3. A new player entering a Hold'em game, has the following options:

- **a.** To wait for the big blind.
- **b.** To post an amount equal to the big blind and immediately be dealt a hand.
- **c.** To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.

4. As a new player, you cannot be dealt in between the small blind and the button. You must wait until the button passes. A new player may enter the game by assuming the big blind in the first position clockwise from the button, as long as the order of the blinds is not disturbed.

5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.

6. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players can not have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum bring-in is live and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. A player who takes the big blind but misses the small blind must make up both blinds in order to receive a hand. The small blind money is dead money and is placed in the pot.

9. Blinds may not be made up between the big blind and the button.

10. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet been required from that seat. A player may also change seats without penalty provided a blind has not yet been required from the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he/she misses a blind.

11. "Live straddle" bets are allowed. A "live straddle" may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card. A "live straddle" entitles that player to act last during the first round of betting and allows the player to either call the action or to raise. Players initiating a "live straddle" must begin the hand with at least four times the amount of the big blind. For example, in $2-$4 game the minimum required amount of chips in front of player before he/she straddles is $16.

<u>Irregularities</u>

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

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

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

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

Playing the Board

16. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.

****Licensing or Trademark does not apply to this game.**

THREE CARD POKER™

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

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

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.

2. The game is played with up to six standard 52-card decks.

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

4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

5. Players must make an Ante wager and pay a collection to be dealt in.

6. Each player receives three cards face-down. The player/dealer receives three cards, two face-down and one face-up.

7. Once players inspect their hand, they have two options:

    a) Fold the hand and forfeit the Ante; or

    b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The player/dealer must qualify to play with a minimum Queen-high.

    a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.

    b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the ante.

1) If the player's hand beats the player/dealer's, the player wins even money.

2) If the player/dealer's hand beats the player's, the player loses.

9. All bets receive action to the extent that the player/dealer wager covers.
10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bet must equal the Ante to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. 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: Ante Bet, Play Bet, Bonus Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. Bonus Bets pay as follows:

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

<u>Glossary of terms used in the controlled game:</u>

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

Ante The mandatory wager players make before seeing their hand.

Bonus Bet An optional bet for players who place an ante bet. See bonus bet pay chart in rules.

Fold The player option to surrender his/her ante, rather than continue the game.

Play Bet An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.

Play Wager If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.

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

Qualifier A specific set of card(s) that a player and/or the Player/dealer must have to play.

Seated-positions The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

Aviator Collection Rates – Poker Games

All Poker Games - Limit
Schedule 1

Schedule Option	Table Limit	Early Round Fee	Late Round Fee	Regular Table Fee
1	$1 - $2	$0.50	N/A	$1.00
2	$1 - $2	$0.50	N/A	$1.50
3	$1 - $2	$0.50	N/A	$2.00
4	$1 - $2	$0.50	N/A	$2.50
5	$1 - $2	$0.50	N/A	$3.00
6	$2 - $4	$1.00	N/A	$1.00
7	$2 - $4	$1.00	N/A	$2.00
8	$2 - $4	$1.00	N/A	$3.00
9	$2 - $4	$1.00	N/A	$4.00
10	$2 - $4	$1.00	N/A	$5.00
11	$3 - $6	$1.00	N/A	$1.00
12	$3 - $6	$1.00	N/A	$2.00
13	$3 - $6	$1.00	N/A	$3.00
14	$3 - $6	$1.00	N/A	$4.00
15	$3 - $6	$1.00	N/A	$5.00
16	$4 - $8	$1.00	N/A	$1.00
17	$4 - $8	$1.00	N/A	$2.00
18	$4 - $8	$1.00	N/A	$3.00
19	$4 - $8	$1.00	N/A	$4.00
20	$4 - $8	$1.00	N/A	$5.00
21	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	N/A	$1.00
22	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	N/A	$2.00
23	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	N/A	$3.00
24	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	N/A	$4.00
25	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	N/A	$5.00
26	$10 - $20 & higher	$1.00	N/A	$1.00
27	$10 - $20 & higher	$1.00	N/A	$2.00
28	$10 - $20 & higher	$1.00	N/A	$3.00
29	$10 - $20 & higher	$1.00	N/A	$4.00
30	$10 - $20 & higher	$1.00	N/A	$5.00

Schedule 2

Schedule Option	Table Limit	Early Round Fee	Late Round Fee	Regular Table Fee
1	$1 - $2	$0.50	$0.50	$0.50
2	$1 - $2	$0.50	$0.50	$1.00
3	$1 - $2	$0.50	$0.50	$1.50
4	$1 - $2	$0.50	$0.50	$2.00
5	$1 - $2	$0.50	$0.50	$2.50
6	$2 - $4	$1.00	$1.00	$0.00

7	$2 - $4	$1.00	$1.00	$1.00
8	$2 - $4	$1.00	$1.00	$2.00
9	$2 - $4	$1.00	$1.00	$3.00
10	$2 - $4	$1.00	$1.00	$4.00
11	$3 - $6	$1.00	$1.00	$0.00
12	$3 - $6	$1.00	$1.00	$1.00
13	$3 - $6	$1.00	$1.00	$2.00
14	$3 - $6	$1.00	$1.00	$3.00
15	$3 - $6	$1.00	$1.00	$4.00
16	$4 - $8	$1.00	$1.00	$0.00
17	$4 - $8	$1.00	$1.00	$1.00
18	$4 - $8	$1.00	$1.00	$2.00
19	$4 - $8	$1.00	$1.00	$3.00
20	$4 - $8	$1.00	$1.00	$4.00
21	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	$1.00	$0.00
22	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	$1.00	$1.00
23	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	$1.00	$2.00
24	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	$1.00	$3.00
25	$5 - $10 ; $6 - $12 $7 - $14 ; $8 - $16 $9 - $18	$1.00	$1.00	$4.00
26	$10 - $20 & higher	$1.00	$1.00	$0.00
27	$10 - $20 & higher	$1.00	$1.00	$1.00
28	$10 - $20 & higher	$1.00	$1.00	$2.00
29	$10 - $20 & higher	$1.00	$1.00	$3.00
30	$10 - $20 & higher	$1.00	$1.00	$4.00

All Poker Games - No Limit, Pot Limit, and Spread Limit
Schedule 1

Schedule Option	Table Limit	Early Round Fee	Late Round Fee	Regular Table Fee
1	$1 Minimum Bet	$1.00	N/A	$0.00
2	$1 Minimum Bet	$1.00	N/A	$1.00
3	$1 Minimum Bet	$1.00	N/A	$2.00
4	$1 Minimum Bet	$1.00	N/A	$3.00
5	$1 Minimum Bet	$1.00	N/A	$4.00
6	$2 Minimum Bet	$1.00	N/A	$1.00
7	$2 Minimum Bet	$1.00	N/A	$2.00
8	$2 Minimum Bet	$1.00	N/A	$3.00
9	$2 Minimum Bet	$1.00	N/A	$4.00
10	$2 Minimum Bet	$1.00	N/A	$5.00
11	$3 Minimum Bet	$1.00	N/A	$1.00
12	$3 Minimum Bet	$1.00	N/A	$2.00
13	$3 Minimum Bet	$1.00	N/A	$3.00
14	$3 Minimum Bet	$1.00	N/A	$4.00
15	$3 Minimum Bet	$1.00	N/A	$5.00
16	$4 Minimum Bet & Higher	$1.00	N/A	$1.00
17	$4 Minimum Bet & Higher	$1.00	N/A	$2.00

18	$4 Minimum Bet & Higher	$1.00	N/A	$3.00
19	$4 Minimum Bet & Higher	$1.00	N/A	$4.00
20	$4 Minimum Bet & Higher	$1.00	N/A	$5.00

Schedule 2

Schedule Option	Table Limit	Early Round Fee	Late Round Fee	Regular Table Fee
1	$1 Minimum Bet	$1.00	$1.00	$0.00
2	$1 Minimum Bet	$1.00	$1.00	$1.00
3	$1 Minimum Bet	$1.00	$1.00	$2.00
4	$1 Minimum Bet	$1.00	$1.00	$3.00
5	$1 Minimum Bet	$1.00	$1.00	$4.00
6	$2 Minimum Bet	$1.00	$1.00	$0.00
7	$2 Minimum Bet	$1.00	$1.00	$1.00
8	$2 Minimum Bet	$1.00	$1.00	$2.00
9	$2 Minimum Bet	$1.00	$1.00	$3.00
10	$2 Minimum Bet	$1.00	$1.00	$4.00
11	$3 Minimum Bet	$1.00	$1.00	$0.00
12	$3 Minimum Bet	$1.00	$1.00	$1.00
13	$3 Minimum Bet	$1.00	$1.00	$2.00
14	$3 Minimum Bet	$1.00	$1.00	$3.00
15	$3 Minimum Bet	$1.00	$1.00	$4.00
16	$4 Minimum Bet & Higher	$1.00	$1.00	$0.00
17	$4 Minimum Bet & Higher	$1.00	$1.00	$1.00
18	$4 Minimum Bet & Higher	$1.00	$1.00	$2.00
19	$4 Minimum Bet & Higher	$1.00	$1.00	$3.00
20	$4 Minimum Bet & Higher	$1.00	$1.00	$4.00

All Poker Games – Limit / Time Collection

Schedule 1

Schedule Option	Table Limit	Time Collection Fee
1	$3 - $6 & Higher	$6.00 per 1/2 hour
2	$3 - $6 & Higher	$7.00 per 1/2 hour
3	$3 - $6 & Higher	$8.00 per 1/2 hour
4	$3 - $6 & Higher	$9.00 per 1/2 hour
5	$3 - $6 & Higher	$10.00 per 1/2 hour

All Poker Games – No Limit / Time Collection

Schedule 1

Schedule Option	Table Limit	Time Collection Fee
1	$1 Minimum Bet	$4.00 per 1/2 hour
2	$1 Minimum Bet	$5.00 per 1/2 hour
3	$1 Minimum Bet	$6.00 per 1/2 hour
4	$1 Minimum Bet	$8.00 per 1/2 hour
5	$1 Minimum Bet	$10.00 per 1/2 hour

Schedule 2

Schedule Option	Table Limit	Time Collection Fee
1	$2 Minimum Bet & Higher	$7.00 per 1/2 hour
2	$2 Minimum Bet & Higher	$8.00 per 1/2 hour
3	$2 Minimum Bet & Higher	$9.00 per 1/2 hour
4	$2 Minimum Bet & Higher	$10.00 per 1/2 hour
5	$2 Minimum Bet & Higher	$12.00 per 1/2 hour

The Aviator Casino

SUMMARY

The Aviator Casino (AC) is proposing to add the game of Mexican Poker – Delano Draw to its list of approved games. The game is a modified version of 5 Card Draw Poker with the addition of the Joker.

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

The goal of Mexican Poker – Delano Draw is to win the pot with the highest-ranking five-card poker hand attainable out of the five cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit. Backline betting is not permitted.

Type of Card Deck

A standard 52-card deck is utilized with the addition of the joker. The game will be played with 53 cards in the deck. The Joker plays as totally wild in this game and can be used as any card of any suit.

Type of Gaming Table Used

A standard oblong poker table is used with the dealer position in the middle and 7 chairs around the table.

Number of Players in the Game

A minimum of 2 and a maximum of 7 players can participate in the game.

Description of How and When House Fees are Collected

The collection fees shall be taken from “the pot” after all players have posted the required antes.

Dealing Procedure

Mexican Poker – Delano Draw uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first and second betting rounds by the player to the left of the player with the dealer button. When a new game is started, each player seated at the table shall be dealt one card face up. The player with the highest card, by suit, will receive the dealer button.

Betting Limits

No Limit Format: The size of the ante will determine the minimum amount players can bet on any round; there will be no maximum betting limit. Checking, raising and folding apply as in other standard poker games.

Limit Format: Betting will be set at a fixed amount and will double after the draw. All normal limit betting rules will apply. The normal bet and three raises will apply on each betting round unless there are only two players left. When there are only two players left in a hand the betting cap will be removed.

Round of Play

- Once the dealer button has been placed, all players must post an ante prior to cards being dealt. The ante is considered to be a bet and is used to initiate action.

- After each player has placed the ante, each player is dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in clockwise rotation, beginning with the player to the left of the dealer button and ending with the player who has the dealer button, until each player has five (5) cards. After each player has received five cards, the first betting round starts, beginning with the player to the left of the dealer button.
  Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the lower table limit.

- After the first round of betting is complete, each player still in the game will have an option to either keep the five (5) cards that were originally dealt to them or improve their hand by replacing from zero (0) to five (5) card's in their hands with new ones. This is known as "the draw." The player with the dealer button may only discard a maximum of 4 of their 5 cards. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. Starting with the player to the left of the dealer button and continuing in clockwise rotation, the dealer will collect the cards placed in front of a player and place them in the discard pile, then deal that same number of cards to that player from the deck, face down, so that they have a total of five cards in their hand. All replaced cards will be placed in the discard pile. After all players have exercised their option to discard cards from their hand and draw up to five replacement cards or retain their original five cards, the second round of betting occurs. The second round of betting will begin with the player to the left of the dealer button. Players have the option to release (fold) their hand, check their hand and place no wager, raise the pot or they must call raises. Betting during this round will be at the higher table limit.

- After all betting has been completed; a player will use the five cards in their hand to make their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Other Equipment Used

When available, a Shuffle Master shuffler is affixed to the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards by hand.

Glossary of Terms

Joker	A card with a joker's picture on it. The joker can be used to make any hand better. It is totally wild.
High Carding	The process of determining which player will start with the dealer button. Each player will be dealt one card; the player with the highest card by rank and suit will get the button.

COLLECTION RATES

The standard approved collection rates for AC will apply to this game. No jackpot collection will be taken.

Mexican Poker - Delano Draw

Schedule Options	Table Limit	Ante	7 players	6 players	5 players	4 players	3 or less players
1	$1 / $2	$.50	$3	$2.50	$2	$1.50	$1
2	$2 / $4	$1	$5	$4	$3	$2	$1
3	$3 / $6	$1	$5	$4	$3	$2	$1
4	$4 / $8	$1	$5	$4	$3	$2	$1
5	$5 / $10	$1	$5	$4	$3	$2	$1
6	$6 / $12	$1	$5	$4	$3	$2	$1
7	$8 / $16	$1	$5	$4	$3	$2	$1
8	$9 / $18	$1	$5	$4	$3	$2	$1
9	$10 / $20	$1	$5	$4	$3	$2	$1
10	$15 / $30	$1	$5	$4	$3	$2	$1
11	$20 / $40	$1	$5	$4	$3	$2	$1
12	$25 / $50	$1	$5	$4	$3	$2	$1
13	$30 / $60	$1	$5	$4	$3	$2	$1
14	$40 / $80	$1	$5	$4	$3	$2	$1
15	$50 / $100	$1	$5	$4	$3	$2	$1
16	$100 / $200	$1	$5	$4	$3	$2	$1
17	$1 – No Limit	$1	$4	$3	$2	$1	$0
18	$2 – No Limit	$1	$5	$4	$3	$2	$1
19	$3 – No Limit	$1	$5	$4	$3	$2	$1
20	$4 – No Limit	$1	$5	$4	$3	$2	$1

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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 spot and Player spot.
- The best possible point total is 9 with 8 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 rotation 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 (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of gaming table utilized for this game

Supreme Baccarat™ shall be played on a standard blackjack or mini baccarat table having four and up to eight places on one side for the players and the player/dealer, and a place for the casino dealer on the opposite side. Each Supreme Baccarat™ table shall have a drop box attached to it. Supreme Baccarat™ may be played on a bat wing or figure eight table with a minimum eight places and up to fourteen places for players and players/dealers, and a place for up to two casino dealers.

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 bet wagers, the word "Tie";

4. For Total Shot™ bonus wagers, the words "Total Shot";

5. For Flex Action bonus wagers, six circles for the banker 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. Backline betting is <u>NOT</u> allowed.

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Type of Card Deck

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one (1) deck totaling 52 cards and a maximum of eight (8) decks totaling 416 cards may be used during the play of Supreme Baccarat™. 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 (10).

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 (10s) digit ignored. For example, an eight and a nine would have a sum of 17 and value of 7. Also a nine and a six would have a sum of 15 and a value of 5.

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

1. All wagers in Supreme Baccarat™ 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 which pays 1 to 1.
   b. Banker line which pays 9 ½ to10.
   c. Tie Bet which pays 8 to 1.
   d. Total Shot™ bonus bet which has various payouts (see paytable).
   e. Flex Action Bet™ which has various payouts (see paytable).

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Tie Wager

The tie bet pays 8 to 1 if the Banker and Player hands tie. A player may only place a tie bet 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 bet wager.

The player/dealer will pay all winning tie bet wagers and will collect all losing tie 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. 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 "Total Shot™" 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).

"Total Shot™" wagers lose if the combined total of the Player and Banker's completed hands is 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, or 16. All other totals, 17 and 18, win.

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.

Player and Banker Total	Result/Payoff
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

Flex Action Bet ™

The player/dealer will pay all winning Flex Action wagers and will collect all losing 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.

Bankers hand:

Players may wager that the Banker hand will total 0, 1, 2, 3, 5, 6, or 7 before the Banker hand total is 9. Each of

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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 hand or when the Banker's hand totals 9. These side wagers remain in action until either a winner or loser is determined or the player decides to take 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 Flex Action Bet™ from the gaming table. A player may wager on more than one Banker hand number, up to all of the offered Flex Action Bet™ wagers. For example, a player may wager on Banker 5, 3, 2 and 6, or any combination they chose up to and including all possible Flex Action Bet™ wagers.

Any other values of the Banker or Player hands have no bearing on the wager. For example, if a player wagered on Banker 5, the wager would be won when the Banker hand totaled 5, and would lose when the Banker hand totaled 9. Any total other than 5 or 9 for the Banker would result in no action taken on the wager. When the Bankers hand totals 4 or 8 there will be no action on these hand totals as listed in the pay chart below.

Payouts for Banker Hand Flex Action Bet™:

Banker Hand Total	0	1	2	3	4	5	6	7	8	9
Payout	7x5	7x5	7x5	7x5	No Action	1x1	1x1	1x1	No Action	Lose

Dealing Procedures

At the start of a game the first player to take a seat is offered the player/dealer position. Once accomplished, the casino 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 occurs when the first two cards of the Player or Banker hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw any additional cards.

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 casino dealer delivers the first two cards to both the Player Line and Banker Line, the following baccarat rules are followed:

- The Player 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 hand hits on a total of 5 or less.
- If the Player does hit for a complete hand then the Banker hand hits using the following rules:
  - If the Banker hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.

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  - If the Banker hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
  - If the Banker hand total is 5, then the Banker 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 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 casino 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 hand's first down card. The player/dealer position is always zero (0). The other seats, in clockwise rotation starting with the player immediately next to player/dealer, respectively represent the other numbers. Wagers will be settled in the following order: Player Line and Banker Line wagers placed, and then all tie bet wagers, then all Total Shot™ wagers, and finally the Flex Action Bet™ wagers.

Action Button Card Chart:

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

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 as well.

3. The casino 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 casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

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4. After the fees have been collected, the dealer will deal two (2) cards face down to the Player Box and two (2) 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 hands are completed, the winning wagers will be determined. See the "Betting Scheme" section for amounts paid to winning wagers.

   A) If the Player has a higher total than the Banker (a total of 9 being best) – Player wagers win
   B) If the Banker has a higher total than the Player (a total of 9 being best) – Banker wagers win
   C) If both the Banker and Player have the same total – 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 rotated in a clockwise fashion around the table in accordance with Penal Code requirements.

9. The casino dealer 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.

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Wagering Limits and Collection Fees

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

Game Type	Player Wager	Player Collection		Player/Dealer Table Fee
Supreme Baccarat				
$5 to $1000	Any	$0.00	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$5 to $1000	Any	$0.00	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ to $1000 aggregate	$5.00
			$1000+ aggregate	$10.00
$5 to $1000	Any	$0.50	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$5 to $1000	Any	$0.50	$5 to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ to $1000 aggregate	$5.00
			$1000+ aggregate	$10.00

All game limits will combine the Tie Bet, Total Shot Bet™ and Flex Action Bet™ amounts when determining aggregate action. All game limits will offer Tie Bet and Flex Action Bet™ with a betting range of $1 to $200; Total Shot Bet™ with a betting range of $1 to $50.

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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.

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TABLE LAYOUT

BGC ID: GEGA-003298 (August 2011)

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Standards of play:

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

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

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

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

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

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer for a total of eight seated positions, including a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";

2. For blind wagers on the word "Blind";

3. For trips bonus wagers on the word "Trips"; and

4. For play wagers on the word "Play."

Number of players in the game:

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

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;

    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

    d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

    a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

3. Hands of cards shall rank, from lowest to highest, as follows:

a.	1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.

e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	4 cards of the same value.
h.	Straight Flush	5 cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

3. Before the first card is dealt in a round, each player shall make either:

    a. An equal wager in the "Ante" and "Blind" circles; or

    b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus" wager.

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

    Back-line betting is not permitted on any wagers.

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

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the house dealer shall:

    a. Call "No more bets"; and then

    b. Starting on his/her left and continuing clockwise around the table, deal the cards.

2. All cards shall be dealt face down.

3. When a card shoe is used the cards shall be dealt as follows:

    a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by

    b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by;

    c. 5 community cards in the center of the table.
4. The automatic shuffler shall deal cards as follows:

    a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

    b. 2 cards to the player-dealer, who receives their cards last; followed by

    c. 5 community cards in the center of the table.

5. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

<u>Round of Play</u>

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

2. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.

3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.

4. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).

5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.

6. A player who decides to fold shall place his/her cards face down on the table. The house dealer shall then, in relation to each player who has folded:

    a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;

b. Individually spread out the cards, face down, and count them; and

c. Place the cards in the discard rack.

7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.

8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

<u>When the player-dealer does not qualify:</u>

9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. Starting with the player on the player-dealer's left, the house dealer shall:

    a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;

    b. Resolve the play, blind, and trips bonus bets normally (see below "When player-dealer qualifies"); and

    c. Collect, count and place the player's cards in the discard holder.

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

<u>When the player-dealer qualifies:</u>

10. If the player-dealer's hand has a poker value of a pair or higher, the house dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player-dealer and moving clockwise around the table, the house dealer will:

    a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;

    b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);

    c. Compare the player's hand with that of the player-dealer; and

    d. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall:

    a. Win if it has a higher poker value than that of the player-dealer's hand;

b. Lose if it has a lower poker value than that of the player-dealer's hand;

c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.

d. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the house dealer shall:

    a. Collect on behalf of the player-dealer, in order, the play, ante and blind wagers;

    b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player-dealer; and

    c. Collect, count and place the player's cards in the discard holder.

13. If a player's hand wins, the house dealer shall on behalf of the player-dealer:

    a. Pay the ante wager and play wager on the hand;

    b. Pay the blind wager if the hand is a straight or better;

    c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and

    d. Collect, count and place the payer's cards in the discard holder.

14. If a player's hand constitues a push, the house dealer shall:

    a. Pay any trips bonus wager if the hand is a 3 of a kind or better;

    b. Collect, count and place the player's cards in the discard holder.

15. Winning ante wagers and play wagers shall be paid 1 to 1.

16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.

17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

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

20. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Trips Bonus

1. This is an optional wager for Ultimate Texas Hold'em.

2. Backline betting is permitted.

3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.

5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.

6. If the player's hand qualifies for payouts, the player-dealer pays him according to the posted paytable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.

7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

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

Three of a Kind	3 to 1	

Collection Schedules and Fees

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer based on the total table action, which shall include the total of all Ante wagers, Blind wagers, and Trips Bonus wagers placed. The total table action shall not include the Play wagers placed. A collection fee shall also be taken from each player based on the total aggregate value of their Ante wager, Blind wager, and Trips Bonus wager (if applicable) that they place. There will be no additional collection fee required from a player when placing a Play wager. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Options	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $100	$5 - $100	$1	$5 - $50	$0.50
				$51 - $300	$2.00
				$301 +	$3.00
2	$10 - $200	$10 - $100	$1	$10 - $100	$1.50
		$101 +	$2	$101 - $300	$2.50
				$301+	$3.50
3	$100 - $500	$100 - $200	$2	$100 - $300	$3.00
		$201+	$3	$301 - $1,000	$6.00
				$1,000+	$15.00
4	$500-Unlimited	$500 - $1,000	$5	$1,000 - $3,000	$10.00
		$1,001+	$10	$3,001 - $10,000	$25.00
				$10,001+	$50.00

Glossary of terms used in the controlled game:

Ante Wager The initial wager placed by a player in the ante circle.

Blind Wager The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.

Check To pass on placing a play wager.

Community Cards Cards dealt face upward which can be used by all players to complete their best possible hand.

Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player-Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

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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 fully wild.

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:

Hand Dealt	***Hand Requirements***
7 Card Straight Flush (No Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. 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.*
Royal Flush + Royal Match	*A hand that consists of ace, king, queen, jack, 10 and king, queen suited.*

7 Card Straight Flush (With Joker)	*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.*
Five Aces	*A hand that consists of five cards containing all aces.*
Royal Flush	*A hand that consists of an ace, king, queen, jack and 10 of the same suit.*
Straight Flush	*A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.*
Four of a Kind	*A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.*
Full House	*A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.*
Flush	*A hand that consists of five cards of the same suit, but 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.*
Straight	*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.*
Three of a Kind	*A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.*
Two Pairs	*A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.*
One Pair	*A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.*
High Card	*A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.*

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.

- 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 inclduing a player-dealer position. The game may also be played on a larger table with more seated positions, however; a maximum of seven positions will be active during each round of play.

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 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 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.

- 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 paytable, 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.

- **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 paytable, 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.

- **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.

Joker's Wild	**FPG-08**	
Hand	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	1,000 to 1	$500
7 Card Straight Flush (With Joker)	500 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	$0
Flush	3 to 1	$0
Straight	2 to 1	$0

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
"Action" button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	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.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
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.

Collection Rates

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Fortune Pai Gow Poker and Fortune Bonus Bet wagers placed, referred to as "Total Table Action." A collection fee shall also be taken from each player for each Fortune Pai Gow Poker wagers that they place. There shall be no additional fee when a player places a Fortune Bonus Bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer while the players set their hands, before any bets are settled.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee
1	$5 - $50	$0.50	$5 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00
2	$10 - $100	$1.00	$10 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00

For **schedule options 3-5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Fortune Pai Gow Poker and Fortune Bonus Bet wagers placed, referred to as "Total Table Action." A collection fee shall also be taken from each player for each Fortune Pai Gow Poker wagers that they place depending on the monetary value of the wager. There shall be no additional fee when a player places a Fortune Bonus Bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer while the players set their hands, before any bets are settled.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 – $200	$10 - $100	$1.00	$10 - $100	$1.00
		$101 - $200	$2.00	$101 - $300	$2.00
				$301+	$3.00
4	$100 – $500	$100 - $100	$2.00	$100 - $300	$2.00
		$201 - $500	$3.00	$301 - $1,000	$3.00
				$1,001+	$5.00
5	$500 – No Limit	$500 - $1,000	$5.00	$500 - $3,000	$5.00
		$1,001+	$10.00	$3,001 - $10,000	$10.00
				$10,001+	$25.00

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown above.

Pure Spanish 21.5™

Masque Publishing, Inc.

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

OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.

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

VALUE OF THE CARDS

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

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a “Pure Spanish 21.5” and pays 6 to 5.
- A King, Queen, or Jack Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, or Jack Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

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

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

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

4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.

9. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

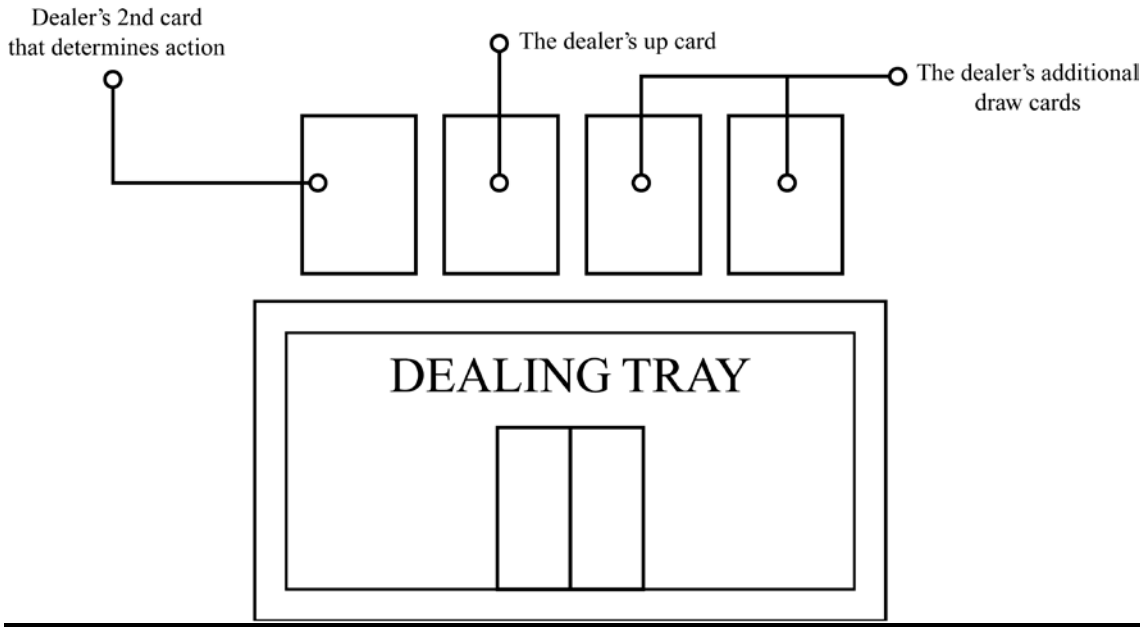


CHART 1A

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

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

CHART 1B

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

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

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.

2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.

3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.

4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.

5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.

6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.

7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.

8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.

9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:

    a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
    b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

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, are permitted to play.

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

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may “rescue” (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down.” If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.

4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.

5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

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

7. Late surrender option:
    a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.
    b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.

9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager

2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.

3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

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

Match the Dealer Card Bonus Bet Pay Tables

Table C 48 Card Deck	6 Decks
2 suited matches	18 to 1
1 suited + 1 non-suited match	13 to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Collection Rates

A collection fee is taken per hand from the player-dealer based on the total table action, which is the total monetary value of all wagers that are initially placed on the table by players, of the table including the base game and Match the Dealer Bonus Bet, prior to the start of any play of hand or round. The total table action does not count any additional wagers placed by players after cards are dealt such as double-downs, split cards, insurance wagers, or even money wagers. There will be a collection taken from each player per wager per circle. There shall be no additional collection fee taken from the player when placing a Buster Blackjack Bonus Bet. The player may place a Match the Dealer Bonus Bet wager less than the base game wager, but also within table limits. The collections are not calculated as a portion of wagers made or winnings earned. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Player Collections (6 circles max)	Total Table Action	Player-Dealer Collection
1	$2.00-$50.00	$0.50 per circle	$1-$100	$1.00
			$101+	$2.00
2	$25.00-$200.00	$1.00 per circle	$1-$100	$1.00
			$101+	$2.00
3	$100.00-$400.00	$2.00 per circle	$1-$100	$1.00
			$101+	$2.00

Lighted Sign

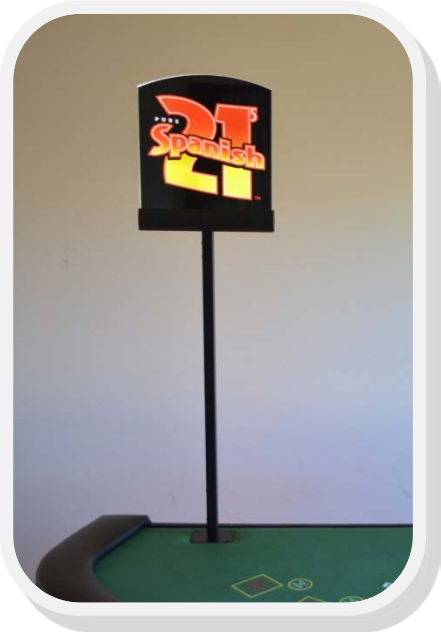
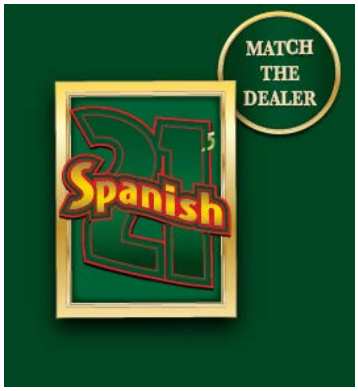


Table Layout



The Aviator Casino
Conquian

Type of Game

The players of Conquian play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The objective of the game is to be the first player to "go out" by making “runs” with 10 cards. A run is obtained when a player places a valid combination of cards face up on the table. Card combinations that make a run are as follows:

- **Group** of three or four cards of the same rank, such as **♦7, ♥7, ♠7.**
- **Sequence** or **Straight** of any length containing three or more cards of the same suit in consecutive order, such as **♣4, ♣5, ♣6**. In Conquian, the ace is always low and the 7 is next to the jack. Therefore, when making a sequences **A-2-3** and **6-7-J** are legal but **Q-K-A** is not allowed.

Description of the Deck and Number of Decks Used

The game shall be played using a standard 52-card deck with the 8s, 9s, and 10s removed, stripping the deck to 40 cards.

Card Values and Hand Rankings

The rank of each card used in Conquian, in order of highest to lowest rank, shall be: king, queen, jack, 7, 6, 5, 4, 3, 2, and ace. The Ace is always low. All suits shall be considered equal in rank. However, when players are dealt the same card when determining the position of the dealer button the ranking of suits shall be as follows: spades are the highest, followed by hearts, then diamonds and finally clubs. Furthermore, the jack and seven are in sequence.

Description of Table Used and Total Number of Seated Positions

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

Action and Distribution of Cards

The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards.

Dealing Procedures and Round of Play

The 40-card deck shall be manually or mechanically shuffled, cut, and dealt by the house dealer. The deck will be spread and the players will cut for the low card. The player with the lowest card, as described above, will receive the dealer button.

Once the dealer button has been distributed, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise

around the table until all players have nine (9) cards face-down. The remainder of the cards are placed face-down on the table to form a stock. Once each player has been dealt nine cards, each player may inspect his/her hand. Each player must then select a card from their stack and then pass that card to the player on their left.

Once each player has passed one card to their left and received one card from the player to their right, the first round of play will begin. The player to the left of the dealer button begins the round of play by turning the top card of the stockpile face-up which will start the discard pile, and such player then has the following options:

- This player may then take/use this card and, together with at least 2 cards from his hand, and may create a run which is then placed face up on the table in front of him. At least two existing (hand) cards will be needed to make up a valid run along with the turned up card from the discard pile, and additional cards from his/her hand can be laid down at the same time if desired, provided that any such cards are included in a valid run. Having made a run, and placing it on the table, this player must then discard one card face up in to the discard pile, which may be used by the other players as further described. This player cannot use this card if he does not make a valid run and additionally, no player is obligated to take the face up card from the discard pile and make a run if, at any point, a run may be possible for that player. A player cannot use his/her turn to lay down cards in a run without picking up and discarding a card.

- To pass, not making any runs, and leaving the turned up card on the discard pile.

To the extent the player to the left of the dealer button passes, then the next player in sequence to the left then has the same options listed above. In a heads up game, the other player simply has the same options. To the extent the next player passes, then the dealer has the same options listed above.

If the dealer passes, the player to the left of the dealer button will commence his normal turn.

Once the card face up on the discard pile has been either passed by all players, or, one of the players has in the normal sequence of turns taken the card from the discard pile, made a valid run and has discarded on to the discard pile, the play alternates in a clockwise fashion as follows (starting with the player to the left of the dealer button (if all players passed) or the player to the left of the player who made the first valid run, as the case may be):

The next player may then either:

- Take the prevailing up card in the discard pile, along with at least 2 cards from his hand, and may create a run which is then placed face up on the table in front of him. At least two existing hand cards will be needed to make up a valid run along with the turned up card from the discard pile, and additional cards from his/her hand can be laid down at the same time if desired, provided that the run is valid. Having made a run, and placing it on the table, such player must then discard one card face up in to the discard pile, which may be used by the other players as further described. It should be stated that a player cannot use the up card in the discard pile if he does not make a valid run and

additionally, no player is obligated to take the face up card from the discard pile and make a run if, at any point, a run may be possible for that player. If after making a valid run, the other player(s) do not pick up the discard then the next turn goes back to the player that made the run since the other two have passed.

OR

- If the player who takes his turn does not use the up card from the discard pile, he must pass the option to the next player in clockwise sequence, however, if such a player to the left of the player taking the turn does not want the prevailing up card in the discard pile, then the player who originally passed the option for the up card shall draw a card from the stock pile and if he creates a valid run as described above, he may do so and shall then make a discard to the discard pile or if he does not make a run, he will place such a card face up on the discard pile. If, however, the player who was granted the option affirmatively desires the up card, such player must create a valid run as described above, and shall then make a face up discard to the discard pile after making his run.

How the Pot Is Awarded

The rotation of turns continues until one player has placed all of his/her cards in valid runs on the table. However, the rotation of turns continues even if a player has all of their cards placed in valid runs on the table but such cards only total 9 in number because in order to win, a player must be the first player to place all of their cards into valid runs and the cards in such runs must total exactly 10. If a player has all his/her cards in valid runs but the card total is only 9 (or less), the game shall continue until such a player secures a 10th and final card that can be placed into a valid run or the game ends in a tie.

- The pot shall be awarded to the first player that makes valid runs with 10 cards as described above. All other players shall lose;
- If the stock pile is depleted before a winner is awarded the pot, the game is declared a tie. Players must then place a wager and collection that is identical to their original wager and collection. The cards shall then be re-shuffled and dealt as described above, and the round of play shall continue until a winner is determined. If a player wants to leave before a winner is determined, he/she shall forfeit the game. If a round of play ends without a winner being determined the dealer button shall still move to the next player.

Force Rule

The runs of each player are separate and belong to that player. Another player is not permitted place their cards on another player's run unless they are using the "Force Rule". A player can force any up card on the discard pile, at any time and it need not be his normal turn, or he can force any card drawn from the stockpile, only during his turn, on another player's run. However, a force can be pre-empted only if the player making the force from the discard pile is not the next player to take his turn in normal sequence **and** the up card is desired by the player who would be next to take his normal turn in sequence for purposes of making a Group or Sequence.

Viejo

If a player wins the pot while holding a "Viejo", which is defined as a suited run beginning with an ace (A,2,3 or A,2,3,4 etc.), that player is awarded with an additional payout which will be equal to one times the original per-player bet for the game as posted at the table. All other players must pay the winning player such additional payout amount, which is subject to table stakes rules. On tie games, the payout amount of the Viejo will not be increased beyond one extra bet.

Collection Fee Schedule

For **schedule options 1 through 20**, a collection fee shall be paid per player, per round of play. The house dealer shall collect the fees before any cards are dealt. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Conquian are as shown below:

Schedule Options	Table Limit	Player Fee
1	$1-19	$1
2	$20 - $39	$2
3	$40 - $59	$1
4	$40 - $59	$2
5	$40 - $59	$3
6	$60 - $99	$1
7	$60 - $99	$2
8	$60 - $99	$4
9	$100 - $299	$2
10	$100 - $299	$4
11	$100 - $299	$7
12	$300 - $499	$3
13	$300 - $499	$5
14	$300 - $499	$10
15	$500 - $999	$5
16	$500 - $999	$10
17	$500 - $999	$15
18	$1,000 – No Limit	$5
19	$1,000 – No Limit	$10
20	$1,000 – No Limit	$20

GLOSSARY

Run- a player places a valid combination of cards face up on the table
Go Out- making valid runs with all 10 cards
Stockpile- pile from which players can draw cards
Force Rule- when a player forces any up card on the discard pile, at any time and it need not be his normal turn, or he can force any card drawn from the stockpile, only during his turn, on another player's run
Viejo- a suited run beginning with an ace (A,2,3 or A,2,3,4 etc.)
Group- three or four cards of the same rank, such as **♦7, ♥7, ♠7**
Sequence- three or more cards of the same suit in consecutive order, such as **♣4, ♣5, ♣6**
Heads Up Game- game played with only two players
Pass- not making any runs, and leaving the turned up card on the discard pile
Up Card- card that is face-up on the discard pile

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PURE 21.5 Blackjack™

CA

Buster Blackjack

BUSTER BLACKJACK

OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (example King Bonus Card below). 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

The game uses a modified 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" card). The game is played with a minimum of a single deck to a maximum of eight decks.

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

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

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 tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will

also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

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

4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer’s down card will be turned up. This down card will determine where the "action button" is placed.

9. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

11. Player-dealers are never required to cover all opposing players’ wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-

dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

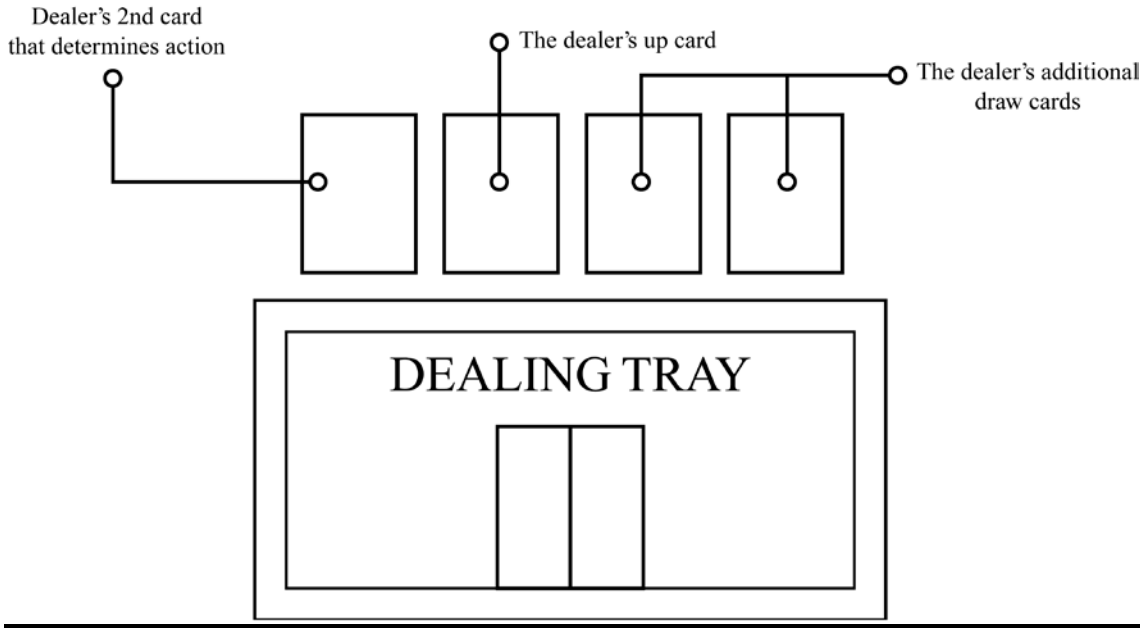


CHART 1A

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

CHART 1B

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

PURE 21.5 BLACKJACK

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten 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 face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.

3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.

4. If a player's total is less than a Pure 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 2 1.5 Blackjack" will win.

8. If a player's total and the player-dealer's total are 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. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

10. Backline betting is only permitted on the base game wager.

11. 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 the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

2. Players can split any pair or two (King, Queen, Jack, or Ten) 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, giving a player up to 4 hands. Doubling-down is permitted after splitting.

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

5. The cardroom 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.

BUSTER BLACKJACK BONUS BET

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an <u>optional wager</u> offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does <u>not</u> or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. <u>The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack</u>.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
   a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
   b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.

9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout Option 3
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	250 to 1

Wagering Limits and Collection Fees

A collection fee is taken per hand from the player-dealer based on the total table action, which is the total monetary value of all wagers that are initially placed on the table by players, of the table including the base game and Buster Blackjack Bonus Bet, prior to the start of any play of hand or round. The total table action does not count any additional wagers placed by players after cards are dealt such as double-downs, split cards, insurance wagers, or even money wagers. There will be a collection taken from each player per wager per circle. There shall be no additional collection fee taken from the player when placing a Buster Blackjack Bonus Bet. The player may place a Buster Blackjack Bonus Bet wager less than the base game wager, but also within table limits. The collections are not calculated as a portion of wagers made or winnings earned. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Player Collections (6 circles max)	Total Table Action	Player-Dealer Collection
1	$2.00-$50.00	$0.50 per circle	$1-$100	$1.00
			$101+	$2.00
2	$25.00-$200.00	$1.00 per circle	$1-$100	$1.00
			$101+	$2.00
3	$100.00-$400.00	$2.00 per circle	$1-$100	$1.00
			$101+	$2.00

EZ BACCARAT™ PANDA 8

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

EZ BACCARAT PANDA 8

Type of Game

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

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game.

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

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

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

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

EZ BACCARAT PANDA 8

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Equipment Used

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

Key Features

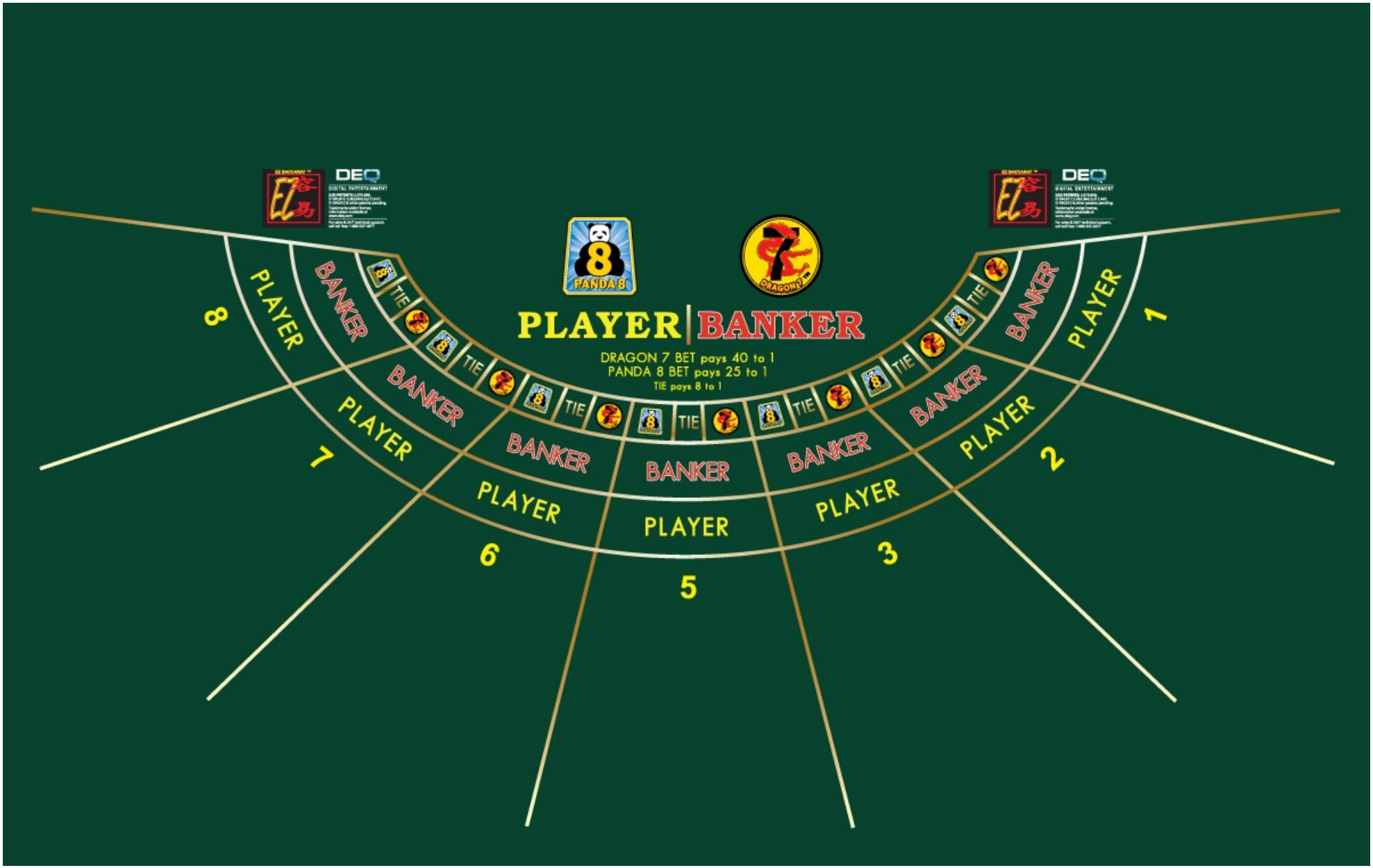
- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

EZ BACCARAT PANDA 8

Collection Fee Schedule

For **schedules options 1 thru 5**, a collection fee shall be taken from the player-dealer position per round of play, prior to cards being dealt or any round of play being conducted. There shall also be a collection fee taken from each player when placing a wager on the player line, dealer line, the tie bet, the Dragon 7 bet, or the Panda 8 bonus bet. 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 option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Player-Dealer Collection	Player Wager Limit (per circle)	Player Collections (6 circles max)
1	$5- No Limit	$2.00	$5-$100	$1.00 per circle
2	$25- No Limit	$3.00	$25-$200	$2.00 per circle
3	$50- No Limit	$4.00	$50-$300	$2.00 per circle
4	$100- No Limit	$5.00	$100-$500	$3.00 per circle
5	$300- No Limit	$5.00	$300-$1000	$4.00 per circle


PANDA 8
DRAGON 7
PLAYER | BANKER
DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1
TIE
BANKER
PLAYER
1
2
3
5
6
7
8

AVIATOR CASINO

CA Games Collection Schedules and Fees

For **Pure 21.5 Blackjack (GEGA-003263) schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players for the game of Pure 21.5 Blackjack, referred to as total table action. The total table action does not count any additional wagers placed by players after cards are dealt such as double-downs, split cards, insurance wagers, or even money wagers. For **schedule options 1-5,** There shall be no collection fees required from a player when placing a wager for the game of Pure 21.5 Blackjack, doubling down, splitting cards, surrendering their hand, placing an insurance wager, or placing an even money wager. **Schedule option 6** requires a player collection fee of $0.50 per circle. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $500	$0.00	$5 - $100	$1.00
			$101 - $250	$2.00
			$251 - $400	$3.00
			$401 - $800	$6.00
			$801+	$10.00
2	$5 - No Maximum	$0.00	$5 - $100	$1.00
			$101 - $300	$2.00
			$301 - $500	$4.00
			$501 - $800	$6.00
			$801+	$10.00
3	$10 - No Maximum	$0.00	$10 - $100	$1.00
			$101 - $300	$2.00
			$301 - $500	$3.00
			$501 - $800	$6.00
			$801+	$10.00
4	$100 - No Maximum	$0.00	$100 - $400	$2.00
			$401 - $1,000	$5.00
			$1,001 - $3,000	$10.00
			$3,001+	$25.00
5	$1,000 - No Maximum	$0.00	$1,000 - $3,000	$15.00
			$3,001 - $10,000	$50.00
			$10,001+	$100.00
6	$2-$50	$0.50 per circle	$0-$9	$0.00
			$10-$100	$1.00
			$101-$300	$2.00
			$301-$500	$3.00
			$501+	$6.00

For **Easy Poker (GEGA-002122) schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all ante wagers and Easy Odds Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count any additional wagers placed by players after cards are dealt, or during any further round of play such as the 'flop,' 'turn,' or 'river.' A collection fee shall also be taken from each player for each ante wager that they place. However, there shall be no collection fees required from a player when they place an Easy Odds Bonus Bet wager, after they receive their hand, or after the 'flop,' 'turn,' or 'river.' The

collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total-Table Action	Player-Dealer Fee
1	$5 - $100	$1.00	$5 - $100	$1.00
			$100+	$2.00
2	$50 - $300	$2.00	$50 - $300	$1.00
			$300+	$2.00

For **Easy Poker (GEGA-002122) schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all ante wagers and Easy Odds Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count any additional wagers placed by players after cards are dealt, or during any further round of play such as the 'flop,' 'turn,' or 'river.' The Bonus Bets may be more than, less than or equal to the base game wager as long as they are within the table limits. A collection fee shall also be taken from each player for each ante wager and each Easy Odds Bonus Bet wager that they place. However, there shall be no collection fees required from a player when they place additional wagers after they receive their hand or after the 'flop,' 'turn,' or 'river.' The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
3	$5 - $100	$1.00	$5 - $100	$1.00
			$100+	$2.00
4	$50 - $300	$2.00	$50 - $300	$1.00
			$300+	$2.00

For **Super Pan 9 (GEGA-002116) schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player for each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $50	$0.50	$5 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00
2	$10 - $100	$1.00	$10 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00

For **Super Pan 9 (GEGA-002116) schedule options 3 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player based on the value of each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

AVIATOR CASINO

CA Games Collection Schedules and Fees

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 - $200	$10 - $100	$1.00	$10 - $100	$1.00
		$101 - $200	$2.00	$101 - $300	$2.00
				$301+	$3.00
4	$100 - $500	$10 - $200	$2.00	$100 - $300	$2.00
		$201 - $500	$3.00	$301 - $1,000	$3.00
				$1,001+	$5.00
5	$500 - No Maximum	$500 - $1,000	$5.00	$1,000 - $3,000	$5.00
		$1,001+	$10.00	$3,001 - $10,000	$10.00
				$10,001+	$25.00

For **Pai Gow Poker (GEGA-002117) schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player for each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $50	$0.50	$5 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00
2	$10 - $100	$1.00	$10 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00

For **Pai Gow Poker (GEGA-002117) schedule options 3 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player based on the value of each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 - $200	$10 - $100	$1.00	$10 - $100	$1.00
		$101 - $200	$2.00	$101 - $300	$2.00
				$301+	$3.00
4	$100 - $500	$10 - $200	$2.00	$100 - $300	$2.00
		$201 - $500	$3.00	$301 - $1,000	$3.00
				$1,001+	$5.00
5	$500 - No Maximum	$500 - $1,000	$5.00	$1,000 - $3,000	$5.00
		$1,001+	$10.00	$3,001 - $10,000	$10.00
				$10,001+	$25.00

For **Pai Gow Poker (Joker Wild) (GEGA-002118) schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player for each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer fee
1	$5 - $50	$0.50	$5 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00
2	$10 - $100	$1.00	$10 - $100	$1.00
			$101 - $300	$2.00
			$301+	$3.00

For **Pai Gow Poker (Joker Wild) (GEGA-002118) schedule options 3 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player based on the value of each wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 - $200	$10 - $100	$1.00	$10 - $100	$1.00
		$101 - $200	$2.00	$101 - $300	$2.00
				$301+	$3.00
4	$100 - $500	$10 - $200	$2.00	$100 - $300	$2.00
		$201 - $500	$3.00	$301 - $1,000	$3.00
				$1,001+	$5.00
5	$500–No Max	$500 - $1,000	$5.00	$1,000 - $3,000	$5.00
		$1,001+	$10.00	$3,001 - $10,000	$10.00
				$10,001+	$25.00

For **Three Card Poker (GEGA-002119) schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all ante wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count any additional wagers placed by players such as the play bet or the Bonus bet. A collection fee shall also be taken from each player for each ante wager that they place. However, there shall be no additional collection fee taken when placing a play bet or Bonus bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $100	$1.00	$5 - $200	$1.00
			$201+	$2.00

For **Three Card Poker (GEGA-002119) schedule option 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of the ante wagers that are initially placed on the table by players, referred to as total table action. The total table action doesn't not count any additional wagers placed by players such as the Play bet or Bonus Bet. However, there shall be no collection fees required from players when placing an ante wager, play bet, or Bonus bet. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
2	$10 - $200	$0.00	$10 - $35	$1.00
			$36 - $100	$2.00
			$101+	$3.00

For **Three Card Poker (GEGA-002119) schedule option 3**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all ante wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count any additional wagers placed by players such as the play bet or the Bonus bet. A collection fee shall also be taken from each player based on the value of each ante wager that they place. However, there shall be no collection fees required from players when placing a play bet or Bonus bet. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 - $300	$10 - $100	$1.00	$10 - $200	$1.00
		$101 - $200	$2.00	$201+	$2.00
		$201 - $300	$3.00		

For **Baccarat Gold (GEGA-002121) schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and all tie bet wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player for each base game wager that they place. However, there shall be no collection fee required from players when placing a tie bet. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $200	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401+	$5.00
2	$5 - No Maximum	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401 - $2,000	$5.00
			$2,001+	$10.00

3	$100 - No Maximum	$0.00	*$100 - $400*	$2.00
			$401 - $2,000	$5.00
			$2,001 - $5,000	$10.00
			$5,001+	$25.00
4	$10 - $500	$1.00	$10 - $200	$1.00
			$201 - $400	$2.00
			$401 - $2,000	$5.00
			$2,001+	$10.00

For **EZ Baccarat (GEGA-003062) schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all player line wagers, banker line wagers, tie bet wagers, and Dragon 7 wagers that are initially placed on the table by players, referred to as total table action. However, there shall be no collection fees required from players when placing a player line wager, banker line wager, tie bet wager, or Dragon 7 wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $200	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401+	$5.00
2	$5 - No Max	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401 - $2,000	$5.00
			$2,000+	$10.00
3	$100 - No Max	$0.00	$100 - $400	$2.00
			$401 - $2,000	$5.00
			$2001 - $5,000	$10.00
			$5,001	$25.00

For **EZ Baccarat (GEGA-003062) schedule option 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all player line wagers, banker line wagers, tie bet wagers, and Dragon 7 wagers that are initially placed on the table by players, referred to as total table action. A collection fee shall also be taken from each player for each player line wager, banker line wager, tie bet wager, and Dragon 7 wager that they place. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
4	$10 - $500	$1.00	$10 - $200	$1.00
			$201 - $400	$2.00
			$401 - $2,000	$5.00
			$2001+	$10.00

California Games Collection Procedures

California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two (2) hands. No person or entity may occupy the player-dealer position for more than two (2) consecutive 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 players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. The Aviator Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.