Pai Gow Tiles

Pai Gow Tiles is played with a set of 32 Chinese dominoes or tiles, and up to eight players can play. The dealer shuffles the tiles face down and stacks them into eight piles of four high. The player-dealer selects a pile of tiles to start the distribution then shakes three dice in a dice cup. Using the sum of the dice, the player-dealer counts around the positions at the table counter-clockwise to determine who receives the first hand and begins the action.

Each player receives a stack of four tiles distributed in a counter-clockwise rotation. If the player position is vacant, the hand is discarded. Each player, including the player-dealer, forms the four tiles into two pairs. If both the player's pairs rank higher than the player-dealer's, the player wins. If neither of the player's pairs rank higher than the player-dealer's, the player-dealer wins. And if just one pair ranks higher, it is a push. If the player and the player-dealer have the same tiles, the player-dealer wins.

The object of the game is to look for and form the hands as follows: Gee Joon; Bo (matched and unmatched pairs); Wong (double six or double one pair up with nine); Gong (double six or double one pair up with eight); double six or double one pair up with seven; and making both hands as close to nine or as balance as possible.

Gee Joon
The highest possible pair is Gee Joon (supreme pair), which is made up of the two tiles 4-2 and 2-1. The 4-2 and 2-1 are the two "wild cards" and can be used as either a three or a six when making pairs.

Bo
Under the Gee Joon are the pairs (Bo), which can be made up of matched or unmatched tiles that have the same totals. Their ranking from high to low are:

Pair	Name
6-6 & 6-6	Heaven
1-1 & 1-1	Earth
4-4 & 4-4	Man
3-1 & 3-1	Goose
5-5 & 5-5	Flower
3-3 & 3-3	Long
2-2 & 2-2	Board
6-5 & 6-5	Hatchet
6-4 & 6-4	Partition
6-1 & 6-1	Long Leg Seven
5-1 & 5-1	Big Head Six
6-3 & 5-4	Jaap Gow - mixed nine
6-2 & 5-3	Jaap Bart - mixed eight
5-2 & 4-3	Jaap Chut - mixed seven
4-1 & 3-2	Jaap Ng - mixed five

Wongs
The next level of hands beneath Bo are called Wongs. They are a nine paired with a double six or

double one. The double six combinations rank higher than the double one combinations.

6-6 & 6-3
6-6 & 5-4
1-1 & 6-3
1-1 & 5-4

Gongs

The third level of hands are called Gongs. They are an eight paired with a double six or double one. The double six combinations rank higher than the double one combinations.

6-6 & 6-2
6-6 & 5-3
6-6 & 4-4
1-1 & 6-2
1-1 & 5-3
1-1 & 4-4

Other Hands

If you do not have any of the above hands, add up all the dots on the two tiles and take the total, modulus ten (i.e. keep the last digit of the total as your score).

Breaking Ties

In the event of a tie, the ranking is settled based on individual tile values. Their ranking from high to low are:

Tile(s)	Name	Tile(s)	Name
6-6	Teen	6-1	Tit
1-1	Day	5-1	Look
4-4	Yun	6-3 & 5-4	Gow
3-1	Gor	6-2 & 5-3	Bot
5-5	Mooy	6-1 & 5-2	Chu
3-3	Chong	4-2	Luk (part of Gee Joon)
2-2	Bon	4-1	Ng
6-5	Foo	3-2	Ng
6-4	Ping	2-1	Saam (part of Gee Joon)

ASIAN STUD POKER

Asian Stud Poker is splayed with a "stripped" standard 52-card deck. The 2s, 3s, 4s, 5s and 6s are removed along with the Jokers. It is played similar to Five Card Stud. However, because of the missing cards two significant variations apply, at the discretion of the card room's house rules.

An ace can be used as a six for a small straight (A-7-8-9-10) and also after a king for a large straight (10-J-Q-K-A).

A flush is a higher ranking than a full house.

The Asian Stud games may be structured limits. Example: 2 & 4 & 6 & 12. They can also be spread limits such as $10 - $200.

Each player is dealt five cards, the first one face up and the second one down, then a betting round. Then three more up cards are dealt with a betting round after each.

The player with the highest card clockwise from the dealer will have a mandatory opening bet. It is live, therefore this player has the option to raise.

High hand starts the action on all following rounds. Two identical hands, the first one clockwise, in front of the dealer button acts first.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be "action only". Any player who has acted prior to an "action only" bet is not entitled to raise unless the bet has been completed.

In order to play "all-in" at the start of a hand, players must have in their table stakes chips totaling at least the ante and force bet for that limit.

Any player receives his/her down card face up, will receive his/her next card down. He/she cannot be forced high. Two or more players dealt down cards face up, is a misdeal.

A dealer who burns two cards or fails to burn a card, should if possible, move the cards to the right position.

A player must have five cards in order to win. Any other number of cards constitutes a foul hand. The best five card hand is declared the winner.

Ranking of Hands
Royal Flush
Straight Flush
Four of a Kind
Flush
Full House
Straight
Three of a Kind
Two Pair
One Pair
High card

CARIBBEAN STUD POKER

* Caribbean Stud Poker is played like Stud Poker, however, all five cards are dealt face down.

Each player posts collection (fee).

Each player makes his/her opening bet known as the ante.

If player feels he/she has a hand which will beat the player/dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the player/dealer's hand, he/she may fold and surrender his/her original ante.

The player/dealer must have an Ace/King or higher to continue. If the player/dealer cannot open with an Ace/King, the hand is over, and the player/dealer will collect the cards and pay ante only on players who stay in the hand. **

The value of hands is the same a Draw Poker.

* Played with standard 52 card deck.

** If player/dealer does qualify with Ace/King the winner of the hand will be determined by standard ranking of poker hands. A players winning or losing bets will be paid or taken accordingly.

BET WAGER BONUS SCHEDULE

Royal Flush.....10 to 1
Straight Flush.....9 to 1
Four of a Kind.....8 to 1
Full House..... .7 to 1
Flush.....6 to 1
Straight.....5 to 1
Three of a Kind.....3 to 1
Two Pair.....2 to 1
One Pair (or less).....1 to 1

Chinese Poker

Introduction:

The exact origin of Chinese Poker is unknown, but it has been played in the Asian community for many years. The game is played with a regular 52-card deck, and standard poker rankings apply. Four players are dealt 13 cards each and must arrange those card to form three poker hands: a three-card "front" segment (straights and flushes do not count in the three-card segment), a five card "middle" segment, and a five card "back" segment. To be valid, the front segment may not rank higher than the back segment. The object of the game is for a player to set his three segments in such a manner that they beat the respective segments of his opponents. Should a player fail to set his cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents.
When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares his three segments against the hands of his opponents, one player at a time, beginning with the player to the left of the dealer button and moving clockwise around the table.

Point System
Settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point, and each point is given a monetary value that depends on the table limit. The player who has the highest ranking for each segment wins one point from his/her opponent(s); players then settle their wagers according to the point difference between them at the hands conclusion.

In addition to the basic point system, three variations may be utilized as follows:

1. Western Version
This point system awards one additional point to the player who wins the majority of segments. If a player beats an opponent two out of the three segments, player receives two point for the winning segments, loses one point to the opponent, and gains one point for winning the majority of segments. The player thus wins a total of two points from that opponent.

2. Eastern Version
This version uses a "bonus" system, which awards additional points for making certain hands in the front, middle, and back positions. Bonus hands and points earned are as follows:

a. Bonus Point Hands In The Back
    1. Straight flush - five (5) points
    2. Four of a kind - four (4) points.

b. Bonus Point Hands In The Middle
    1. Straight flush - ten (10) points
    2. Four of a kind - eight (8) points

3. Full house - two (2) points

c. Bonus Point Hands In The Front
   1. Three of a kind - three (3) points.

In the Eastern version, if a player wins two out of the three segments, two points will be awarded for the winning segments, and one point lost to the opponent, for a total win of one point from that opponent. When a bonus hand is involved, the winning segment earns only the bonus hand points. For example, if a player wins all three segments and has four of a kind in the back, a total of six (6) points will be awarded.

3. Mandarin Version

In this version, the bonus hands and their values are identical to those in the Eastern version, but points for the bonus hands are tallied in a different way. A player earns one point for each winning segment, and if a bonus hand is present, the points for that bonus hand are then added on. The Mandarin version also includes two special bonus situations - the "Shot" and the "Homerun"

a. The Shot occurs when a player wins all three segments against an opponent. When the Shot takes place, the regular point value for each segment is doubled, and if a bonus hand is involved, the points for the bonus hand are then added to the total. For example, if a player "shots" an opponent and has three of a kind in the front, he/she will win a total of nine (9) points from that opponent. The three winning segments are worth three (3) points, which are doubled to six (6) points because of the Shot, and three (3) points are added for the bonus hand.

b. The Homerun, which is applicable only in a four-handed game, occurs when a player wins all three hands on the showdown against all three of the opponents. When the Homerun takes place, the regular point value for each segment is tripled, and if a bonus hand is involved, the points for the bonus hand are then added to the total. For instance, if a player "homeruns" the three opponents and has three of a kind in the front, he/she will win a total of twelve (12) points from each opponent. The three winning segments are worth three (3) points, which are tripled to nine (9) points because of the Homerun, and three (3) points are added for the bonus hand.

CLEAN SWEEP HANDS: "Clean Sweep," used in all versions of Chinese Poker, is a hand with a special ranking that wins automatically. All Clean Sweep hands must be declared before the showdown and are worth different points depending on the version being played. According to the ranking, from the highest to the lowest, following are the Clean Sweep hands being played:

1. The PURE DRAGON hand contains ace through king of the same suit and is worth (Rank #1):
   a. Thirty-nine (39) points in the Mandarin version
   b. Thirteen (13) points in the Eastern version
   c. Eight (8) points in the Western version

2. The BLACK DRAGON or RED DRAGON hand contains ace through king of the same color and worth (Rank #2):
   a. Twenty-six (26) points in the Mandarin version
   b. Thirteen (13) points in the Eastern version
   c. Eight (8) points in the Western version

3. The DRAGON hand contains ace through king of any suit and is worth (Rank #3):
   a. Thirteen (13) points in the Mandarin version
   b. Thirteen (13) points in the Eastern version
   c. Four (4) points in the Western version

4. The ALL BLACKS or ALL REDS hand contains thirteen (13) cards of the same color and is worth (Rank #3):
   a. Thirteen (13) points in the Mandarin version
   b. Thirteen (13) points in the Eastern version
   c. Four (4) points in the Western version

5. The MINOR hand, which is played only in the Mandarin version, is composed of cards that rank between deuce and nine of any suit and is worth six (6) points. (Rank #4)

6. The SENIOR hand, which is played only in the Mandarin version, is composed of tens, jacks, queens, kings and aces, and is worth six (6) points. (Rank #4).

7. The SIX WHEELS hand contains six (6) pair (note that four of a kind can be counted as two pair) and is work (Rank #5).
   a. Three (3) points in the Mandarin version
   b. Three (3) points in the Eastern version
   c. Four (4) points in the Western version

8. The THREE FLUSH hand contains suited cards in the front, middle, and back positions and is worth (Rank #5).
   a. Three (3) points in the Mandarin version
   b. Three (3) points in the Eastern version
   c. Four (4) points in the Western version

9. The THREE STRAIGHT hand contains straights in the front, middle, and back positions and is worth (Rank #5);

   a. Three (3) points in the Mandarin version
   b. Three (3) points in the Eastern version
   c. Four (4) points in the Western version

When a player declares a Clean Sweep hand, the house dealer will verbally confirm this

with the player. The Clean Sweep hand is not viewed until the showdown, and the player collects its value in order. If more than one player has a Clean Sweep hand and the hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. The high ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If a Clean Sweep hand is not declared prior to the showdown, it will be played as a regular hand.

SURRENDER: Chinese Poker permits one player to surrender his or her hand by verbal declaration before the showdown. In this case, the player's hand will not be compared with other player's hands, but the player who surrendered must pay each opponent three (3) points. When a player declares the intention to surrender, the house dealer will verbally confirm this with the player. Once the intention to surrender has been confirmed, the player does not have to set the hand and it will be placed face down on the table.

GAME RULES:

1. The buy-in is twenty (20) times the value of one point of the game. A player may not add any amount to the stack once he or she picks up the cards. The exception is when the player declares the amount he or she intends to add to the stack and does so before the showdown.

2. In an all-in situation, the settlement of wagers starts from the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front of the player at the beginning of the hand.

3. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.

4. If a player fails to set his or her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and that player must pay a penalty to each of his opponents:
   a. A fouled hand against a "Clean Sweep" hand, will pay the value of the "Clean "sweep" hand.
   b. A fouled hand against a regular hand:
      1. Western version: 4 points
      2. Eastern version: 3 points plus the bonus in the opponent's hand.
      3. Mandarin version: 6 points plus the bonus in the opponent's hand.

   c. A fouled hand against a Surrender, the fouled hand is still entitled to collect from the surrender hand.

5. If a player declares a Clean Sweep hand but cannot produce it, that player must pay each opponent to the value of the Clean Sweep hand. An exception occurs when an opponent has already declared his intention to surrender, provided that

the house dealer has obtained the confirmation to surrender.

6. In the situation where one player declares a Clean Sweep hand and another player declares the intention to surrender, the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is first clockwise from the dealer button will be recognized as the first to make the declaration.

7. Before the showdown, a misdeal will be declared if:
   a. Five or more cards of one player's hand are exposed by the dealer.
   b. Any player is dealt the wrong number of cards.
   c. Five or more boxed cards appear in the deck.
   d. A foreign card appears.

8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that he or she has been dealt an incorrect number of cards.

9. On the showdown, if a player's hand contains two of the same cards, the player has a fouled hand, it two of the same card belong to different players, that hand will be declared a misdeal.

10. Exposed cards or boxed cards will play as dealt.

11. A, 2, 3, 4, 5, is the smallest straight.

HOUSE RULES:

1. Collection drop or time collections are taken in advance.

1. All cash must be changed to chips.

2. All cards must stay on the lane of the table.

3. Attempts to switch, pass, or hold out cards will cause the player's hand to be fouled and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.

4. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.

5. The management reserves the right to make decisions which are in the best interest of the game(s). Therefore, under special circumstance, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

6. Management reserves the right to refuse service or to bar anyone who in their opinion is inimical to the safe and secure operation of the casino facility.

DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

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 used only for Aces, Straights, and Flushes.

No double Ace Flush, which includes an Ace and a Joker. The Joker would represent the highest card not in the hand.

DRAW POKER HI-LO

Draw Poker Hi-Lo is played with a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot. If no player opens the pot the game then reverts to Low-Ball.

When playing Draw, all Draw rules apply.

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, and all Low-Ball rules apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand will be played over without re-anteing.

FIVE CARD STUD POKER

Five Card Stud is played with a standard 52-card deck. Each player receives one card face down and one face up. They have the option of betting, calling or raising. After each betting round is completed, the dealer will in turn, deal each player one card face up, until each player has received three more face up cards (one after each betting round).

There is one betting round after the first two cards have been dealt to each player. There will be additional betting rounds on the third, fourth and fifth face up cards.

The object is to make the best poker hand using the five cards dealt to each player.

LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

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 they 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 post their blinds and are dealt five cards face down, 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 number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back. If the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

MEXICAN STUD POKER
(5-CARD STUD - MEXICO STYLE. 41-CARD DECK)

Five Card Stud - Mexico Style is played with a "stripped" standard 53 card deck consisting of 52 cards and 1 Joker. The 8s, 9s, and 10s are removed, leaving 41 cards.

To receive a hand, each player places a collection in front of him/her in the table's playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face down. After the first two card are dealt, players must turn one card up. A betting round begins with the high card forced to check or make a minimum bet. After the betting is completed players receive another cards, dealt face-down. Players then turn over one of their cards, (leaving one card face-down). The betting round starts with high hand. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

1. 5 of a Kind (including joker)
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Flush
6. Full House
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

Ace may be used as a one for a small straight: " A, 2, 3, 4, 5," or after a King for a large straight: "10, J, Q, K, A".

The player with the highest card clockwise of the dealer button will either check or bet.

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

If any down card is exposed by the house dealer, that player will receive his/her next card down and will be permitted to declare "all-in."

The game allows for the counting as a straight certain hands containing a non-contiguous progress of numbers due to cards 8-9-10 being removed. These hands are 4-5-6-7-J 5-6-7-J-Q 6-7-J-Q-K 7-J-Q-K-A.

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

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

English only will be permitted while hand is in play.
Cards speak - hold your hand until you are sure of what your opponent has.

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

No string bets or raises.

One short buy is allowed for every full buy-in (1 full, 1 short, 1 full, etc.).

Only the player with the dealer button may ask for an additional shuffle.

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

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

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

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

House rules may apply, but must have prior approval of the Chief of Police. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and 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 hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, 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.

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. 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 four cards and three of the five communal cards,* the active player with the best high hand is awarded the pot.

OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, 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.

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. These five cards are common to all active players.

A final betting round.

PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other 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 chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three 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 fourth card is turned next to the initial three.

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. 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 card high hand is awarded the pot.

CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi 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 Hi Poker.

Pineapple Poker games can also be played Hi-Low.

LAZY PINEAPPLE POKER

Lazy Pineapple Poker is played exactly like Pineapple Hi Poker with one exception, that is, players do not discard any cards. They play three cards through the entire course of the hand.

Lazy Pineapple Poker games can also be played Hi-Low.

PUSH 9

Push 9 is played using a standard 52-card deck with the Joker omitted.

All players ante.

Each player is dealt three down cards, one at time, in rotation, in turn.

A round of betting ensues.

When a player has bet or raised the limit of that game, there can be no more raises.

All action players expose their hands. The winner of the hand is determined by the value of hands stated below. If the pot is won by one player, he/she is awarded the pot.

If there is a tie (push) the pot is then divided into equal portions. If those portions total more than $200 each player takes what he/she has won. If the amount is less than $200, the players who have lost may buy back into the game.

Value of Hands in Sequence:

- Three of a kind
- Straights
  - (Example: Ace, King, Queen
    Ace, Deuce, Trey
    King, Queen, Jack
    Etc.)
- Any three picture cards
  - (Kings, Queens, or Jacks)

If none of the above, add the sum total value of the three cards with 9 being the best hand.

Cards have the following value:

Ace	=	1
Deuce	=	2
Trey	=	3
Four	=	4
Five	=	5
Six	=	6
Seven	=	7
Eight	=	8
Nine	=	9
Ten	=	0
Jack	=	0
Queen	=	0
King	=	0

Example of sum totals (Numeric Values)

K, Q, 9 = 9
J, 5, trey = 8
6, 6, 5 = 17 or 7
Ace, 4, Deuce = 6
9, trey, trey = 15 or 5

SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

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, 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-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as $2, $4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.
If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1 The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2. If there are five players remaining without a card, the dealer will not burn and deliver the cards.
If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce
the use of a community card. The dealer will then burn a card and turn up a card in the center of the table.
(Community card). The card plays in everyone's hand. The player who falls high on board - using the
community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund of their wager.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

TEXAS HOLD-EM

Texas Hold-Em 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.
Blinds are posted by players who sit in consecutive clockwise order from the button. Action is 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 rounds the action is begun by the first active player from the button.

Each player is dealt two down 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.

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. These five card are common to all active players.

A final betting round.

All active players expose their hand. 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.

A new player entering a Hold-Em game may either choose to wait until the dealer button passes or take a hand immediately.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, management will retrieve a card at random and it will become the burn card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.
If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put

TEXAS HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.
The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

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

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

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

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

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

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

CALIFORNIA BANKING SYSTEM GAMES

CENTURY 21 BACCARAT

Multiple decks of plastic coated cards are used.

Each deck includes all cards in addition to one (1) Joker, totaling 53 cards per deck.

Cards between 1 and 9 have their face value.

Face cards and 10's are counted as (0) zero.

Jokers are wild, they can have any value between 0 and 9.

The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over 10 is the actual value of the hand.

The object is to form a hand that totals 9 or as close as possible.

A hand with two Jokers wins all other hands, including all 9's all first two initial cards "Two Jokers, "9's" or "8's" are considered "Natural".

After the initial deal the players will check for a "Natural". If the hand contains "Two Jokers", "9" or and "8" the player needs to turn over both cards.

If the hand is not a "Natural", the player must position their cards in the proper HIT or STAND box in order to receive or not to receive a draw card.

Prior to the draw, the Designated Player/Dealer initial two card's value should be checked for a "Natural", if the two cards total any "Natural", the cards will be turned up and the deal is concluded. No one will be allowed to draw.

The Designated Player/Dealer will start opening all other hands.

The Designated Player/Dealer having a "Natural" will automatically win all hands with the exception of other same value "Natural's" held by players and will lose to any player's higher value "Natural" hand.

Designated Player/Dealer's three card "9" will win any player's "Natural" "8".

If the Designated Player/Dealer's hand does not total any "Natural", the players have the option of drawing one additional card.

FAST ACTION HOLD'EM

INTRODUCTION

Fast Action Hold'Em is played on a 21 or double hand poker type table. It is played with six complete fifty-two (52) card decks delivered from a shoe. Each player receives four (4) cards in a clockwise rotation starting from the first player after the Designated Player/Dealer position. Each player and the Designated Player/Dealer keeps two (2) of their four (4) cards, discarding the two (2) cards they do not wish to play. The house dealer will then turn up five (5) common cards in the center of the table. All players and the Designated Player/Dealer will use their two (2) cards to make their best five (5) card poker hand.

THE PLAY

1. The Designated Player/Dealer button will be offered to the first player to approach the table. If multiple players approach at the same time, then it will be offered to the player seated in the #1 position.

2. All players must put their wager and per hand collections in the appropriate betting positions. Before the cards are dealt, all collections are dropped. Once the house dealer has announced "No More Bets", no player may change their wager. Only moneys in the betting position plays.

3. The house dealer will deliver four (4) cards, one (1) at a time, face down in a clockwise manner to each position where there is a bet, starting with the first wager after the Designated Player/Dealer position. The Designated Player/Dealer hand will be dealt in rotation with all other hands and will always be the last position to receive a card.

4. Once the house dealer completes the delivery of the four (4) cards, the Designated Player/ Dealer hand will go into the center box of the flop position and cap it with the Banker Button.

5. If a player has four (4) of a kind in their original four (4) cards, this is a ("Natural Winner"), it is an automatic winner regardless of any other determinations past that point. Natural Winners are to remain face up, in front of that players wager and is to be paid to the extent that money covers.

6. After all players have discarded two (2) cards and tucked the two (2) cards they are playing under their bets the dealer will collect all discards and place them in the discard rack.

FAST ACTION HOLD'EM Continued

7. The dealer will now announce "Bank Open", place the bank button back in position in front of the Designated Player/Dealer bankroll and turn face up over the logo the Designated Player/Dealer's four (4) cards, and wait for instructions from the Designated Player/Dealer as to which two (2) cards they wish to play, The dealer will place the Designated Player/Dealer's discards into the discard rack.

8. If the Designated Player/Dealer has a natural winner then all play is stopped, a flop will be dealt face down and the first card turned face up to determine where action will start (see #14). All wagers will lose with the exceptions of player naturals to the extent that money covers.

9. In the case where both the Designated Player/Dealer and the player have a "Natural Winner" the player will win to the extent that money covers regardless of the "Natural Winner" card values.

10. The dealer will inform the players of the Designated Player/Dealer as to house way <u>only upon request.</u>

11. The house dealer will then burn one (1) card to the discard rack from the shoe and turn five (5) cards, one (1) at a time, face up in the designated "Flop" boxes on the layout. The first card will go in the box farthest to the right, the second card will go next to the first, etc., etc.

12. These five (5) cards are the community cards and will be incorporated with each players hand as well as the Designated Player/Dealer hand to determine the best five (5) card poker hand for both the Designated Player/Dealer and the players. The best five (5) cards may be the five (5) common community cards.

13. The first "Action" (The pay and take sequence) will be determined by the first common (flop) card dealt. The dealer will verbally announce "Action" when they turn that first card of the flop. Because there are only eight (8) betting positions, the nines (9's) and face cards will not apply. Therefore, the first flop card ace being one (1) through eight (8) that is dealt will designate where the action button will be placed. If all five (5) flop cards are nine (9) through king then the action button will be placed in the first active position clockwise from the Banker Button. All "action" moves clockwise, starting with the "Action" button..

14. After determining the Designated Player/Dealer hand value the dealer will then begin determining values and sin/lose of the players hands in a clockwise fashion starting with the action button.

FAST ACTION HOLD-EM (Continued)

15. A hand that beats the Designated Player/Dealer hand will be placed face up in front of the betting position, and a hand that loses to the Designated Player/Dealer hand will be placed face down in front of that position with the wager stacked on top the cards. Pay and take sequence will not begin until all hand values have been determined.

16. If the Designated Player/Dealer and the player have the same value hands, this is a "Copy" and the Designated Player/Dealer wins all "Copy" hands to the extent that money covers.

17. All pay and take will be made clockwise from the "Action Button".

18. After all wagers in action are paid or taken and the non-action wagers returned to those respective players, the dealer will turn all player hands face down. Those hands will be stacked one hand on top of the next in a counterclockwise direction starting from third base (furthest player to the dealers right) and then put into the discard rack.

19. The house dealer will then pick up the Designated Player/Dealer two (2) card hand and scoop the flop cards with the (2) Designated Player/Dealer cards and place them into the discard rack. The procedures #19 and #20 will allow the supervisor to back the hand up if a dispute should occur. The next round of play may commence.

FAST ACTION HOLD-EM (Continued)

RULES

1. Players are not allowed to touch their cards once they have tucked their two (2) cards that they are playing under their bets.

2. Players are responsible for the final setting of their hands. When a player or the Designated Player/Dealer request assistance on the setting of their hand by the house dealer, the hand will be set "HOUSE WAY".

3. When an open spot is available and a player plays a second hand, that player may not look at or set that hand. That second player hand will be set "HOUSE WAY" by the dealer.

4. There will be no split or surrender options available as there is in the House Banked version of Fast Action Hold'Em.

5. On a new game, or on a game that has gone dead and is starting up again, the Designated Player/Dealer ("Dealer") button will always begin with the first player clockwise from the house dealer.

6. The Designated Player/Dealer will be allowed two (2) rounds of play as Designated Player/Dealer.

7. Any player wagering on a position and having played the previous hand has the option of being the Designated Player/Dealer on the next hand (in turn as position allows). If they did not wager on the previous betting round, they may not be the Designated Player/Dealer.

8. In both the player and Designated Player/Dealer positions, the seated player makes the final decision on the play of the hand if a disagreement should take place between multiple players/Designated Player/Dealers.

9. If the Designated Player/Dealer hand is accidentally exposed before all hands are set, the remaining hands will be set "HOUSE WAY."

10. The house dealer from time to time may deal a fifth card to one or more of the players. When this occurs, call the supervisor. If the dealer knows which of the five (5) cards is the extra card, that card(s) will be moved back to the shoe and the true order of the cards maintained. If the dealer does not know which is the extra card, the supervisor will pick one at random. and offer the player(s) the option of calling their hand dead as long as the player has not yet looked at their cards.

11. If the dealer exposes a flop card(s) before all players have discarded, the supervisor will instruct the dealer to burn the exposed card(s) and continue as normal.

12. This is a five (5) card game. Some players attempt to take the hand value to a sixth card. Please explain to them that the sixth card does not play.

13. Management and/or the house dealer will accept no responsibility for the outcome of any hand when the instruction of "HOUSE WAYS" is used by a player to set their hand.

1. Flush with five of a kind
2. Royal flush
3. Flush with four of a kind
4. Straight flush
5. Flush with full house
6. Five of a kind
7. Flush with three of a kind
8. Flush with two pair
9. Flush with one pair
10. Four of a kind
11. Full house
12. Flush
13. Straight
14. Three of a kind
15. Two pair
16. One pair
17. No pair (High card)

HOUSE WAYS

1. Suited pair
2. Highest pair
3. Ace with highest suited card 10 or better
4. Highest suited running cards 10, Jack or better
5. Ace with highest card 10 or better
6. Highest non-suited running cards jack, queen or better
7. Ace with highest suited card
8. Highest suited cards 10 or better
9. Two highest cards jack or better
10. Ace with highest card
11. Any suited running cards
12. Two highest suited cards not running
13. Any two running cards
14. Two highest cards

FAST ACTION HOLD-EM (Continued)

If the hand has tree of a kind in the original four cards:

1. If two of the cards are suited, these will be played as indicated byHouse Way number one.
2. If none of the like cards are suited, discard the one that is suited with the off value card.

Example: 7 diamond, 7 spade, 7 heart, 2 heart: Discard 7 heart & the 2 heart

3. If all four cards are unsuited, keep the two cards that are the same color.

Aces are very strong cards in Fast Action Hold'Em and there are only two occasions in which the house will discard them;

1. When there is a pair.
2. When there is a K-Q, Q-J, or J-10 suited.

PAI GOW POKER

Pai Gow Poker is played with a standard 52-card deck with one joker added, making 53. Each player is dealt seven down cards from which they form two hands, a front two-card and a five-card hand. The back five-card hand must be of a higher ranking than the front two-card hand. Traditional poker rankings are used to determine winners. When players' hands are compared to the Designated Player/Dealer's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Play rotates clockwise. Each player has the option:

1. To be the Designated Player/Dealer for two consecutive hands;
2. For only one hand then pass that privilege.
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 backline betting.

Player makes a bet.

The dealer deals seven piles of down cards of seven each, in turn, in rotation in the middle of the table.

The Designated Player/Dealer 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 in front of the player so designated as first player.

The Designated Player/Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.

When the dice cup is opened and the dice are exposed, no bets can be added or taken back, no bet can be added to or subtracted from or moved or altered in any way. After the dice are exposed, all bets must play as positioned. It is the responsibility of the player to notice and call attention to errors <u>before</u> the dice cup is opened.

Each pile of seven cards are distributed to each seat at the table.

Cards distributed to seats without a wager are collected by the dealer.

Players form two hands, a two-card and a five-card hand.

When all player's hands have been set, the dealer exposes the Designated Player/Dealer's hand, and sets it according to the Designated Player/Dealer's instructions.

Each player's hand is compared to the Designated Player/Dealer's hand to determine the winner according to the criteria in the above paragraphs.

Bets are collected and paid only to the extent the Designated Player/Dealer's money is in action.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards at the end of the deal.

A misdeal will be declared if:

1) A Joker or Ace is exposed or boxed.
2) Two or more cards are exposed or boxed.
3) The Designated Player/Dealer does not have correct number of cards.

A player has a foul hand if:

1) Two card front hand is stronger than the five card back hand.
2) The player does not have the correct amount of cards in either the front or back hand.

NO BUST
21st CENTURY
BLACKJACK

4.0

4/23/2006

Copyright @ 2006. All rights reserved.
Any use of the game, rules, and/or trademarks without written authorization from 21st Century Gaming Concepts Inc., is prohibited by law.

Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4,2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a)11and a half on first two cards with all cards with the value of 10's.
b) 1 or 11 with all cards with value of 2-9 .
c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a)11and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust 21st Century Blackjack 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 left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:

   a)11and a half on first two cards with all cards with the value of 10's.
   b) 1 or 11 with all cards with value of 2-9 .
   c) 1 or 11 with three or more cards.

3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.

4. 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.

5. 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 "Player/Dealer" 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.

6. 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".

7. 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.

8. 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 first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

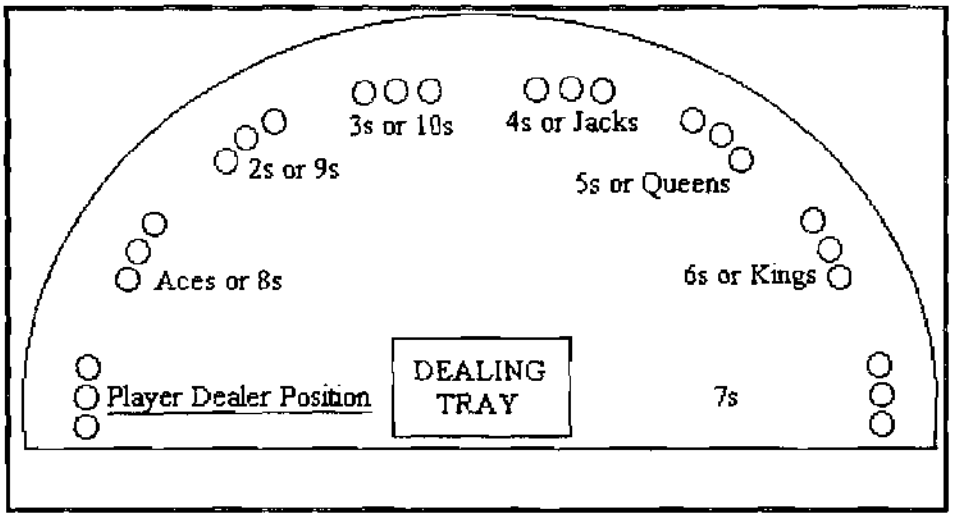
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. 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 house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.

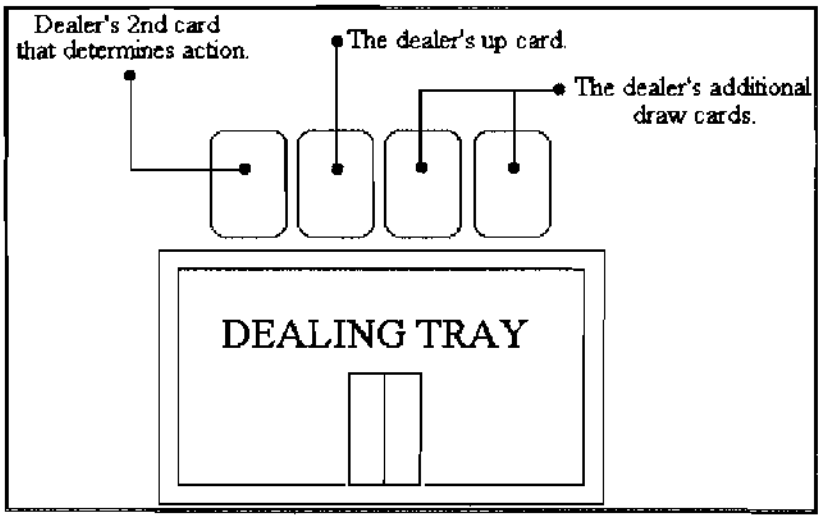
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's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



13. Once the hand is played to the end, the payout 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.

14. 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.

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.

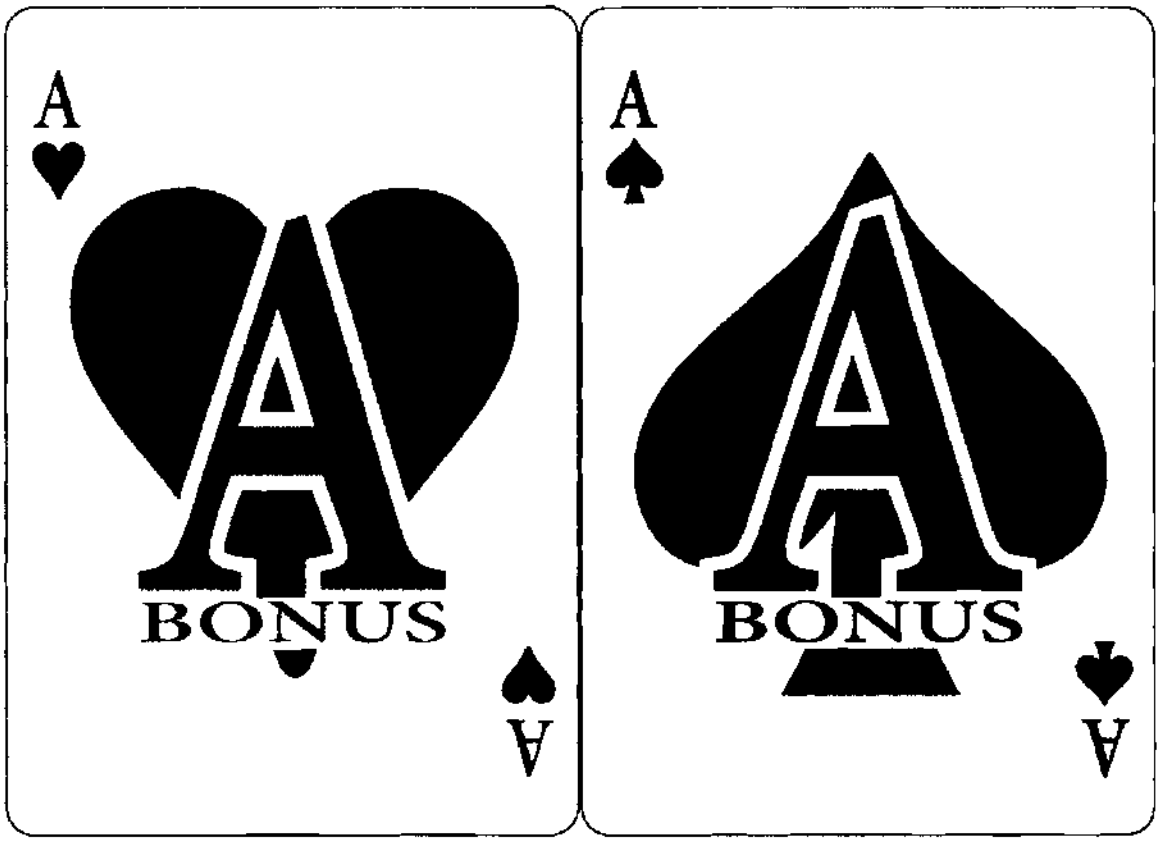
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

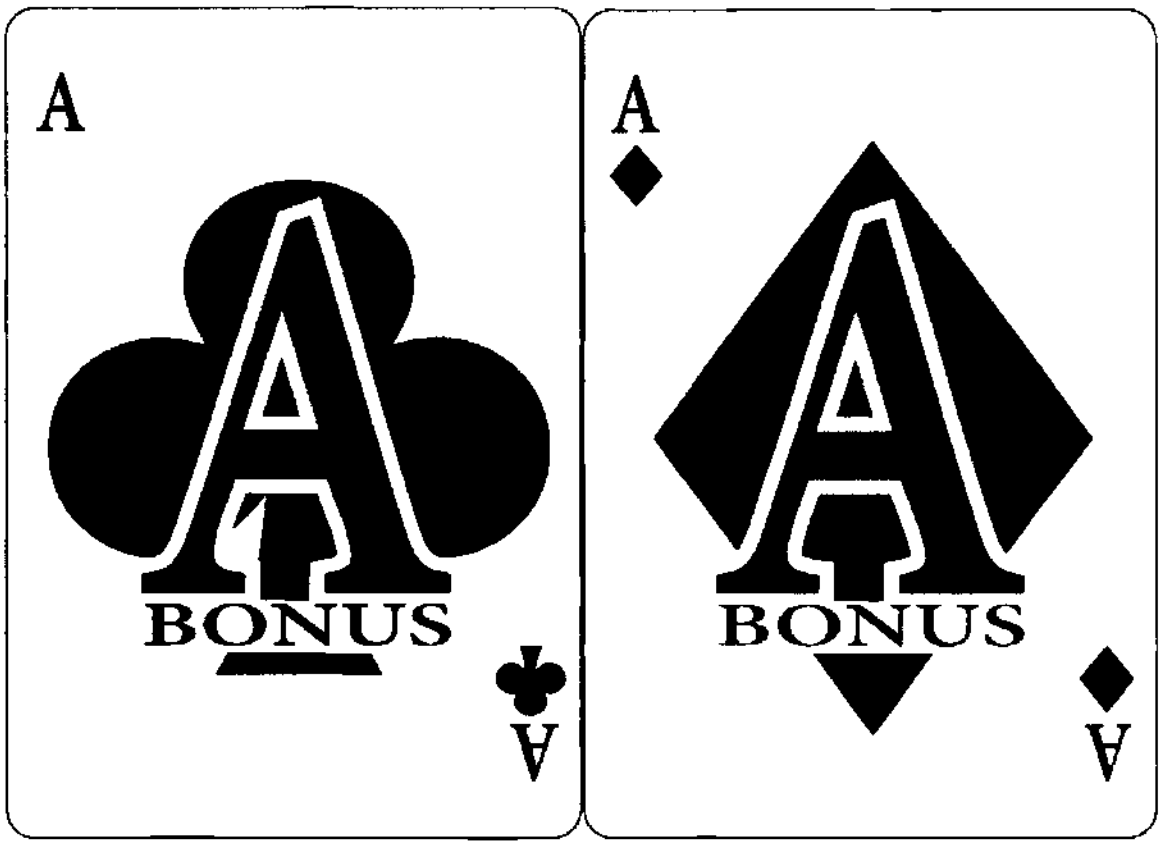
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position 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 " (21and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
    a. If the Player/Dealer is closer to a "natural ," the Player/Dealer wins the hand.
    b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. 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.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. 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.

Bonus Ace'




A
BONUS
A
A
BONUS
A

Three Card Poker

All rights reserved.
Any use of the game, rules, and/or trademarks without written authorization from Shufflemaster Inc., is prohibited by law.

Existing Issued Patents

5,685,774	November 1, 1997	Method of Playing Card Games
6,237,916	May 29, 2001	Method and Apparatus for Playing Card Games
6,345,823	February 12, 2003	Method and Apparatus for Playing Card Games
6,698,759	March 2, 2004	Player Banked Three Card Poker and Associated Games

Additional Pending Patent Applications

Pending application serial no. 10/152,325 filed May 20, 2002, Four Card Poker and Associated Games

Three Card Poker
For Club One Casino

Object of the Game

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

Ranking of hands:

- Straight flush
- Three of a kind
- Straight
- Flush
- Pair
- High card

Round of Play

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

2. The game utilizes a standard 52 card deck.

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 Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.

4. The game is played with up to six players, plus a player/dealer. The house dealer deals the game.

5. Players must make an Ante wager. The total of all players Ante wagers will determine what collection tier is used and is paid by the player/dealer. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.

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

   a. Fold the hand and forfeit the Ante; or
   b. Stay in the game by making a Play bet; this bet must equal the Ante.

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

   a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
   b. The ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the Ante's not surrendered by folding, i.e. even money.

c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
   I. If the player's hand beats the player/dealer's, the player wins even money.
   II. If the player/dealer's hand beats the player's, the player loses.

8. All bets receive action to the extent that the player/dealer wager covers.

9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

1. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bet must equal the Ante to qualify for a Bonus Bet payoff.
3. Bonus Bets pay as follows:

- A pair: pays 1 to 1
- A flush: pays 4 to 1
- A straight: pays 6 to 1
- Three of a kind: pays 30 to 1
- Straight flush: pays 40 to 1
- Royal Flush: pays 200 to 1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet.

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

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

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

Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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

Fortune Pai Gow Poker

Dealing procedures:

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

Number of players in the game:

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

How and when are house fees collected:

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

Betting scheme:

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

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

How winners determined and paid:

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

Fortune Pai Gow Poker

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

Round of Play

- Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- The Casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
  - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.

Fortune Pai Gow Poker

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

<u>Type of gaming table utilized for this game:</u>

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

Fortune Pai Gow Poker

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

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player/dealer's hand.
Envy Bonus	A payout that is made if a player wagers at least $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the the paytable.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.

No Bust -21st Century Blackjack

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:

- Obtain the closest possible hand of "22" or "Natural", or the best possible hand of Joker/Joker, which pays 3 to 2 as a player.

Value of Cards

The game can be played with a minimum of two (2) and a maximum of eight (8) standard playing decks with between two (2) and eight (8) Jokers added. (Up to a maximum of 424 cards.)

- An Ace has a value of either 1 or 11.
- Jokers are wild when used with any other card and instantly make the hand a total of 21. No more action on any hand is allowed once that hand contains a Joker.
- All cards from 2-9 have their face value.
- Picture cards and 10's all have a value of 10.

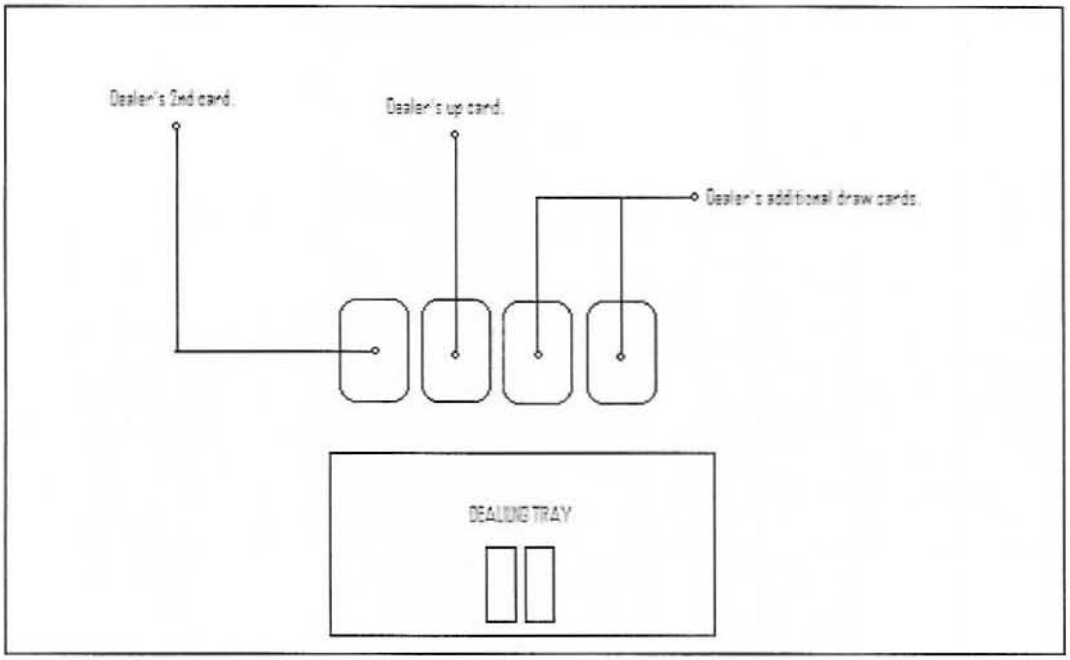
Round of Play

1. No Bust 21st Century Blackjack is played on a raised gaming table. The table may seat up to eight (8) 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 left of the dealer and proceeds in a clockwise fashion.
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, and collection fees for the players and Player/Dealer. A maximum of five (5) collection rates are 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 an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winning wagers and will also set the amount that he/she can collect from the losing wagers. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position.
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 any other unoccupied betting circle(s), just as long as they are immediately adjacent. Players are normally restricted to a maximum of three (3) betting circles, but exceptions may apply due

to business considerations at management's discretion. Each player must pay the posted collection for the wager they placed on any betting circle where they have money or "action", if applicable.

5. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect any and all of the collection 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.
6. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. 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 industry standard hand signal for a Surrender (see below) is for a player to place their index finger straight down on the table behind their wager and draw a line from left to right.
7. The casino dealer deals the first card to the player seated to the left of the dealer, in a clockwise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also, face down. The Player/Dealer's 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 casino dealer, and will continue in a clockwise fashion. The player/Dealer will receive a second card, face down and proceed to turn their original card face up on top of this second card. (Commonly referred to as a "hole card".)
9. Players have the option to hit or stay on any hand that does not contain a Joker. However, if the player is wishing to make a very unusual play, as in the hitting of a hard 19 for example, they should notify the dealer promptly when it is their turn to act. (Calling verbally for "time" is advised.)
10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will expose the Player/Dealer hole card. The casino dealer will now draw cards, if needed, to reach a playable total. The dealer must hit any hand that has a value of soft 17 or less and must stay on any total of hard 17 or greater. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower.
11. At this point all hands will be compared in value, beginning with the seat immediately to the right of the dealer and continuing in a counter-clockwise fashion until all wagers are paid, taken or pushed.
12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

13. If the Player/Dealer's first card up is a Joker, all hands are dealt two (2) cards, including the Player/Dealer, and no player has options on their hands when this occurs. The Player/Dealer hand is considered a total of 21, and winning and losing wagers will be determined based on this total. Players cannot Double Down, Split or Surrender (see below) when the Player/Dealer's first card dealt is a Joker.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is industry standard and is depicted in the example chart below:



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

Game Rules

1. Joker/Joker is the best possible hand, beating all others, and paying 3 to 2 for a player.
2. If a player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural", the player wins the hand.
3. If a player's total is less than a "Natural" and the Player/Dealer's total is also less than a "Natural", the hand closest to a "Natural" wins.
4. If a player and the Player/Dealer have the same total and it is less than a "Natural", the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the Player/Dealer's total are more than "Natural", the following will apply:
    a. If the Player/Dealer is closer to "Natural", the Player/Dealer wins the hand.
    b. If the player is closer to "Natural" the player will push or tie, and no action is taken on the wager.
    c. If the player and the Player/Dealer both have the same total, the player will lose the hand. (Ties are awarded to the Player/Dealer.)

6. If a player has more than "Natural" and the Player/Dealer has less than "Natural", the Player/Dealer wins.
7. 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 five (5) 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 any percentage.
8. Backline betting is not allowed.
9. 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

Double Down: Players can Double Down on any two cards at any time with the exception of all Jokers. The player must place a second wager equal to or less than the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Split: Players can split any two cards of equal value originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may Double Down (but not Surrender) after each split.

Players can split any two Aces originally dealt to them but can only receive one 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 other than Aces is permitted, up to four (4) total hands.

Surrender: Players can Surrender at anytime on their first two cards dealt. (Except against a dealer's up card of an Ace) If they choose to Surrender, half of their wager will be forfeited. The player must indicate they wish to Surrender when it is their turn to act. The player's play for that hand will cease.

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.

CLUB ONE CASINO
Ultra Pan 9™

DETAILED DESCRIPTION

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand and the hand closest to "9" wins.

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.

Type of gaming table utilized for this game:

An industry standard Blackjack table or a "bat-wing" may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side. Alternately, a bat wing or expanded table seats a maximum of 14 players.

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

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between four and ten decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers and the 7's, 8's, 9's and 10's removed.

3. ***Value of Cards:*** All cards 2 through 6 hold their face value. J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting scheme:

1. All wagers in this game 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. Backline betting is allowed.

CLUB ONE CASINO
Ultra Pan 9™

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing."

Dealing procedures:

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

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid.

The house dealer will then deal three cards to each player one at a time in a clockwise fashion. The player/dealer's cards are kept in front of the casino dealer and a white circular "dealer" button is placed on top of those cards.

After all players have checked their 3 cards, they have the option to hit or stand.

HIT/STAND GUIDELINES

Player as well as Player/Dealer must hit on hands with 3 card values of 0 to 4 and stand on 3 card values of 7 to 9. On 3 card values of 5 and 6, both the Player as well as Player/Dealer has the option to either hit or stand.

Once a player has made their decision to hit or stand they will place their cards in a marked area in front of their seat position that has a "stand" or "hit" marked on it. If they stand, no action will be taken. If their card is in a hit area, the casino dealer will deal a 4th card in front of their three cards. The player may not look at this card.

Once all hit cards are dealt to players, the casino dealer will reveal the player/dealer's three cards. The same hit/stand guidelines as listed above will be applied to the player/dealer's hand.

The casino dealer will then reveal each of the player's cards and determine winners and losers.

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two or three card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie.

The Player/Dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

PLAYER/DEALER HAND QUALIFIER RULE

When the player/dealer hand achieves a non-qualifying four (4) card hand total of zero, the payoffs are as follows, based on the outcome of the Player hand:

1. Player hands with a total of one through seven (7) will receive half action on its original wager to the extent that money covers.

2. Player hands with a total of 8 through 9 will receive full action on its wager to the extent that money covers.

3. Player hands with a total of zero will push and no money is exchanged.

CLUB ONE CASINO
Ultra Pan 9™

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in "Dealing Procedures" above.

5. The player/dealer will shake the dice cup (which contains 3 die). The cup will be opened and the casino dealer will place the action button on the appropriate player's spot.

6. Players will set their hands and decide whether to hit or stand.

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

8. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an "Action" button, used as described above.

GLOSSARY OF TERMS

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

Action button: The lamar used to determine where the first hand will be used to compare to the Player/Dealer's hand.

Push: A push is any hand in which money is not exchanged.

CLUB ONE CASINO
Super Pan 9

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand and the hand closest to "9" wins.

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.

Type of gaming table utilized for this game:

An industry standard Blackjack table or a "bat-wing" may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side. Alternately, a bat wing or expanded table seats a maximum of 14 players.

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

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between four and twelve decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers and the 7's, 8's, 9's and 10's removed.

3. ***Value of Cards:*** All cards 2 through 6 hold their face value. J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting scheme:

1. All wagers in this game 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. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

Dealing procedures:

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

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid.

The house dealer will then deal three cards to each player one at a time in a clockwise fashion. The player/dealer's cards are kept in front of the casino dealer and a "dealer" button is placed on top of those cards.

After all players have checked their 3 cards, they have the option to hit or stand.

HIT/STAND GUIDELINES

Player/Dealer must hit on hands with 3 card values of 0 to 4 and stand on 3 card values of 7 to 9. On 3 card values of 5 and 6, the player/dealer has the option to either hit or stand. Players may play their hands however they wish.

Once a player has made their decision to hit or stand they will place their cards in a marked area in front of their seat position that has a "stand" or "hit" marked on it. If they stand, no action will be taken. If their card is in a hit area, the casino dealer will deal a 4th card in front of their three cards. The player may not look at this card.

Once all hit cards are dealt to players, the casino dealer will reveal the player/dealer's three cards. The same hit/stand guidelines as listed above will be applied to the player/dealer's hand.

The casino dealer will then reveal each of the player's cards and determine winners and losers.

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the three or four card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie (exception, see below).

The player/dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

PLAYER/DEALER HAND RULE

When the player/dealer hand and the player hand both tie on a value of "0" or "1", the player/dealer WINS.

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players clockwise on the table until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in "Dealing Procedures" above.

5. Players will set their hands and decide whether to hit or stand.

6. After all wagers are settled, the cards are collected and discarded. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.

7. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an "Action" button, used as described above.

GLOSSARY OF TERMS

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

Push: A push is any hand in which money is not exchanged.

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino and can be up to five separate rates per table. All collection rates and wagering limits for the game will be posted at each gaming table.

Schedule Number	Table Limit	Player Collection	Player-Dealer Table Fee
1	$5 - $40	$0.50	$1.00
2	$10 - $100	$1.00	$2.00
3	$40 - $200	$1.00	$2.00

Schedule Number	Table Limit	Player Collection	Total Table Action	Player-Dealer Table Fee
4	$5 -$200	N/A	$5 - $50	$0.50
			$51 - $100	$1.00
			$101 - $200	$2.00
			$201 - $450	$4.00
			$451+	$10.00

Schedule Number	Table Limit	Total Table Action	Player Collection	Player-Dealer Table Fee
5	$10 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	

Club One Casino

Collection Rates

Game Type	Player Wager	Player Collection		Player/Dealer Table Fee
No Bust Blackjack				
$5 to $200	Any	$0.00	$15+ to $50 aggregate	$0.50
			$50+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$5 to $500	Any	$0.00	$15+ to $50 aggregate	$0.50
			$50+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$50 to $500	Any	$0.00	$50+ to $400 aggregate	$2.00
			$400+ to $1000 aggregate	$5.00
			$1000+ to $3000 aggregate	$10.00
			$3000+ aggregate	$25.00
3 Card Poker				
$5 to $500	Any	$0.00	$5 to $35 aggregate	$1.00
			$35+ to $100 aggregate	$2.00
			$100+ to $200 aggregate	$3.00
			$200+ to $300 aggregate	$4.00
			$300+ aggregate	$5.00
$5 to $50	Any	$0.00	$5 to $35 aggregate	$1.00
			$35+ to $100 aggregate	$2.00
			$100+ aggregate	$3.00
21st Century Baccarat (including EZ Baccarat)				
$5 to $1000	Any	$0.00	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$5 to $1000	Any	$0.00	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ to $1500 aggregate	$5.00
			$1500+ aggregate	$10.00
$5 to $1000	Any	$0.50	$5 to $100 aggregate	$0.50
			$100+ to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ aggregate	$5.00
$5 to $1000	Any	$0.50	$5 to $200 aggregate	$1.00
			$200+ to $400 aggregate	$2.00
			$400+ to $1500 aggregate	$5.00
			$1500+ aggregate	$10.00

Club One Casino

Collection Rates

Game Type	Player Wager	Player Collection	Player/Dealer Table Fee
Pai Gow Poker (including Fortune Pai Gow)			
Pai Gow Tiles			

Club One Casino

Collection Rates

Game Type	Designated Table Fee Opening	Designated Table Fee Late	Regular Table Fee	Total Collection
Limit Poker (includes all versions of these games)				
$1-$2	$0.50		$0.50	$1.00
$1-$2	$0.50		$1.00	$1.50
$1-$2	$0.50		$1.50	$2.00
$1-$2	$1.00		$1.50	$2.50
$1-$2	$1.00		$2.00	$3.00
$2-$4	$1.00		$1.00	$2.00
$2-$4	$1.00		$2.00	$3.00
$2-$4	$1.00		$3.00	$4.00
$2-$4	$1.00		$4.00	$5.00
$2-$4	$1.00		$5.00	$6.00
$3-$6 to $9-$18	$1.00		$1.00	$2.00
$3-$6 to $9-$18	$1.00		$2.00	$3.00
$3-$6 to $9-$18	$1.00		$3.00	$4.00
$3-$6 to $9-$18	$1.00		$4.00	$5.00
$3-$6 to $9-$18	$1.00		$5.00	$6.00
$10-$20+	$1.00		$1.00	$2.00
$10-$20+	$1.00		$2.00	$3.00
$10-$20+	$1.00		$3.00	$4.00
$10-$20+	$1.00		$4.00	$5.00
$10-$20+	$1.00		$5.00	$6.00
$10-$20+	$0.00		$1.00	$1.00
$10-$20+	$0.00		$2.00	$2.00
$10-$20+	$0.00		$3.00	$3.00
$10-$20+	$0.00		$4.00	$4.00
$10-$20+	$0.00		$5.00	$5.00
No Limit and Spread Limit Poker (not including Mexican Poker)				
(Pot must contain $7 for jackpot eligibility and regular or late round table fees are taken)				
$1 min bet	$0.00		$1.00	$1.00
$1 min bet	$0.00		$2.00	$2.00
$1 min bet	$1.00		$2.00	$3.00
$1 min bet	$1.00		$3.00	$4.00
$1 min bet	$1.00		$4.00	$5.00
$2 min bet	$0.00		$2.00	$2.00
$2 min bet	$1.00		$2.00	$3.00
$2 min bet	$1.00		$3.00	$4.00
$2 min bet	$1.00		$4.00	$5.00
$2 min bet	$1.00		$5.00	$6.00
$3 min bet+	$0.00		$3.00	$3.00
$3 min bet+	$1.00		$2.00	$3.00
$3 min bet+	$1.00		$3.00	$4.00
$3 min bet+	$1.00		$4.00	$5.00
$3 min bet+	$1.00		$5.00	$6.00

Club One Casino

Collection Rates

Game Type	Designated Table Fee Opening	Designated Table Fee Late	Regular Table Fee	Total Collection
Mexican Poker				
$1 min bet			$1.00	$1.00
$1 min bet		$1.00	$1.00	$2.00
$1 min bet		$1.00	$2.00	$3.00
$1 min bet		$1.00	$3.00	$4.00
$1 min bet		$1.00	$4.00	$5.00
$2 min bet+			$1.00	$1.00
$2 min bet+		$1.00	$2.00	$3.00
$2 min bet+		$1.00	$3.00	$4.00
$2 min bet+		$1.00	$4.00	$5.00
$2 min bet+		$1.00	$5.00	$6.00
Pan				
$1 condition+			$1.00	$1.00
$1 condition+			$1.50	$1.50
$1 condition+			$2.00	$2.00
$1 condition+			$3.00	$3.00
$1 condition+			$4.00	$4.00

Club One Casino

Collection Rates

Game Type			
Push Nine	**Round 1**	**Rounds 2&3**	**Rounds 4+**
$1 & $2 condition	$3.00	$6.00	$9.00
$3 & $5 condition+	$4.00	$6.00	$9.00

Limit Poker (includes all versions of these games)

Game Type	Designated Table Fee Opening	Designated Table Fee Late	Regular Table Fee		Total Collection
$3-$6+			$6.00	every 1/2 hour	$6.00
$3-$6+			$8.00	every 1/2 hour	$8.00
$3-$6+			$10.00	every 1/2 hour	$10.00
$3-$6+			$12.00	every 1/2 hour	$12.00
$3-$6+			$15.00	every 1/2 hour	$15.00

No Limit and Spread Limit Poker
(Pot must contain $7 for jackpot eligibility and regular or late round table fees are taken)

$1 min bet	$3.00	every 1/2 hour	$3.00
$1 min bet	$4.00	every 1/2 hour	$4.00
$1 min bet	$5.00	every 1/2 hour	$5.00
$1 min bet	$6.00	every 1/2 hour	$6.00
$1 min bet	$8.00	every 1/2 hour	$8.00
$2 min bet+	$6.00	every 1/2 hour	$6.00
$2 min bet+	$8.00	every 1/2 hour	$8.00
$2 min bet+	$10.00	every 1/2 hour	$10.00
$2 min bet+	$12.00	every 1/2 hour	$12.00
$2 min bet+	$15.00	every 1/2 hour	$15.00

*Ultimate Texas Hold'em is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with 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.

Standards of play:

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

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

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

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

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

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

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

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

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

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

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

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

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

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

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

Ranking of Hands:

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

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

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

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

    a. 1 Pair — 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.

    b. 2 Pairs — 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.

    c. 3 of a Kind — 3 cards of the same value.

    d. Straight — 5 cards of any suit in sequence. An ace may be counted as high or low.

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

Betting scheme:

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

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

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

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

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

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

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

Dealing procedures:

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

    a. Call "No more bets"; and then

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

2. All cards shall be dealt face down.

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

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

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

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

4. When an automatic shuffler is used the cards shall be dealt as follows:

   a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by

   b. 2 cards to the player/dealer; followed by

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

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

Round of Play

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

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

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

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

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

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

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

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

c. Place the cards in the discard rack.

7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.

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

When the player/dealer does not qualify:

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

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

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

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

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

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:

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

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

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

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

11. A player's hand shall:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer.

The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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

Glossary of terms used in the controlled game:

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

Club One Casino

Ultimate Texas Hold'em

$5 to $500	Any	$0.00	$5 to $35 aggregate	$1
			$35+ to $100 aggregate	$2.50
			$100+ to $200 aggregate	$3.50
			$200+ to $300 aggregate	$5.00
			$300+ aggregate	$7.00
$5 to $500	Any	$0.00	$5 to $25 aggregate	$1.00
			$25+ to $75 aggregate	$2.00
			$75+ to $125 aggregate	$3.00
			$125+ to $200 aggregate	$4.00
			$200+ aggregate	$5.00

Flexedge Gaming, LLC
Steven@FlexEdgeGaming.com

Standards of Play

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

- Two cards will be dealt to both the Banker spot and Player spot.
- The best possible point total is 9 with 8 being second best.
- An additional card may be drawn to the Player and Banker hand according to Supreme Baccarat™ rules.

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of gaming table utilized for this game

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

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

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";

2. For wagers on the banker the word "Banker";

3. For tie bet wagers, the word "Tie";

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

5. For Flex Action bonus wagers, six circles for the banker labeled "0, 1, 2, 3, 5, 6, 7".

Number of Players in the Game

There is a minimum of two and a maximum of fourteen players including the player/dealer position. Backline betting is <u>NOT</u> allowed.

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

Type of Card Deck

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one (1) deck totaling 52 cards and a maximum of eight (8) decks totaling 416 cards may be used during the play of Supreme Baccarat™. There are no jokers.

Value *of Cards*

- An ace has a value of 1.
- All cards from 2-9 have their face value.
- Kings, queens, jacks, and tens have a value of ten (10).

Hand Rankings

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, an eight and a nine would have a sum of 17 and value of 7. Also a nine and a six would have a sum of 15 and a value of 5.

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

Betting Scheme

1. All wagers in Supreme Baccarat™ shall be made by placing gaming chips on the appropriate betting areas of the table layout; keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

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

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

Tie Wager

The tie bet pays 8 to 1 if the Banker and Player hands tie. A player may only place a tie bet wager if they have also placed either a Player Line wager or a Banker Line wager prior to the initial deal. In the event that the Player's hand and the Banker's hands are not of the same value, the player/dealer will win the tie bet wager.

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

"Total Shot™"

A player may only place a "Total Shot™" wager if they have also placed either a Player Line wager or a Banker Line wager prior to the initial deal. This bet allows players to wager on the combined total of the Player and Banker's completed hands. For example, if the Player's completed hand is 7 and the Banker's completed hand is 8, then the total for the "Total Shot™" wager is 15. If the Player's completed hand is 1 and the Banker's completed hand is 2, then the total would be 3. "Total Shot™" wagers will have a result on every hand (i.e. win or lose).

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

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

The pay chart options for the "Total Shot™" wager are below.

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

Flex Action Bet ™

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

Bankers hand:

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

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

the individual numbers from 0, 1, 2, 3, 5, 6, 7 represent individual wagers and will only have action when either the exact number is the total of the Banker hand or when the Banker's hand totals 9. These side wagers remain in action until either a winner or loser is determined or the player decides to take their bet(s) down. If this wager does not win or lose after a round of play, the player has the option to remove their Flex Action Bet™ from the gaming table. A player may wager on more than one Banker hand number, up to all of the offered Flex Action Bet™ wagers. For example, a player may wager on Banker 5, 3, 2 and 6, or any combination they chose up to and including all possible Flex Action Bet™ wagers.

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

Payouts for Banker Hand Flex Action Bet™:

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

Dealing Procedures

At the start of a game the first player to take a seat is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face down. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Banker Line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player Line. The Player hand takes a hit card if necessary and then the Banker hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 occurs when the first two cards of the Player or Banker hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw any additional cards.

How Winners are Determined and Paid

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

Game Rules

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

- The Player hand must stand when their hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the Player stands, then the Banker hand hits on a total of 5 or less.
- If the Player does hit for a complete hand then the Banker hand hits using the following rules:
  - If the Banker hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

- If the Banker hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
- If the Banker hand total is 5, then the Banker hand is dealt a third card unless the Player's third card was 0, 1, 2, 3, 8, or 9.
- If the Banker's hand total is 6, then the Banker stands unless the Player's third card was a 6 or 7.

- The Banker hand must stand if their hand is valued at 7 through 9.

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

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

If the player/dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player/dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The action button is placed based on the numerical value of the Banker hand's first down card. The player/dealer position is always zero (0). The other seats, in clockwise rotation starting with the player immediately next to player/dealer, respectively represent the other numbers. Wagers will be settled in the following order: Player Line and Banker Line wagers placed, and then all tie bet wagers, then all Total Shot™ wagers, and finally the Flex Action Bet™ wagers.

Action Button Card Chart:

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

Round of Play

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

2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees as well.

3. The casino dealer will collect all of the collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

4. After the fees have been collected, the dealer will deal two (2) cards face down to the Player Box and two (2) cards face down to the Banker Box.

5. The dealer will turn the Player hand face up and turn the remaining two cards of the Banker hand face up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat™ rules.

6. After both the Banker and Player hands are completed, the winning wagers will be determined. See the "Betting Scheme" section for amounts paid to winning wagers.

   A) If the Player has a higher total than the Banker (a total of 9 being best) – Player wagers win
   B) If the Banker has a higher total than the Player (a total of 9 being best) – Banker wagers win
   C) If both the Banker and Player have the same total – Tie wagers win (all Banker and Player wagers – push)

7. The payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

8. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the player/dealer position is rotated in a clockwise fashion around the table in accordance with Penal Code requirements.

9. The casino dealer records whether the preceding hand was won by the Player, Banker or was a Tie on the affixed electronic reader board.

Equipment

1. Equipment and accessories options:

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

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

Flexedge Gaming, LLC
Steven@FlexEdgeGaming.com

Wagering Limits and Collection Fees

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

Game Type	Player Wager	Player Collection	Player/Dealer Table Fee
Supreme Baccarat			

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

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

Table Signage

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

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

Flexedge Gaming, LLC
Steven@FlexEdgeGaming.com

TABLE LAYOUT

BGC ID: GEGA-003246 (August 2011)

Property of Flexedge Gaming, LLC
All rights reserved
Patent pending

21 CENTURY

21st Century Blackjack Switch

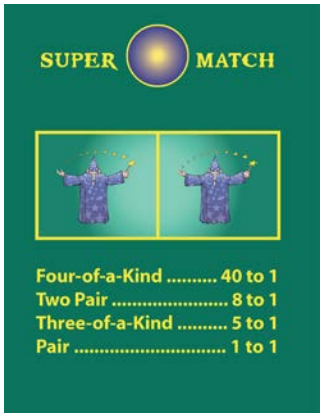
OBJECT OF THE GAME

The object of 21st Century Blackjack Switch is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a "Natural." A natural beats all other hands.

HOW TO PLAY

Each player plays two (2) hands and places a wager in both betting spots. Players have the chance of keeping the hands that have been dealt or switching their second cards around.

For example, if a player is dealt a king on the first card and 5 on the second card (with the value of 15) for one hand and 6 on the first card and ace on the second card (with the value of 7 or 17) for the second hand, the player can request to switch the A & 5. The player will end up with K & A on one hand and 6 &5 on the other hand.



TYPE OF TABLE

The game shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each 21st Century Blackjack Switch table shall have a drop box attached to it. The cloth covering a 21st Century Blackjack Switch table (the layout) shall have wagering areas for six players. The wagering areas shall be designated as shown in the picture to the right. The game wager for each of the two player's hands will be placed on the wizards and the Super Match wager will be placed on the circles with a crown inside. Backline betting is not permitted.

VALUE OF CARDS

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

- Any two card hand, before a switch, consisting of a specially marked "Bonus" ace with any 10 or face card is a "Natural" and beats all other hands. **A switched "Natural" is considered a 21 ½ not a "Natural."**
- A "Bonus" Ace has the following values :
  - 11 ½ on the first two cards when the other card has a value of 10.
  - 1 or 11 when combined with cards valued at 2 - 9.
  - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. 21st Century Blackjack Switch is played on a raised gaming table. The table seats six players who face the house dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.

7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.

8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.

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

11. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to switch the second card of each hand (See Procedure for Switching the Cards). After the player has made their decision on whether or not to switch their second card, the player then has the opportunity to "Hit" and be dealt additional cards to make the best possible hand for each of their two hands. The players will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to "double-down," "split," or "stand." Each player shall be required to hit or stand according to the chart below:

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

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

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

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

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

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

Rules For Player-dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

A Hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an Ace, the Ace is onle able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an Ace counted as 1 or 11.

15. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The Player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.

16. Beginning with the player to the right of the house dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon or the player-dealer's funds are exhausted. Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.

17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is offered in a clock-wise fashion around the table.

18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

19. 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.

20. 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.

GAME RULES

1. A "Natural" is an initial two card hand containing a "Bonus" Ace and any card with a value of 10 and is the best possible hand. A switched "Natural" is considered a 21 ½ not a "Natural."
    a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
    b. A switched "Natural" (considered a 21 ½) loses against a player-dealer "Natural" and pushes against a player-dealer 21 or 22.
    c. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "PUSH" and no action is taken on the wager.
    d. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
    e. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
    f. If a player and the player-dealer's hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
    g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
        i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
        ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. 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.
    b. There is no extra collection fee taken by the casino on any double-down executed by a player, nor is there any extra collection fee charged to the player-dealer.
    c. A player may not double down for less than his original wager

3. Splits:
    a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second

wager for each split equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split hand to make the best hand. Players may double-down after each split.

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

4. Insurance:
   a. Players may make an optional insurance wager.
   b. When the player-dealer has a "Bonus" Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
   c. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

5. Players cannot surrender.

6. Odds: All winning player hands pay 1 to 1 including "Naturals."

7. Optional Bonus Bet: Super Match

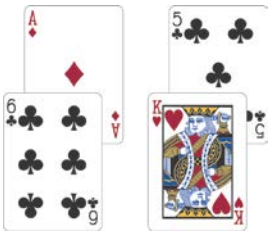
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers the first four cards dealt to both of the player's two hands before any switches occur.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Super Match wager.
6. The Super Match wager may win or lose regardless of the outcome of the base game wager.
7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. Winning Super Match wagers pay as follows:

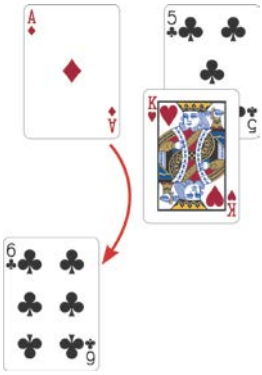
Super Match wager is paid according to posted paytable

First 4 cards	Payout
4 of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

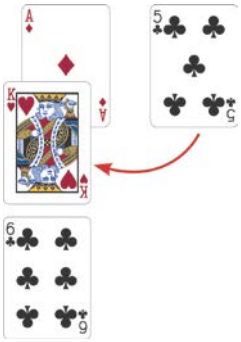
Procedure for Switching the Cards



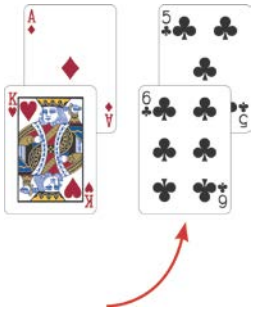
Starting position of the player's hand



Using the right hand only, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



Finally, the dealer will move the original left card into the position left vacant by the right card.

TABLE LIMITS & COLLECTION RATES

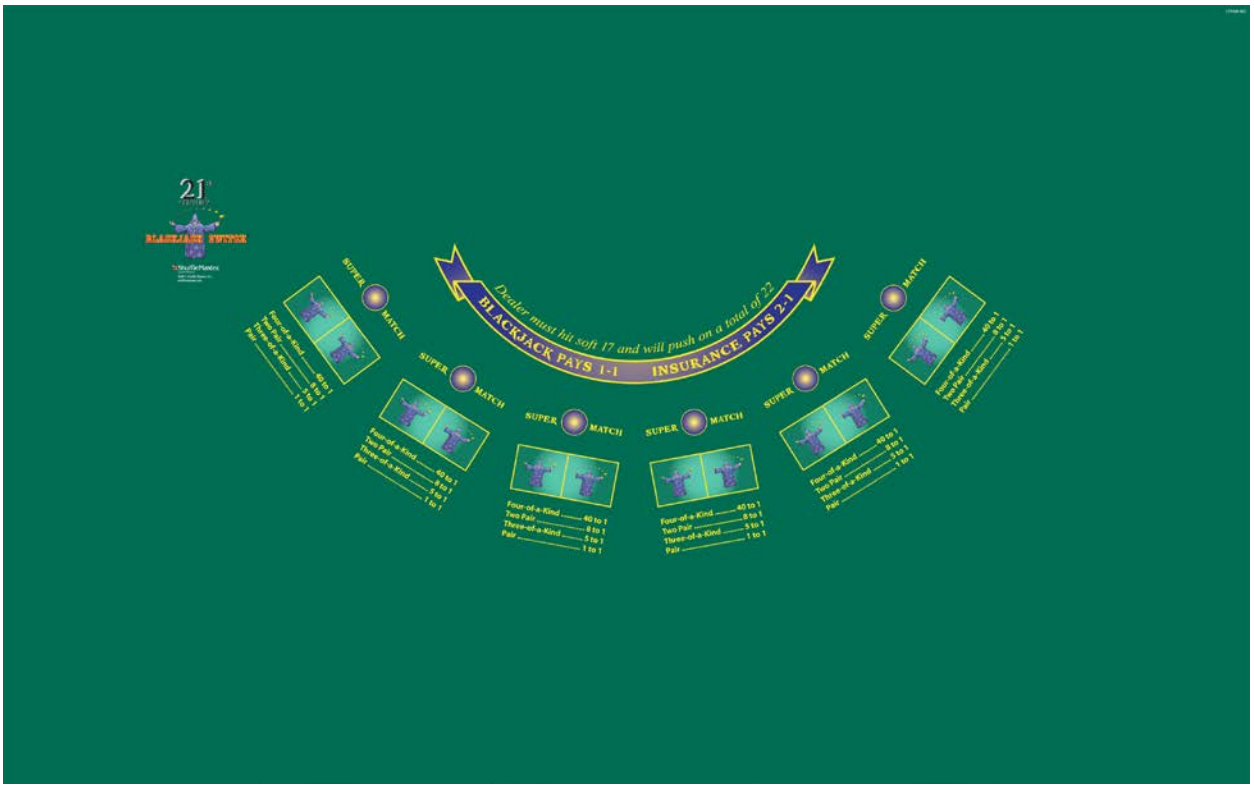
All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

For **schedule options 1 through 3**, the collection fees shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the base game wager and the Super Match Bonus Bet, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee when a player places a game wager, doubles down, splits cards, places an insurance wager, or places a Super Match Bonus Bet wager. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Player Collection Fee	Total Table Action	Player-Dealer Collection Fee
1	$5 - $200	N/A	$5 - $50	$0.50
			$51- $400	$2.00
			$401+	$5.00
2	$5 - $500	N/A	$5 - $50	$0.50
			$51- $400	$2.00
			$401+	$5.00
3	$50 - $500	N/A	$50 - $400	$2.00
			$401- $1,000	$5.00
			$1,001 - $3,000	$10.00
			$3,001+	$25.00

21st Century Blackjack Switch

This is a sample table layout only. All wording will match the game rules on the actual table layout.



EZ BACCARAT™ Panda 8

*EZ Baccarat 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.

BGC ID: GEGA-002834 (May 2012)

EZ BACCARAT Panda 8

Type of Game

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

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on any wager.

Method used to Determine Action and Distribution of Cards

The game does not utilize an "action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers shall be settled in the following order from seat to seat: all Player line wagers, all Banker line wagers, all Tie wagers, all Panda 8 wagers, and then all Dragon 7. Once the

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

Dealing Procedures and Round of Play

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

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

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

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

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

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

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

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 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

EZ BACCARAT Panda 8

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 4**, the collection fees shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie wagers, Dragon 7 wagers, and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. The Dragon 7 and Panda 8 wagers shall have a minimum wager shall be within $5 to $50. The Tie wager shall be within $5 to $200. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Table Action	Player-Dealer Fee
1	$5 - $1,000	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401+	$5.00
2	$5 - $1,000	$0.00	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401 - $1,000	$5.00
			$1,001+	$10.00
3	$5 - $1,000	$0.50	$5 - $100	$0.50
			$101 - $200	$1.00
			$201 - $400	$2.00
			$401+	$5.00
4	$5 - $1,000	$0.50	$5 - $200	$1.00
			$201 - $400	$2.00
			$401 - $1,000	$5.00
			$1,001+	$10.00

Table Layout

EZ BACCARAT Panda 8

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.

Club One Casino
Pure 21.5 Blackjack

*Pure 21.5 Blackjack is owned, patented and/or copyrighted by TXB Industries Inc. *Red Flex Bet is owned, patented and/or copyrighted by Flexedge Gaming LLC. *Buster Blackjack is owned, patented and/or copyrighted by Betwiser Games, LLC. Please submit your agreement with the Owner authorizing play of the Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

PURE 21.5 Blackjack™

CA

RED Flex™ BET

Buster Blackjack

BUSTER BLACKJACK

OBJECT OF THE GAME

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

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

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

VALUE OF THE CARDS

The game uses a modified 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 cards specially marked with the word “Bonus” (four of each "king", "queen", "jack", and "ten" card). The game is played with a minimum of a single deck to a maximum of eight decks.

- A King, Queen, Jack or Ten Bonus card and an Ace, on the initial deal, is the best possible hand. It is known as a “Pure 21.5 Blackjack” and pays 3 to 2.
- 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.

9. 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: losing Red Flex and Buster Bet wagers will be collected immediately from all players. The game wager, followed by the winning Red Flex wagers and Buster Bet wagers will be settled from player to player. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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 with the player to the left of the player-dealer 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.

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.

CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 19 or more	Hard 11 or less	All other counts

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards and the Ace is counted as 11, not 1.
A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

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

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

GAME RULES

1. A Pure 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 base game wager only.

14. 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 AND EVEN MONEY

1. 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.

2. In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to ½ of the original wager. If the player-dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

RED FLEX BET

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

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

Rules of Play

1. The Red Flex Bet is an <u>optional wager</u> offered to all players who placed a game wager. Players may place a Red Flex Bet for each game wager placed.
2. Red Flex Bets must be placed prior to the initial deal.
3. Back-line betting is not permitted on the Red FlexBet.
4. See the collection rate schedule for restrictions on the amount that may be wagered on the Red Flex Bet.
5. The Red Flex Bet shall remain in action regardless of the outcome of the base game wager.
6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealer's hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. Red cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player-dealer's first two cards (top and hole cards) are the same red color. Payoffs will increase exponentially if subsequent cards taken to the player-dealer's hand are also red. The order of the cards is listed below.

   a) Player-Dealer's first card (top).
   b) Player-Dealer's (hole) second card.
   c) Player-Dealer's first hit card.
   d) Player-Dealer's second card.
   e) Player-Dealer's third card.
   f) Player-Dealer's fourth hit card and so on.

   The amount of the winning payoff will be determined once the player-dealer's hand is complete or a black card is drawn.

5. The player-dealer will pay all winning Red Flex Bets and will collect all losing Red Flex Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Red Flex Bet Pay Table Options

Consecutive Red Cards in P/D's Hand	**RFB-12 Pays**
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

BUSTER BLACKJACK BONUS BET

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a 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. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
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.
6. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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 8**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager, Red Flex Bet, Buster Bet, doubling-down or, splitting cards. The Red Flex Bet must be made in an amount within the table limits and may be less than, equal to, or more than the game wager. The Buster Bet must be made in an amount within the table limits and may be less than, equal to, or more than the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $500	$5 - $50	$.50	$0
		$51 - $400	$2	
		$401 +	$5	
2	$5 - $500	$5 - $9	$0	$0
		$10 - $50	$.50	
		$51 - $400	$2	
		$401 +	$5	

3	$5 - $500	$5 - $14	$0	$0
		$15 - $50	$.50	
		$51 - $400	$2	
		$401 +	$5	
4	$5 - $500	$5 - $50	$.50	$0
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$3	
		$501 +	$5	
5	$5 - $500	$5 - $9	$0	$0
		$10 - $50	$.50	
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$3	
		$501 +	$5	
6	$5 - $500	$5 - $14	$0	$0
		$15 - $50	$.50	
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$3	
		$501 +	$5	
7	$5 - $500	$5 - $19	$0	$0
		$20 - $50	$.50	
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$3	
		$501 +	$5	
8	$5 - $500	$5 – $24	$0	$0
		$25 - $50	$.50	
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$3	
		$501 +	$5	