SEVEN—CARD STUD POKER GAMES

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RULES FOR 7-CARD STUD HI POKER, 7-CARD STUD HI/LOW SPLIT (8 QUALIFIER) POKER, & RAZZ

7-CARD STUD HI POKER

DESCRIPTION

Seven-Card Stud Poker uses a standard 52-card deck, generally without the Joker. Traditional rankings of hand apply.

METHOD OF PLAY

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two face-down, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up (Fourth)
- Round of betting.
- Active players are dealt one card, face-up (Fifth).
- Round of betting. Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. Best five carded hand, in traditional order, High Low or Slit wins.

SEVEN-CARD STUD POKER GAMES

Contents:

7-Card Stud Hi/Low Split (8 Qualifier) Poker
Description & Method of Play

DESCRIPTION

Seven-Card Stud Hi/Low Split (8Qualifier) Poker uses a standard 52 card deck, generally without the Joker and the rules and methods of play are identical to 7-Card Stud Hi poker, except at showdown. If there is a "qualifying hand" for Low, that hand will split the pot evenly with the winning High hand. A qualifying hand for low is one that is an "Eight-or-Better", using traditional LoBall rankings Players do not "declare". Should there be no player holding and "Eight-or-Better", the entire pot is awarded to the highest exposed High hand. Traditional rankings of hand apply.

METHOD OF PLAY

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two facedown, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up (Fourth).
- Round of betting
- Active player are dealt one card, face-up (Fifth).
- Round of betting.
- Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. The best High hand and the best Low hand, providing it is an "Eight-or-Better", split the pot. Otherwise the High hand wins all.

SEVEN-CARD STUD POKER GAMES

Contents:

Razz (Seven-Card Stud Low) Poker
Description & Method of Play

RAZZ (7-CARD STUD LOW) POKER

DESCRIPTION

Razz is simply Seven-Card Stud played for Low, that is, the traditional ranking of Poker hands is reversed. He lowest ranked hand is now the best hand. The difference is similar to Draw Poker played for High, as in Jacks-or-Better vs. Draw Poker played for Low, as in LoBall Poker.

METHOD OF PLAY

- Players ante, the size of which is relative to the stake of the game.
- Players are dealt three cards in-turn, in rotation, two facedown, and one face-up.
- Round of betting.
- Active players are dealt one card, face-up(Fourth).
- Round of betting.
- Active players are dealt one card, face-up (Fifth).
- Round of betting
- Active players are dealt one card face-up (Sixth).
- Round of betting.
- Active players are dealt one card, face-down (Seventh).
- Final round of betting.
- Showdown. Active players expose all of their cards. The best hand, in reverse order wins.

RULES FOR 7-CARD STUD HIGH POKER, 7-CARD STUD HI/LOW SPLIT (8 QUALIRIER) POKER, RAZZ (7-CARD STUD LOW) POKER

Contents:

Initial Three Cards
Third-Sixth Street Action
Seventh Street Action
Showdown Rules

INITIAL THREE CARDS

1. If the Dealer accidentally turns up a player's first or second hole card, the third card is dealt facedown.
2. If both a player's first two hole cards are turned-up accidentally by the Dealer, that will constitute a misdeal and the hand will be redealt. If a play's first and

third cards are turned up, the bet will be the amount of the force only-no completion or raise-if that seat continues play, otherwise play resumes as normal.

3. Should the player be responsible for one of his first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays, as one of the players's three down cards.
4. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
5. If a player is dealt more than two hole cards and it is discovered before he acts on his hand, the extra card will be retrieved and used as a burn card. A player dealt less than two hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that player takes action, he has a fouled hand and any money wagered is forfeited.

THIRD –SIXTH STREET ACTION

1. A card dealt off the table is a dead card and will be replaced after the last player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
2. Check and raise is permitted.
3. If a player folds his hand after making a forced bet, his seat will continue to receive subsequent card(s) until there is a bet.
4. If a player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the player's (seat) will continue to receive card(s) until there is a bet.
5. The above-mentioned card(s) will be dealt facedown.
6. If a dealer burns and deals a card(s) before around of betting has been completed, that card(s) will be eliminated form play, along with an additional card for each remaining players in the hand. Dealer will then burn a car and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
7. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all players will accept the cards given to them.
8. If there is an open pair on "Fourth Street" in any player's up cards, the player initiating a bet has the option of betting the lower or upper limit. Should he bet the lower limit, any other active player may raise in increments of the lower or higher limit. Once the higher limit has been bet or raised, the higher limit will continue to be the bet (or raise) for that round. This rule applies in High only.

SEVENTH STREET ACTION

1. If the High (Low in Razz) hand on board is "all-in" before the betting starts on any round, the nest High hand will initiate the action.
2. If the Dealer turns the last card face-up to any player(s), all remaining players will receive their last card facedown. The player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the player chooses not to be all-in, the betting continues as normal with the player who was high on the sixth card initiating the action.
3. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, the Dealer shall: a) scramble the stub with the burn card; b) cut the stub; c) burn a card; d) deal the remaining cards using the last card if necessary.
4. If there are not enough remaining cards for the above procedure, the Dealer: a) will not deal any cards to the active players; b) declare that there are not enough cards for all active players; c) burn a card; d) turn a community card up in the center of the table. That card plays in each active player's hand.

SHOWDOWN RULES

1. At showdown, the player initiating action (either by checking or betting) must turn his hand over first.
2. When a player turns any of his up card facedown after a bet has been made, he concedes all rights to the pot.
3. A player who calls a bet and is beaten "onboard" is not entitled to be bet back.
4. A player must have seven cards in order to win at showdown, except as provided in Rule 4 of Seventh Street Action Rules. Any other number of cards constitutes a dead hand.
5. At showdown, using traditional hand rankings, the active player with the best five carded High hand (Low in Razz) out of his seven cards is the winner. In Hi/Low Split, the Low hand must quality to win half the pot. All seven cards must be exposed at showdown.
6. In the case of a split pot: a) when playing 7-Card Stud, any odd chip goes to the player with the Highest card according to suit (Spades, Hearts, Diamonds, Clubs); b) when playing Razz the Lowest car, suits reversed, gets the odd chip; c) when playing Hi/Low Split, the High hand gets the odd chip.

NO BUST
21st CENTURY
BLACKJACK

01/27/2003

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Patent Number 5,275,415, Patent Number 5,735,524, Patent Number 5.503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

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

2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.

3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. 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 betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".

6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)

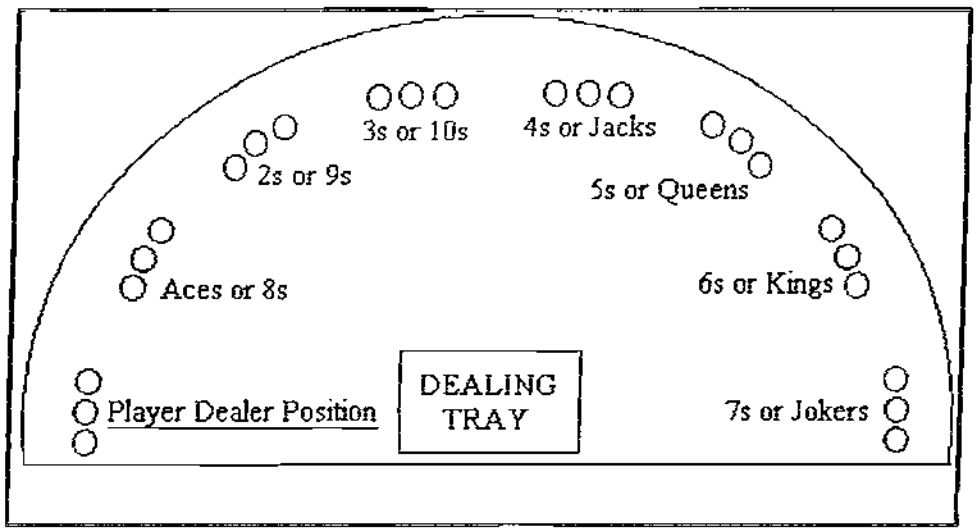
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	**Must Hit on**	**Have Option on**
Soft & Hard 20 **Soft & Hard 21**	**11or Less**	**12** **13** **14** **15**

Natural 22		**16** **17** **18** **19**

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.

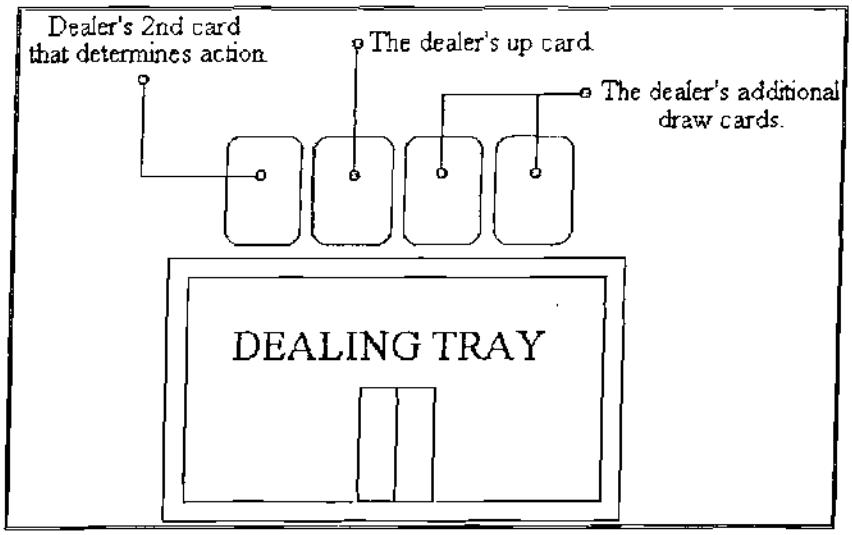


12. Once the hand is played to the end, the pay-out or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.

14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

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

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.

2. The second best hand is a Joker (wild card) with any other card.

3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.

4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.

5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22, the hand is a push or tie, and no action is taken on the wager.

6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:

   A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
   B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.

8. The Player/Dealer wins all ties or pushes over a "Natural 22".

9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".

10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.

11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.

13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.

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

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

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

18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

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

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

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

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

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

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

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

OPTIONS & VARIATIONS

Please note that the options and variations listed below are for the sole purpose of documentation and protection of variations of the game and are listed due to additional Patents pending application and review with the United States Trademark and Patent Office. These options and variations are not available for play within a licensed gambling establishment in California.

Option #1 The Player/Dealer can win all pushes or ties on a Hard 17.

Option #2 The Joker's value can be 2 or 12.

Option #3 Multiple Jokers can be placed in each 52 card deck.

Option #4 Two Aces can be considered a "Natural" and pays 2 to 1.

Option #5 All pushes or ties over a "Natural 22" are a push or tie.

LEGAL

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

SUPER PAN 9

OBJECT OF THE GAME:

To obtain a higher-ranking hand than the player/bankers. The highest-ranking hand is 9, while the lowest-ranking hand is 0.

RANK OF HANDS:

9-8-7-6-5-4-3-2-1-0

The player/banker must stand on 7 or better and hit 3 or less with 4,5, or 6 being optional hands.

House way Players must stand on 6 or better and hit on 5 or less.

THE PLAY:

Super Pan is played with eight decks of cards minus the 7's, 8's, 9's and 10's for a total of 288 cards.

The game is dealt to 7 or 8 players (positions) on a poker-style table. Back line wagering (players standing behind) is allowed.

The house dealer controls the shuffling and dealing of cards, the orderliness of the game and the house collections for each hand.

The dealer button denotes which one of the 7 of 8 players is the player/banker for that hand. Each player may bank twice, and the button rotates clockwise. A player may decline or accept the player banker/button. All players play their hand against the player/banker's hand only.

The dice cup (containing 3 dice) is shaken by the player/banker to determine which seated player (position) receives the action button. The action button denotes which hand

is to be the first when the play begins. The player/banker is always connected as numbers 1,8,or 15 for 7 handed or 1, 9 or 17 for 8-handed games.

The house dealer will deal each player three cards, one at a time starting at the action button. The player/banker's cards are placed in front of the house dealer and kept face down.

The players may stand on their hands or draw one additional card.

CARD VALUES:

Face cards = 0

Aces = 1

All other cards = Face Value

Rules for Pai Gow Double Hand Poker

Contents:

Game Description
Method of Play
Rules

GAME DESCRIPTION

Pai Gow Double Hand Poker is played with a standard 52 card deck with one Joker added, making 53. Each player is dealt seven cards from which they form two hands, a two-carded and a five-carded hand. Traditional Poker rankings are used to determine winners.

When players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher, it is a "push" and neither win.

Play rotates clockwise. Each player has the option:

1. To be the Designated Player for two consecutive hands;
2. For only one hand then pass that privilege, or
3. Refuse the option entirely, in which case it is offered to the next player.

As in many other games, several players may wager on the same hand, frequently called "back betting".

METHOD OF PLAY

- Player makes a bet.
- The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.
- The Designated Player selects which pile will be distributed to the first player) who is randomly selected in the next step). The Dealer identifies the hand by placing a button marked "ACTION" on the hand selected.
- The Designated Player shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
- Each pile of seven cards is distributed to each seat at the table. The Dealer collects cards distributed to seats without a wager.
- Players form two hands, a two-carded and a five-carded hand.

- When all players' hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the criteria in the above paragraphs.
- Bets are collected and paid only to the extent the Designated Player's money is in action.

RULES

1. The Casino Real does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against the Casino Real.

2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.

3. Each table has a spread limit defining the minimum and maximum amounts that maybe wagered in each spot.

4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.

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

6. The Designated Player is allowed to cover all individual bets.

7. "Kum-Kum" bets will be paid-off and/or collected as one bet.

8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.

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

10. All action goes clockwise, starting with the action button.

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

12. The player who controls the seat is the active player for that position and the only one allowed to handle the cards. The Active player also has final say on how the hand is set.

13. No player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the player and then to replace the hand in its proper position.

14. Back line players may participate in the play of the hand. If the active player and back line player(s) disagree over the play of the hand, the seated player makes the final decision.

15. Anyone making a back line wager must notify the seated player that he has done so. In the absence of a notification, the seated player could have claim to all the money wagered

16. In the Designated Player position, the largest wager in action makes the final decision of any disagreement on the play of the hand.

17. The Designated Player may allow any person to shake the dice, except a Casino Real employee on duty.

18. Once the Dealer has announced, "No more bets" and opened the dice cup, no one may change his wager, PENALTY. Possible forfeiture of wager to the extent money covers, exclusion form premises, and subject to prosecution. The Dealer is not allowed to have any influence on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice and giving an opinion of the setting of the Designated Player's hand are all examples of influence).

19. The Dealer is not allowed to pay collection for any player.

20. The Designated Player's hand will not be opened until all hands have been set. "House Way" hands will be set before the Designated Player's hand is opened.

21. All players must put the entire wager in the spot before the Dealer exposes the dice. Only money in the squares plays. Stating "money cover" or other call bet is not acceptable.

22. If the Designated Player's hand is accidentally exposed before all hands are seated, the unset hands will be set "House Way".

23. Any active player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

24. No side bets or proposition bets are allowed.

25. Any player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in-turn). If there was no wager on the previous hand, not one may be the Designated Player on that spot.

26. A player may not surrender his hand.

27. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player involved in such actions will be excluded from the premises and may be subject to prosecution.

28. 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.

29. A player who removes a winning wager from the betting spot may be paid the minimum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

30. All players are forbidden to show or discuss their hands with any player involved in another active hand.

31. A player may see one hand only, regardless of the number of the hands on which he has wagered.

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

33. A misdeal will be declared if: a) a Joker or Ace is boxed or exposed, or b) if two or more cards are boxed or exposed.

34. All foul hands are considered losing hands.

35. A player has a foul hand if: a) The two-card front hand is stronger than the five-card back hand; or b) The player does not have exactly two cards in the front hand; or c) The player does not protect his hand and it comes in contact with other cards; e) The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

36. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.

37. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the house dealer, the hand will be set "House Way".

38. Any "House Way" hand improperly set by the Dealer will be reset by Management, if it can be retrieved intact.

39. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards, there will be no action and all hands will be redealt.

40. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first player's hand.

41. The Casino Real will not be responsible for any hand that is "OK'ed" for action by the Designated Player.

42. Once the first player's hand is exposed, the Designated Player may not reset this hand.

43. Only the Designated Player may request a change of deck between the first and second deal. Any active player may request a deck change during the change of Designated Players.

44. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.

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

46. "COPY": if a player's front hand has the same value as the Designated Player's front hand, it is called a "copy". The Designated Player's front hand is then considered a winner. The same"copy"rule is applied to the back hand.

47. A player is allowed to "hold" a seat for up to one hour. When time is up, chips will be removed and the seat forfeited.

ASIAN STUD POKER

Contents:

Description
Method of Play
Ranking of Hands
Rules

DESCRIPTION

Asian Stud Poker is played with a 32-card deck, that is, a standard 52-card deck with the Twos, Threes, Fours, Fives, and Sixes removed, and without Jacks. It is played similar to Five-Card Stud Poker, one of the oldest forms of Poker; however because of the missing cards two significant variations apply, at the discretion of the Casino's House Rules.

These differences are:

1. An Ace can be used as a Six or after a King when forming a Straight, and
2. A Flush is of higher ranking than a Full House.

Other than these variations, traditional Poker hand rankings apply. Asian Stud is played as a High only game.

METHOD OF PLAY

- Players ante or post blinds according to House policy, the size of which is determined by the limit of the game being played
- Players are each dealt two cards, in-turn, one at a time. One up and one down. (Second Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players receive a third card, face-up. (Third Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players receive a fourth card, face-up (Fourth Street)
- A round of betting ensues for players who wish to continue and contend for the pot
- Active players receive a fifth card, face-up (Fifth Street).
- A final round of betting ensues for players who wish to continue and contend for the pot.
- Active players now expose their cards (Showdown) The best hand is declared the winner.

RANKING OF HANDS

- Royal Flush
- Straight Flush
- 4 of a Kind
- Flush
- Full House
- Straight
- 3 of a Kind
- Two Pair
- One Pair
- High Card

RULES FOR ASIAN STUD POKER

1. All Twos, Threes, Fours, Fives and Sixes are removed from a standard 52-card deck, now making a 32-card deck. No Joker is used.
2. An Ace may be used to complete a high Straight as in Ace, King, Queen, Jack, and Ten. An Ace can also be used as a Six to complete a lower Straight as in Ace, Seven, Eight, Nine, Ten.
3. Traditional high ranking of hands apply with the one exception specified above, that is a Flushes of high value than a Full House.
4. After the first two cards have been dealt (Second Street), the player with the first "highest" exposed card is forced to make an opening bet, the size of which is determined by the limits being played. This is a live bet, with the option to raise. High hand initiates action on subsequent rounds.
5. An exposed card is one, which is dealt face-up. If a player exposes a card, it is not considered an "exposed" card and will play as is.
6. Check and raise is permitted.
7. Starting with Third Street, the Dealer will "burn" a card before dealing the Third, Fourth, and Fifth card to the active players.
8. English only will be spoken while a hand is in play.
9. CARDS SPEAK. Regardless what a player says his hand contains, the cards he exposes play. Al players must protect their hands at all times. If a player's cards come in contact with the discards, or muck, it may be fouled. At the discretion of Management, if a hand is considered retrievable, it may play.

HOLD'EM POKER

DESCRIPTION

Hold'em Poker is played using a standard 52-card deck. The object is to make the best High hand among competing players using the traditional ranking of Poker hands.

METHOD OF PLAY

- Blinds are posted as in many other Poker games.
- Each player in dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "**flop**".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("**The River Card**"/"**At the River**"). These five cards are common to all active players.
- Final betting round.
- All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

FAST ACTION HOLD'EM POKER

DESCRIPTION

Fast Action Hold'em Poker is played using a standard 52-card deck. The object is to make the best High hand among competing players using the traditional ranking of Poker hands.

METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Five cards are turned face-up in the middle of the table.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A final betting round.
- All active players expose their hands. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

HOLD'EM HI/LOW SPLIT (8 QUALIFIER) POKER

DESCRIPTION

Hold'em Hi/Low Split (8 Qualifier) Poker uses a standard 52-card deck, generally without the Joker. The method of play outlined below is identical to Texas (Two Card) Hold'em, except at showdown time, the best Low hand, providing it is an "Eight-or-Better", will split the pot with the best High hand. Should there be no player holding an "Eight-or-Better" to qualify, the entire pot is awarded to the best-exposed High hand.

METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt two cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "flop".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned nest to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("The River Card"/"At the River"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. The best High hand and the best Low hand, providing it is an "Eight-Or-Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the High hand receives it.

OMAHA POKER

DESCRIPTION

Omaha Poker is frequently called **"Four Card Hold'em"**; except for a couple of variations both games are the same. The differences are:

1. Players are each dealt four cards in Omaha vs. two in Hold'em.

2. Players **MUST** use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five-carded Poker hand. The traditional rankings of hands apply.

METHOD OF PLAY

- Blinds are posted as in many Poker games.

- Each player is dealt four cards, facedown, one at a time, in rotation, in turn.

- A round of betting ensues for players who wish to continue and contend for the pot.

- Three cards are turned face-up in the middle of the table. These are commonly called the "**flop**".

- Around of betting ensues for players who wish to continue and contend for the pot.

- A fourth card is turned next to the initial three (Fourth Street).

- A round of betting ensues for players who wish to continue and contend for the pot.

- A fifth and final card is turned next to the previous four (**"The River Card"/"At the River"**). These five cards are common to all active players.

- A final betting round.

- All active players expose their hands. Using exactly two of their personal cards and three of the five communal cards, the active player with the best High hand is awarded the pot.

OMAHA HI/LO SPLIT (8 QUALIFIER) POKER

DESCRIPTION

Omaha Hi/Lo Split (8 Qualifier) Poker uses a standard 52-card deck, generally without the Joker. At showdown time, the Low hand, the best Low hand, providing it is an "Eight-Or-Better", will split the pot with the best High hand. Should there be no player holding an "Eight-Or-Better to qualify", the entire pot is awarded to the best-exposed High hand. As in Omaha Poker, players must use two of their four personal cards along with three of the common five to form traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand.

METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt four cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "**flop**".
- Around of betting ensues for players who wish to continue to contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("**The River Card**"/"**At the River**"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. The best High hand and the best Low hand, providing it is an "Eight-Or-Better", split the hand. Otherwise, the High hand wins all. Players must use the combination of cards as explained above.

PINEAPPLE-HI POKER

DESCRIPTION

Pineapple-Hi Poker (Three Card Hold'em Poker) is played like Hold'em except:

1. Players receive three cards each in Pineapple vs. two cards in Hold'em.
2. Players must discard one of the three cards if they decide to continue the game and contend for the pot.

METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt three cards, one at a time, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot. Players who choose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "flop".
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("The River Card"/"At the River"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot.

CRAZY PINEAPPLE POKER

DESCRIPTION

Crazy Pineapple Poker is played exactly like Pineapple Poker with one exception. That is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Poker.

METHOD OF PLAY

- Blinds are posted as in many Poker games.
- Each player is dealt three cards, one at a time, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face-up in the middle of the table. These are commonly called the "flop".
- A round of betting ensues for players who wish to continue and contend for the pot. Players who choose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pot.
- A fourth card is turned next to the initial three (Fourth Street).
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four ("The River Card"/"At the River"). These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five-carded High hand is awarded the pot.

LOBALL POKER

Contents:

Description
Method of Play
Rules

DESCRIPTION

LoBall poker is a Draw Poker game played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best hand among completing players. The main difference in LoBall Poker is that the traditional ranking of Poker hands is reversed, that is the lowest combination of cards exposed at the showdown between active players is the winner.

METHOD OF PLAY

- Typically, the first two or three players post "blinds", which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that thy represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- Players are each dealt five card, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Active players may elect to discard any numbers of their original cards if they choose and have a like number replaced in an effort to improve their final hand.
- At the option of the active player, there may be another round of betting. Players posting any additional bets, if made remain active for the final showdown.
- Active players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOBALL GENERAL RULES

1. It is the player's responsibility to protect his hand at all times. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all time. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable of the player's failure to protect his hand. At Management's discretion, a hand may be considered retrievable.
2. Before the draw, the first player to act is the player to the left of the big blind. After the draw, it is the player to left of the Dealer button.
3. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one bet of the lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short-buy.
4. The "limit" of the game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
5. Any new game employing a Dealer-button will have the button positioned for the initial deal based on a random draw-low card receiving the button among the players in the new game, after the deck has been shuffled and spread face-down on the table by the Dealer. If two or more players draw the same Low card, the deal will be determined by suit rank: Clubs, Diamonds, Hearts, and Spades.

DEALING RULES

1. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any player whose hand is fouled will forfeit all moneys, antes, and blinds for that hand.
2. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards.
3. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the players
4. A card placed face-up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck.
5. Before the draw, an exposed card of five and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in-turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face-up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck

RULES OF PLAY

1. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised may still play his hand, despite action taking place behind him.
2. A player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
3. When a new player enters a game he must wait for the big blind or "kill" the pot.
4. A player transferred by the House from a broken game, or game where the limit was changed, is dealt in immediately and does not have to post any money in order to receive a hand. If the player allows the blinds to pass, he will be considered a new player and will not be entitled to any fee hands.
5. Players entering a new game are entitled to a free hand(s), if the blind has not passed that position on the initial round.
6. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

RULES OF PLAY-BLINDS

1. All blinds will be arranged in clockwise order from the button. A player should pass through all the blind positions each round. Players departing the game and creating open seats may force the Dealer button to skip ahead and in-turn, save a player at the table a blind position on any given round. Players in games where the seat rental fee is collected on the half hour are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead.
2. An established player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do the following: a) wait and come in on his big blind; b) "kill" the pot. A player who makes up his blind is still required to take the blind in normal rotation.
3. An established player who misses all or part of his blinds on a round can make them up by "killing" the pot. A "kill" is always twice the size of the big blind. The rules governing "kills" are as follows a) only one "kill" is permitted on a deal. (However, if the Dealer breaks the House rule and allows an additional player to "kill" and substantial action takes place, the "kill" bet must stand). b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.
4. An established player who misses any part of the blind or the Dealer position (button) in any game with a per hand time charge can receive a hand by waiting for the big blind or posting a "kill" in addition to the per and collection free. For

example: In a 4 limit game a player will be required to post $6, the total of the blinds in addition to the per hand collection fee. The amount over and above the total for the blinds will be treated as "dead money".

5. Any player "taking it in the middle" in LoBall will post a "kill" blind. The Dealer button will skip over him on the next hand without any further obligation. In a game with a per hand time collection, an established player will be required to post the amount of the "kill" in addition to the per hand collection fee.
6. Any player who chooses to forego the Dealer position "button" in any game with a "drop" will be issued a missed blind button.
7. A player who moves to a new seat and in the process moves away from the big blind must wait out the appropriate number of hands or "kill" the pot. This rule prevents a player from continually changing seats to unfairly get several extra hands before taking a blind.
8. A player who has fulfilled all his blind obligations by taking all required blinds, then immediately moves to a new seat, has the option of letting the blinds pas by one time without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.
9. A player, who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.
10. If a big blind is less than a required amount because that player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

BETTING RULES

1. Only a full bet constitutes a bet or a raise. Anything les than a full bet is considered to be action only. After the pot has been opened and the player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: in a $20 limit game, the first player bets $20. The next player calls the $20 bet and goes all-in for an additional $5. The next player may call the initial bet and all-in wager by placing $25 in the pot or he may raise the initial bet by placing $40 in the pot.
2. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e. I bet, I raise, before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise
3. Check and raise is permitted.
4. Anyone who checks out of turn may not initiate any action.
5. A player who puts a single chip into the pot that is larger than the bet to him is assured to have called the bet, unless he announces, "raise".

SHOWDOWN RULES

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.
2. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of Management, risk forfeiting the pot and further disciplinary action.
3. If a bet has been made and called or Check-and-Check after the draw, any player may see any of the hands in play at the showdown.
4. If a "seven" or better is passed and is the best hand, all bets after the draw are returned.
5. The winning hand must show all cards face-up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face-up until the pot is awarded.

DRAW POKER

DESCRIPTION

Draw Poker is played using the same rules as LoBall with the traditional ranking of Poker hands.

METHOD OF PLAY

These are the general categories of hands in descending order of values:

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

- Joker is only used for Aces, Straights, and Flushes.
- No double Ace Flush.
- Check and raise is permitted.
- Before the draw, players must take up to two exposed cards. On the draw, exposed cards are not taken (except Dealer's cards). The player must accept a replacement card after the deal is completed.

DRAW POKER JACKS OR BETTER

METHOD OF PLAY

All rules for Draw Poker Jacks or Better are the same as above with the exception of the opening player in each hand must have a Pair of Jacks or Better to open the pot. At the conclusion of the hand the opener must show his Pair of Jacks or Better face up to the table or the pot is forfeit and remains in the center.

DRAW HI/LOW SPLIT POKER

METHOD OF PLAY

All rules same as for Draw Poker, except ½ of the pot is awarded to the best Lo-Ball Hand with a (or better as the minimum qualifier for low and a pair as minimum qualifier for high. If no one has a qualifier high hand, the whole pot goes to low. If no one qualifies for high or low, the best high hand wins the entire pot.

General Pan Rules

1. Any hand with more or less than 10 cards is fouled.

2. A player dealt 11 cards shall lay hand face down. Dealer shall remove one card. If payer has action on his hand, it is fouled.

3. A player dealt 12 or more cards, if discovered before declaration will receive his anti back, otherwise the hand is fouled.

4. An invalid second meld can be picked up before additional action on hand. After that – can be fouled.

5. If a player fouls his hand in heads up play the other player must play his hand face up, using all possible cards.

6. If a player declares out in error, causing another player to discard his hand, the declarer's hand is fouled.

7. A dead hand makes no pays.

8. A player who draws a forcible card may not call attention to it.

9. A drawn card must be shown.

10. A player must ask for pays before discarding.

11. No splashing of chips.

12. Players should wait for discards.

13. Any 2 cards spread constitutes a meld.

14. Floor person's decision is final.

PANGUINGUE

1. PANGUINGUE (pan-ginn'-gay), popularly known as "PAN" has been played in California since the early 1900s. The following are simple-to-understand rules.

2. The Object of the Game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below

3. Number of Players: At Casino Real two to seven players may play.

4. The Deck: Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted leaving a total 320 cards. (Sometimes a set of spades is deleted from the deck.)

5. Cards in each suit rank as follows: King being the highest. Queen, Jack, 7, 6, 5, 4, 3, 2, Ace. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

6. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five at a time in a counter-clockwise direction. The dealer will start with: **(a)** the player who is dealt the lowest card face up at the beginning of a new game. **(b)** The winner of the last hand. **(c)** The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.

7. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.

8. The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.

9. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.

10. A drawn card is discarded when it is released toward the dealer.

11. Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless another player forces it on him.

12. A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.

13. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines: **(a)** Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there; (b) Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid; (c) When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

14. The Play: Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.

15. After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.

16. Set: Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.

17. Forcing Cards: if the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.

18. A player may not give the out card to another player with ten (1-) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.

19. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.

20. Any player in action may choose to end the hand for lower pay by forcing the out card.

21. Foul Hands: A foul is a hand successfully called foul by a player in action as a result of one or more violations of rules.

22. Irregularities: If, before the player has made his draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.

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

24. Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.

25. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it that puts the opponent to his right out.

26. Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections make for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.

27. Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.

28. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.

29. A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.

30. On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one: is not sufficient.

31. A player may ask the dealer for help in calculating the value of a collection or of the outs.

32. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

33. Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf on an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules

34. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The out must be read as the hand lies.

35. The dealer will intervene when unearned pay is requested.

36. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).

37. The dealer will foul a player's hand at the request of another player in action when justified by the rules.

38. General: The minimum buy-in is twenty (20) chips of equal value for the condition of the game.

39. There is to be no playing for Tops. A player without one chip of the appropriate value has a dead hand and may not continue playing for Tops.

40. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.

41. On the deal, foreign cards (8's, 9's, 10's, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.

42. Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay for the remainder of the hand.

43. The Floor person's decision is final in all disputes and in the interpretation of all rules.

Casino Real Collection Rates

Texas Hold'em (Limit and No Limit)

Table Limit	Blinds	7+ players	5 or 6 players	4 or less players	Modified Table Fee
$3 / $6	$2 / $3	*$5.00*	*$4.00*	$2.00	$1.00
$4 / $8	$2 / $4	*$5.00*	*$4.00*	$2.00	$1.00
$6 / $12	$4 / $6	*$5.00*	*$4.00*	$2.00	$1.00
$6 / $12 full kill	$4 /$8	*$5.00*	*$4.00*	$2.00	$1.00
$8 / $16	$4 /$8	*$5.00*	*$4.00*	$2.00	$1.00
Any No Limit		*$5.00*	*$4.00*	$2.00	$1.00

Texas Hold'em Hi/Lo

Table Limit	7+ players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

5/19/2009

Fast Action Hold'em

Table Limit	7 players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Omaha Hi/Lo Split (Limit)

Table Limit	Blinds	7+ players	5 or 6 players	4 or less players	Modified Table Fee
$4 / $8	$2 / $4	*$6.00*	*$5.00*	$3.00	$1.00
$4 / $8 ½ kill	$2 / $4	*$6.00*	*$5.00*	$3.00	$1.00

Omaha

Table Limit	7+ players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

Seven Card Stud

Table Limit	7 players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Seven Card Stud Hi/Lo

Table Limit	7 players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

Razz (Seven Card Stud Low)

Table Limit	7 players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Crazy Pineapple

Table Limit	7+ players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

Pineapple

Table Limit	7+ players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Tahoe Pineapple Hi/Lo

Table Limit	7+ players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

Draw Poker

Table Limit	7+ players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Draw Poker Hi/Lo

Table Limit	7+ players	6 or less
$3 / $6	$4.00	$3.00
$3 / $6 ½ kill	$4.00	$3.00
$4 / $8	$4.00	$3.00
$4 / $8 ½ kill	$4.00	$3.00
$4 / $8 full kill	$4.00	$3.00
$9 / $18	$4.00	$3.00
$15 / $30	$4.00	$3.00

Draw Poker Jack's or Better

Table Limit	7+ players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

LoBall

Table Limit	7+ players	6 or less
$3 / $6	$3.00	$2.00
$3 / $6 ½ kill	$3.00	$2.00
$4 / $8	$3.00	$2.00
$4 / $8 ½ kill	$3.00	$2.00
$4 / $8 full kill	$3.00	$2.00
$9 / $18	$3.00	$2.00
$15 / $30	$3.00	$2.00

Asian Stud Poker

Table Limit	Collection Fee per Player (per hand)
$10 - $100	$1.00

Casino Real Cardroom

TAHOE HI/LOW SPLIT PINEAPPLE POKER

In Lazy Pineapple each player receives three cards down as their initial hand. There is a round of betting after these cards have been dealt. Three board-cards are turned simultaneously (which is called "The flop") and another round of betting occurs. The next two cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board, etc) to determine their best hand, a player may use all of the board cards which is termed playing the board. In order to have a low hand there must be at least three cards which are eight or lower on the board. A player may use one-two- or no cards in his hand for low or high. A player may use one card to high and one card for low if board permits, A player may use only 0,1, or 2 of his pocket cards for low or high and the board for high or low or visa-versa.

Lazy Pineapple uses a flat disc called a dealer button to indicate the player who in theory dealt the cards for the pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds count as part of that player's bet.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealer will assist in reading hands to the best of their ability, although it is the player’s responsibility to protect his or her hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over first upon completion of all action and best hand wins.

   Although verbal declarations with regard to the content of a players hand are no longer binding a player miscalling a hand with intent to cause another play to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the club,

2. Checks and raises are permitted.

3. A bet and three raises are allowed.

4. No limit of raises with only two players remaining.

5. String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce his action.

6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

7. A card placed face up in the deck (boxed card) shall be treated as a scrap of paper. A Joker when playing in game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after the round of cards has been dealt. If a player does not call attention to the Joker among his live cards before acting on his hand, then he has a foul and forfeits all rights to the pot and all monies involved.

8. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on the top of the deck The exposed card will be used as the burn card after all action, before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all monies ante and blinds are forfeited by the player.

10. If the flop has too may cards, it will be taken back and reshuffled except the burn card which will remain burned. No new burn card will be used.

11. If cards are flopped by dealer before all betting is complete; the entire flop is taken back and reshuffled.

Collection Fees

Table Limit	Number of Players	Collection Fee
All Limits	7 or more	$4
	6 or less	$3

Limits for Games

Buy-In Amount	Table Limit	Blinds
$20	$2 - $4	$1, $1 & $2
$30	$3 - $6 w/half kill	$0, $3 & $3
$40	$4 - $8 w/half kill	$0, $2 & $4
$40	$4 - $8 w/full kill	$0, $2 & $4
$90	$9 - $18	$3, $6 & $9
$300	$15 - $30	$0, $10 & $15

*One Short Buy Allowed
*The player in the Dealer position will ante the same amount as the collection fee, based on the number of players

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Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

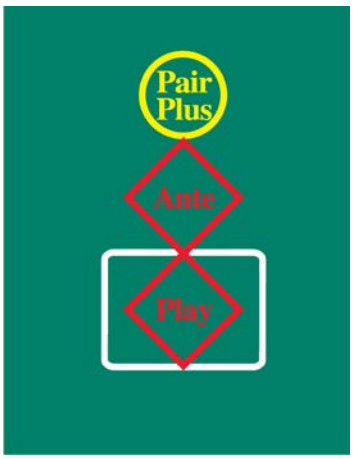
The player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

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

The cloth covering a Three Card Poker table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:



1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For the Bonus wager the word(s) "Bonus" or "Pair Plus."

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

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

3. ***Number of Decks:*** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
   a. The backs of each deck will be a different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

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

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

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 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 house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker table, who has placed the Ante wager required above, shall also have the option to make an additional "Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

5. Backline betting is not permitted on any wagers.

Dealing procedures:

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

2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, “no more bets.”

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

   a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.

   b. If the player-dealer's hand did NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall lose and be collected by the player-dealer.

   c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. Wagers shall be settled in the following order from player to player: Ante wager, then the Play wager, and then the Pair Plus wager.

9. 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.

10. 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.

Bonus/Pair Plus:

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

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

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

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card A card used to determine the location of the cut.

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

Hand A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Play An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, 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 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.

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.

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

Suit One of the four categories of cards: club, diamond, heart, or spade.

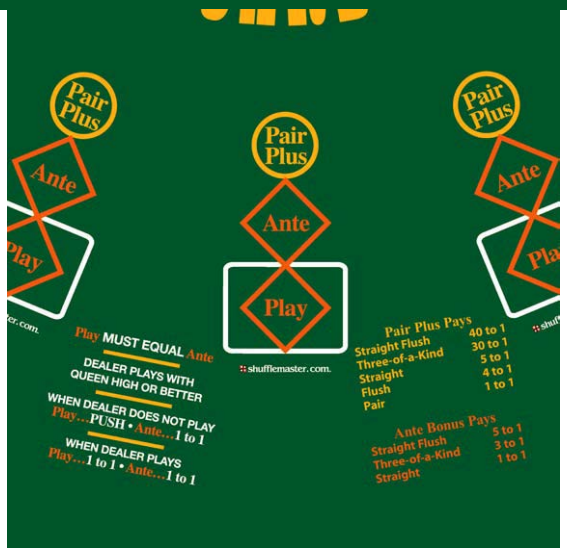
Wagering Limits and Collection Fees

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.

Schedule Option	Table Limit	Pair Plus Bonus Bet	Total Table Action	Player-Dealer Fee	Player Fee	Jackpot Collection Fee
1	$5 - $1,000	$5 – No Limit	$5 - $100	$.50	$0	N/A
			$101 - $200	$1		
			$201 - $500	$2		
			$501 - $1,000	$3		
			$1,001 +	$5		
2	$5 - $1,000	$5 – No Limit	$5 - $100	$.50	$0	N/A
			$101 - $300	$1		
			$301 - $500	$2		
			$501 - $1,000	$3		
			$1,001 +	$5		
3	$5 - $1,000	$5 – No Limit	$5 - $100	$.50	$0	N/A
			$101 - $300	$1		
			$301 - $500	$2		
			$501 - $1,000	$5		
			$1,001 +	$10		
4	$5 - $1,000	$5 – No Limit	$5 - $50	$.50	$0	N/A
			$51- $200	$1		

			$201 - $500	$5		
			$501 - $1,000	$10		
			$1,001 +	$15		
5	$5 - $1,000	$5 – No Limit	$5 - $50	$.50	$0	N/A
			$51- $300	$3		
			$301 - $500	$5		
			$501 - $1,000	$10		
			$1,001 +	$15		

TABLE LAYOUT



Rev (05/24/11)

Commission-Free

Baccarat
Dragon Bonus

Commission-Free Baccarat Dragon Bonus

Type of Game

The game of Commission Free Baccarat Dragon Bonus utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in Commission Free Baccarat Dragon Bonus shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Commission Free Baccarat Dragon Bonus, 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 Player Dragon Bonus Bet, and the Banker Dragon Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted on any wagers.

Method used to Determine Action and Distribution of Cards

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

Commission-Free Baccarat Dragon Bonus

Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except 6, which shall pay 1 to 2;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.

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

- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the 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

Commission-Free Baccarat Dragon Bonus

How Wagers are Paid, Collected and Pushed

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

- The player-dealer shall pay all winning Player line wagers made by players when the player's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a total of six, the wager shall only receive half pay (1 to 2).
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

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.
- A wager placed on the Tie Bet must be within the posted table limits.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- The wager placed on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet must be within the posted table limits.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie)

but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.

- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Dealt	Payout
Natural Winner	1 to 1
Natural Ties	Push
4 point difference	1 to 1
5 point difference	2 to 1
6 point difference	4 to 1
7 point difference	6 to 1
8 point difference	10 to 1
9 point difference	30 to 1

Commission-Free Baccarat Dragon Bonus

Wagering Limits and Collection Fees

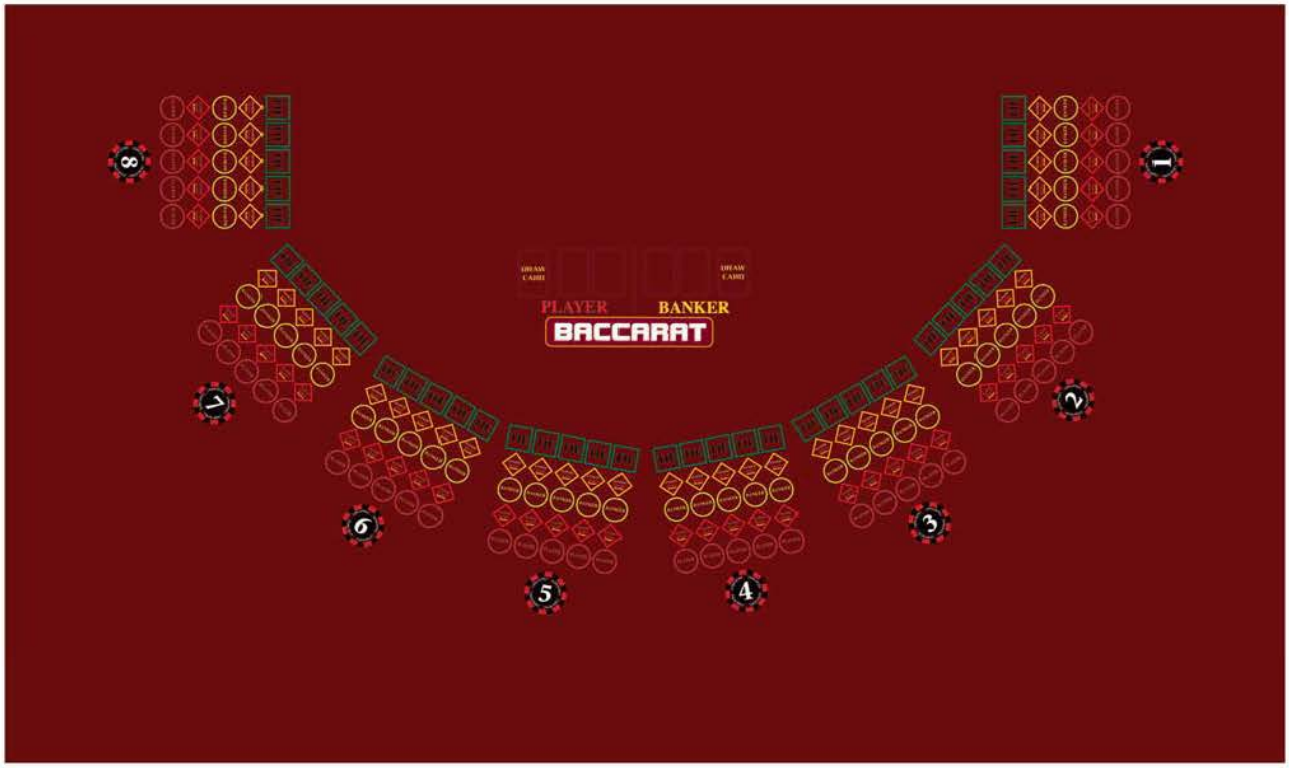
For **schedule option 1-12**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, prior to cards being dealt or any round of play being conducted. Players shall not be required to pay an additional collection fee for placing a wager on the player line, banker line, tie bet, the Player Dragon Bonus Bet, or the Dealer Dragon 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, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Commission Fee Baccarat are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	$5 - $500	$5 -$100	$0.00	$0.50	
		$101-$200		$1.00	
		$201-$300		$2.00	
		$300-$500		$3.00	
		$501-$3,500		$5.00	
2	$5 - $500	$5-$200	$0.00	$1.00	
		$201-$300		$2.00	
		$301-$500		$3.00	
		$501-$1,000		$4.00	
		$1,001-$3,500		$7.00	
3	$5 - $500	$5-$200	$0.00	$1.00	
		$201-$300		$2.00	
		$301-$500		$3.00	
		$501-$1,000		$5.00	
		$1,001-$3,500		$10.00	
4	$5 - $500	$5-$200	$0.00	$1.00	
		$201-$400		$2.00	
		$401-$600		$5.00	
		$601-$1,000		$8.00	
		$1,001-$3,500		$12.00	
5	$10 - $1000	$10-$100	$0.00	$0.50	
		$101-$200		$1.00	
		$201-$300		$2.00	
		$300-$500		$3.00	
		$501-$7,000		$7.00	
6	$10 -	$10-$200	$0.00	$1.00	

Commission-Free Baccarat Dragon Bonus

	$1000	$201-$300		$2.00	
		$301-$500		$3.00	
		$501-$1,000		$4.00	
		$1,001-$7,000		$7.00	
7	$10 - $1000	$10-$200	$0.00	$1.00	
		$201-$300		$2.00	
		$301-$500		$3.00	
		$501-$1,000		$5.00	
		$1,001-$7,000		$10.00	
8	$10 - $1000	$10-$200	$0.00	$1.00	
		$201-$400		$2.00	
		$401-$600		$5.00	
		$601-$1,000		$8.00	
		$1,001-$7,000		$12.00	
9	$25 - $1000	$25 -$100	$0.00	$0.50	
		$101 -$200		$1.00	
		$201 -$300		$2.00	
		$300 -$500		$3.00	
		$501 -$7,000		$7.00	
10	$25 - $1000	$25 -$200	$0.00	$1.00	
		$201 -$300		$2.00	
		$301 -$500		$3.00	
		$501 -$1,000		$4.00	
		$1,001 -$7,000		$7.00	
11	$25 - $1000	$25 -$200	$0.00	$1.00	
		$201 -$300		$2.00	
		$301 -$500		$3.00	
		$501 -$1,000		$5.00	
		$1,001 -$7,000		$10.00	
12	$25 - $1000	$25 -$200	$0.00	$1.00	
		$201-$400		$2.00	
		$401-$600		$5.00	
		$601-$1,000		$8.00	
		$1,001-$7,000		$12.00	

Commission-Free Baccarat Dragon Bonus



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PURE 21.5 Blackjack™

CA

Buster Blackjack

BUSTER BLACKJACK

PURE 21.5 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 six decks 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. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

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

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

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

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

DIAGRAM #l

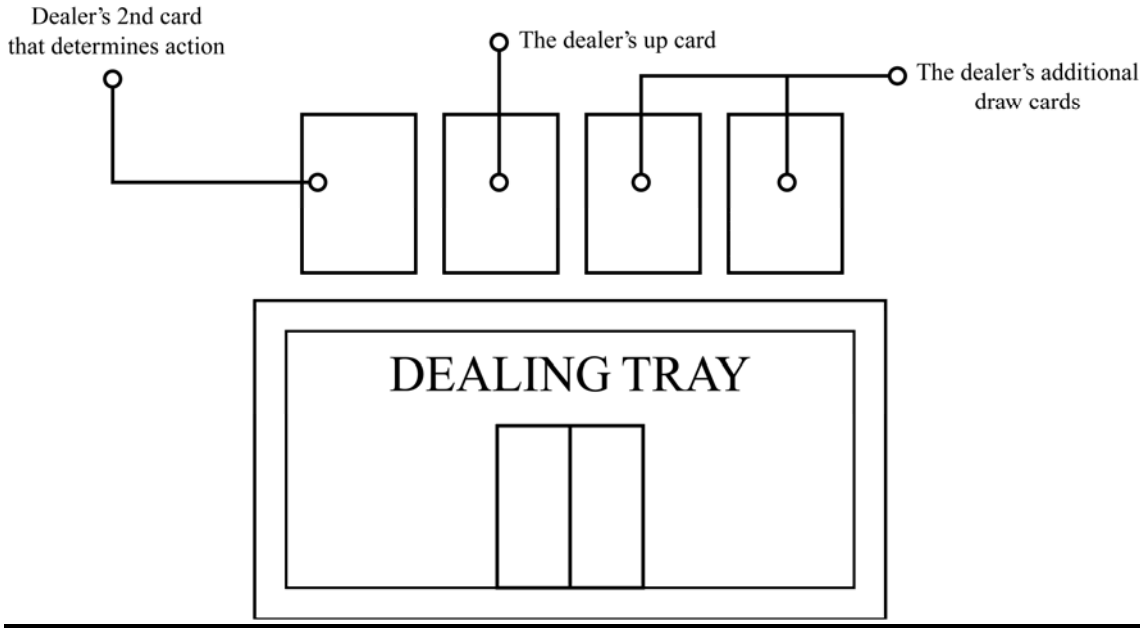

CHART 1A

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

GAME RULES

PURE 21.5 BLACKJACK

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 permitted on the Buster Blackjack Bonus Bet only.

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on 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.

Insurance- If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

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

For schedule options 1 through 21, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers and Buster Blackjack Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down or split cards, when players surrender their hand, or when a player places an insurance wager. There will be no collection fee required from a player when placing the game wager, the Buster Blackjack Bonus Bet wager, doubling-down, splitting cards, or surrendering their hand. The Buster Blackjack Bonus Bet wager must be a minimum of $5 and a maximum of $50. The collection fees shall be collected from player-dealer and dropped by the house dealer after each player all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the modified game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee	Jackpot Fee
1	$3 - $200	$3 - $25	$0.25	$0	N/A
		$26 - $100	$0.50		
		$101 - $200	$1		
		$201 - $300	$2		
		$301 +	$3		
2	$5 - $200	$5 - $100	$0.50	$0	N/A
		$101 -$200	$1		
		$201 - $300	$2		
		$301 - $500	$3		

		$501 +	$5		
3	$5 - $300	$5 - $75	$0.50	$0	N/A
		$76 - $200	$1		
		$201 - $300	$2		
		$301 - $500	$3		
		$500 +	$5		
4	$5 - $500	$5 - $50	$0.50	$0	N/A
		$51 - $100	$1		
		$101 - $200	$2		
		$201 - $300	$3		
		$301 +	$5		
5	$5 - $750	$5 - $40	$0.50	$0	N/A
		$41 - $100	$1		
		$101 - $200	$2		
		$201 - $300	$3		
		$301 +	$5		
6	$5 - $1,000	$5 - $40	$0.50	$0	N/A
		$41 - $100	$1		
		$101 - $200	$2		
		$201 - $300	$3		
		$301 +	$5		
7	$10 - $500	$10 - $50	$0.50	$0	N/A
		$51 - $100	$1		
		$101 - $300	$2		
		$301 - $600	$3		
		$601 +	$5		
8	$10 - $1,000	$10 - $100	$1	$0	N/A
		$101 - $300	$2		
		$301 - $500	$3		
		$501 – $800	$5		
		$801 +	$7		
9	$10 - $2,000	$10 - $100	$1	$0	N/A
		$101 - $200	$2		
		$201 - $300	$2		
		$301 - $500	$5		
		$501 +	$7		
10	$25 - $500	$25 - $100	$1	$0	N/A
		$101 - $500	$3		
		$501 - $1,000	$5		
		$1,001 - $2,000	$7		
		$2,001 +	$10		
11	$25 - $1,000	$25 - $100	$1	$0	N/A
		$101 - $400	$3		
		$401 - $700	$4		
		$701 - $1,500	$8		
		$1,501	$10		
12	$25 - $2,000	$25 - $100	$1	$0	N/A
		$101 - $300	$3		
		$301 - $500	$5		

		$501 - $1,000	$8		
		$1,001 +	$10		
13	$100 - $1,000	$100 - $300	$2	$0	N/A
		$301 - $700	$5		
		$701 - $1,200	$8		
		$1,201 - $2,000	$10		
		$2,001 +	$15		
14	$100 - $2,000	$100 - $300	$2	$0	N/A
		$301 - $700	$5		
		$701 - $1,200	$10		
		$1,201 - $2,000	$15		
		$2,001 +	$20		
15	$100 - $5,000	$100 - $300	$2	$0	N/A
		$301 - $500	$5		
		$501 - $1,000	$10		
		$1,001 - $1,500	$15		
		$1,501 +	$20		
16	$500 - $2,000	$500 - $1,000	$5	$0	N/A
		$1,001 - $2,000	$10		
		$2,001 - $3,000	$15		
		$3,001 - $5,000	$20		
		$5,001 +	$25		
17	$500 - $5,000	$500 - $1,000	$5	$0	N/A
		$1,001 - $2,000	$10		
		$2,001 - $3,000	$15		
		$3,001 - $5,000	$25		
		$5,001 +	$30		
18	$500 - $10,000	$500 - $1,000	$5	$0	N/A
		$1,001 - $2,000	$10		
		$2,001 - $3,000	$20		
		$3,001 - $5,000	$30		
		$5,001 +	$40		
19	$1,000 - $5,000	$1,000 - $3,000	$10	$0	N/A
		$3,001 - $5,000	$20		
		$5,001 - $10,000	$25		
		$10,001 - $20,000	$35		
		$20,001 +	$50		
20	$1,000 - $10,000	$1,000 - $3,000	$10	$0	N/A
		$3,001 - $5,000	$20		
		$5,001 - $10,000	$25		
		$10,001 - $20,000	$50		
		$20,001 +	$75		
21	$1,000 - $25,000	$1,000 - $2,000	$10	$0	N/A
		$2,001 - $5,000	$25		
		$5,001 - $10,000	$50		
		$10,001 - $20,000	$75		
		$20,001 +	$100		

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Standards of play:

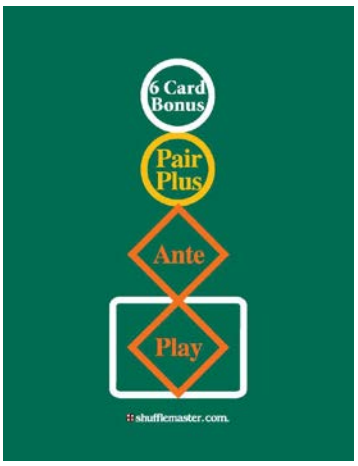
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

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

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";
2. For Play wagers the word "Play";
3. For Pair Plus wagers the words "Pair Plus"; and
4. For 6 Card Bonus wagers on the words "6 Card Bonus."

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Ranking of Hands:

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

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

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

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

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

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a “6 Card Bonus” wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wagers.

Dealing procedures:

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

2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, “no more bets.”

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
    b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

   a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.

   b. If the player-dealer's hand does NOT qualify, the player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

   c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

9. 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.

10. 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.

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.

5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

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

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, 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 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.
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.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

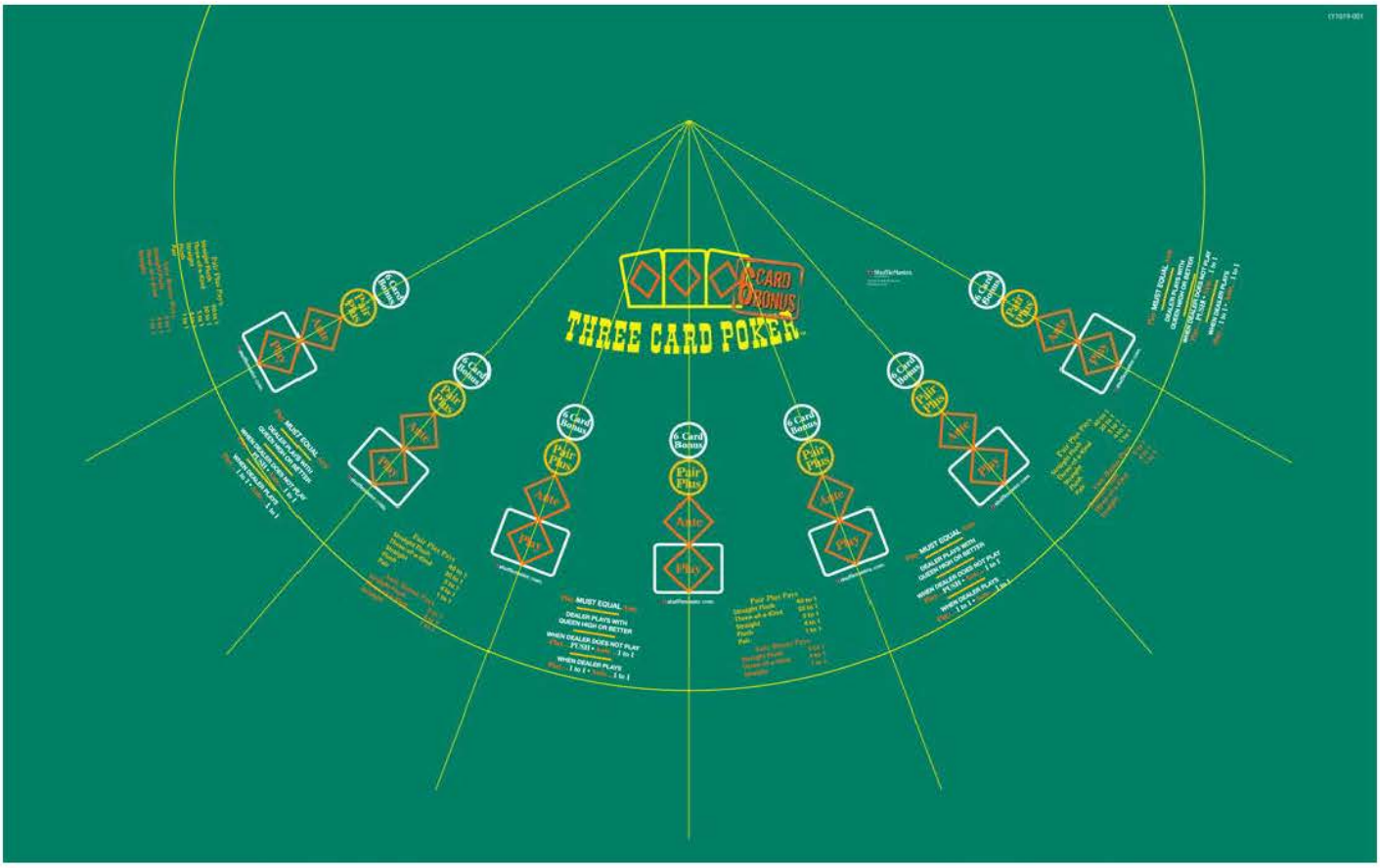
Three Card Poker 6 Card Bonus - Wagering Limits and Collection Fees

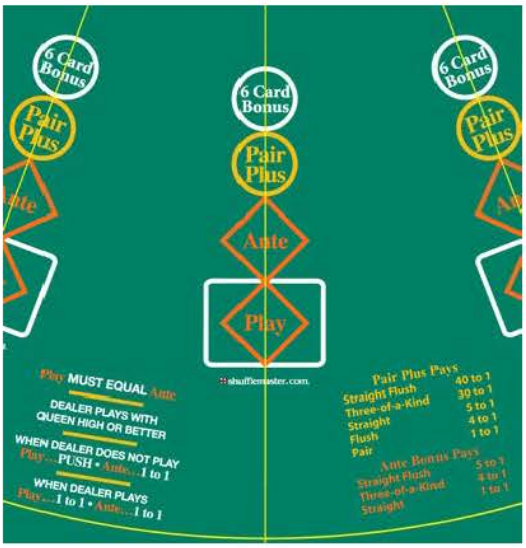
For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Pair Plus, and 6 Card Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." The total table action does not count the Play wager, which is placed by players after cards have been dealt, nor will an additional fee be assessed to the player-dealer once those wagers are placed. There will be no collection fee required from a player when placing an Ante, Play, Pair Plus, or 6 Card Bonus wager. The Pair Plus wager may be less than, equal to, or greater than the Ante wager. The Pair Plus wager must be at least the minimum table limit and has no maximum limit. The 6 Card Bonus wager may be less than, equal to, or greater than the Ante wager. The 6 Card Bonus wager must be at least the minimum table limit and a maximum of $20. Collection fees shall be collected from the player-dealer and dropped by the house dealer after each player all Ante, Pair Plus, and 6 Card Bonus wagers have been placed on the table but prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Three Card Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $1,000	$5 - $100	$.50	$0
		$101 - $200	$1	
		$201 - $500	$2	
		$501 - $1,000	$3	
		$1,001 +	$5	

2	$5 - $1,000	$5 - $100	$.50	$0
		$101 - $300	$1	
		$301 - $500	$2	
		$501 - $1,000	$3	
		$1,001 +	$5	
3	$5 - $1,000	$5 - $100	$.50	$0
		$101 - $300	$1	
		$301 - $500	$2	
		$501 - $1,000	$5	
		$1,001 +	$10	
4	$5 - $1,000	$5 - $50	$.50	$0
		$51- $200	$1	
		$201 - $500	$5	
		$501 - $1,000	$10	
		$1,001 +	$15	
5	$5 - $1,000	$5 - $50	$.50	$0
		$51- $300	$3	
		$301 - $500	$5	
		$501 - $1,000	$10	
		$1,001 +	$15	

6 CARD BONUS THREE CARD POKER™





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 permitted on the base game wager and the tie bet wager.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

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

- 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

EZ BACCARAT PANDA 8

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 permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is 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

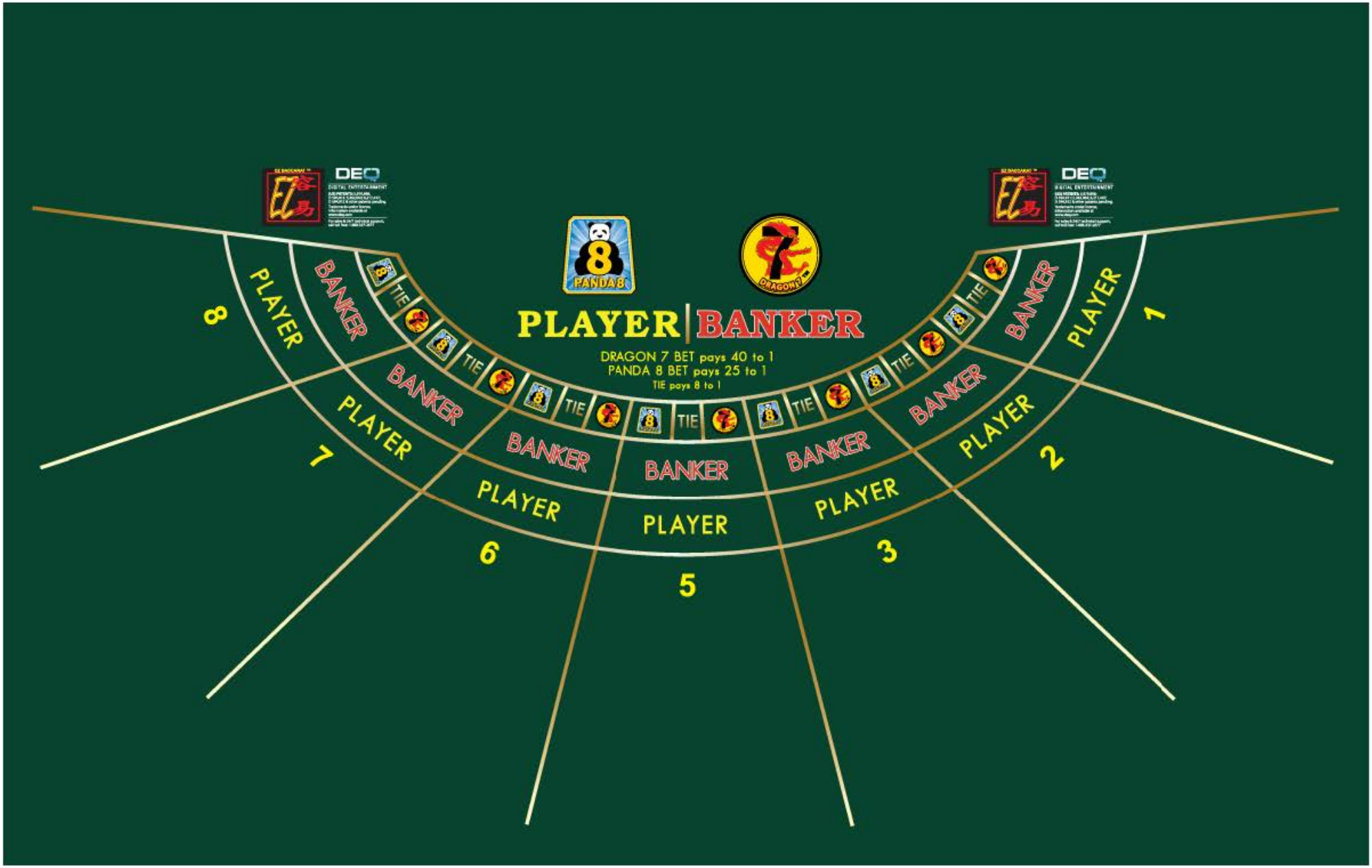
- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

EZ BACCARAT PANDA 8

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee	Tie Bet	Dragon 7 Bonus Bet	Panda 8 Bonus Bet
1	$5 - $500	$5 -$100	$0.50	$0.00	$0.00	$0.00	$0.00
		$101-$200	$1.00				
		$201-$400	$2.00				
		$400-$800	$5.00				
		$801 or more	$12.00				
2	$25 - $1,000	$25-$200	$1.00	$0.00	$0.00	$0.00	$0.00
		$201-$400	$2.00				
		$401-$1,000	$5.00				
		$1,001-$2,000	$15.00				
		$2,001 or more	$25.00				

- Wagering limits for base bets will be $5 to $500 and $25 to $1,000.
- Wagering limits for tie bests will be $5 to 100 and $25 to $100
- Wagering limits for Dragon 7 and Panda 8 will be $5 to $50
- There is no separate collection fee for each wager
- Collations will be taken before the cards are dealt
- All collections will be paid by the Player/Banker per the collection chart

Casino Real
EZ Baccarat Panda 8