Empire Sportsmen's Association
5801 North McHenry
Modesto, CA. 95356

Types of Cards Used:

- Double Hand Poker

  Standard 52 card deck plus one joker (one deck)

- Texas Hold'em

  Standard 52 card deck (one deck)

- Split Games

  Tahoe Pineapple Hi Low Split
  Standard 52 card deck (one deck)

  Omaha Hi-Low Split
  Standard 52 card deck (one deck)

- Low Ball Poker

  Standard 52 card deck (one deck)

- 21st Century Black Jack

  Six standard decks plus six jokers for a total of 318 cards

FEE COLLECTIONS:

- Double Hand Poker:

  Limits: $10.00 - $200.00 per square

  Collection Fees:

  $10.00 - $100.00 - $1.00
  $105.00 - $200.00 - $2.00

  Maximum bet per square $200.00. Maximum bet per seat $2000.00. Fee collection is

taken before hands are pushed.

- Split Games:

Tahoe Pineapple Hi Low Split

Limits: $3.00 - $6.00

Collection for split games is $4.00 per hand. If five or fewer players are seated at table, collection is $3.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

- Low Ball Poker:

Limit: $20.00

Collection is $3.00 per hand. If five or fewer players are seated at table, collection is $2.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

- Pai Gow Tiles:

Limits: $10.00 - $300.00 per spot

Collection is: $10.00 - $100.00 - $1.00
$105.00 - $200.00 - $2.00
$205.00 - $300.00 - $3.00

Empire Sportsmen's Association

Poker Collection Rates
Texas Holdem & Omaha Hi-Lo Split

(Modified 09/19/2007)

Wagering Limits	Collection		Jackpot
$2/$4	$4		$1
$3/$6	$4		$1
$4/$8	$4		$1
$6/$12	$4		$1
$10/$20	$4		$1
$15/$30	$4		$1
*N/L	$4	($20 Buy-in)	$1
*N/L	$4	($40 Buy-in)	$1
*N/L	$4	($60 Buy-in)	$1
*N/L	$4	($80 Buy-in)	$1
*N/L	$4	($100 Buy-in)	$1
*N/L	$4	($200 Buy-in)	$1
*N/L	$4	($300 Buy-in)	$1
*N/L	$4	($400 Buy-in)	$1
*N/L	$4	($500 Buy-in)	$1

*All No Limit wagering limits are added to the approved collection rates. All no limit is for the amount of chips a player has in front of them at the time of the game.

If five or fewer players are seated at the table, the collection is $3.00 per hand.

Collection fees are taken from the blinds before the cards are dealt.

9's Up

Nine's Up is played with a "stripped" standard 52-card deck. The Jokers, Kings, Queens, and Jacks are removed, leaving 40 cards.

The object of the game is to form (2) hands with higher value than the other players.

Each player is dealt four down cards from which they form two hands, a two-card front and a two card back hand. The back two-card hand must be of a higher ranking than the front two-card hand.

Each player tries to make their best two card hand, trying to get either pairs or hands that the total points on the cards equal to nine (10's have "0" value). The best pair would be a pair of Aces.

When player's hands are compared to the designated player/dealers 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.

The game will stop if one player tries to dominate the designated player/dealer position.

Player makes a bet.

The table limits for Nines Up are $10.00 to $100.00 per player's spot. Several players may wager on same spot, but total wager cannot exceed $100.00.

The dealer deals 9 piles of down cards of 4 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 four cards (identified in the previous step) will be distributed.

Each pile of four cards is 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 front and a two card back hand.

When all players' hands have been set, the dealer exposes the designated player/dealer's hand and set it according to the designated player/dealer's instructions. For example, if the player/dealer has a 4-3 and 9-9, he will place the 4 and 3 up front and the pair of 9's in the back. His front hand totals 7 and he has a pair of 9's in the back.

Each player's hand is compared to the designated player/dealer's hand to determine the winner.

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 player has a foul hand if:

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

Fee Collections:

1. Fees are collected before hands are distributed to players.
2. Each player spot has three squares. Three players can bet on one hand. Maximum bet per spot is $100.00. Collection fee is $1.00 per square per bet. Betting limit is $10.00 to $100.00 per player spot. Each table has 9 player spots with 3 squares.

Ranking of hands is attached.

Ranking of Hands

PAIRS		POINTS	
#1	A – A	#11	9
#2	10 – 10	#12	8
#3	9 – 9	#13	7
#4	8 – 8	#14	6
#5	7 - 7	#15	5
#6	6 - 6	#16	4
#7	5 - 5	#17	3
#8	4 - 4	#18	2
#9	3 - 3	#19	1
#10	2 - 2	#20	0

An Ace with any cards is stronger than two cards that total the same points.

For example:

A-8 is the best 9. It will beat:	10	-	9
	7	-	2
	6	-	3
	5	-	4
A-7 is the best 8. It will beat:	10	-	8
	6	-	2
	5	-	3
A-6 is the best 7. It will beat:	10	-	7
	9	-	8
	5	-	2
	4	-	3
A-5 is the best 6. It will beat:	10	-	6
	9	-	7
	4	-	2
A-4 is the best 5. It will beat:	10	-	5
	9	-	6
	8	-	7
	3	-	2

A-3 is the best 4. It will beat:	10	-	4
	9	-	5
	8	-	6
A-2 is the best 3. It will beat:	10	-	3
	9	-	4
	8	-	5
	7	-	6
The best 2 is	10	-	2
	9	-	3
	8	-	4
	7	-	5
A-10 is the best 1. It will beat	9	-	2
	8	-	3
	7	-	4
	6	-	5
Any 2 cards that total "0" is a push. For example:	8	-	2
	7	-	3
	6	-	4

ROUND OF PLAY

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

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

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

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

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

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

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

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

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

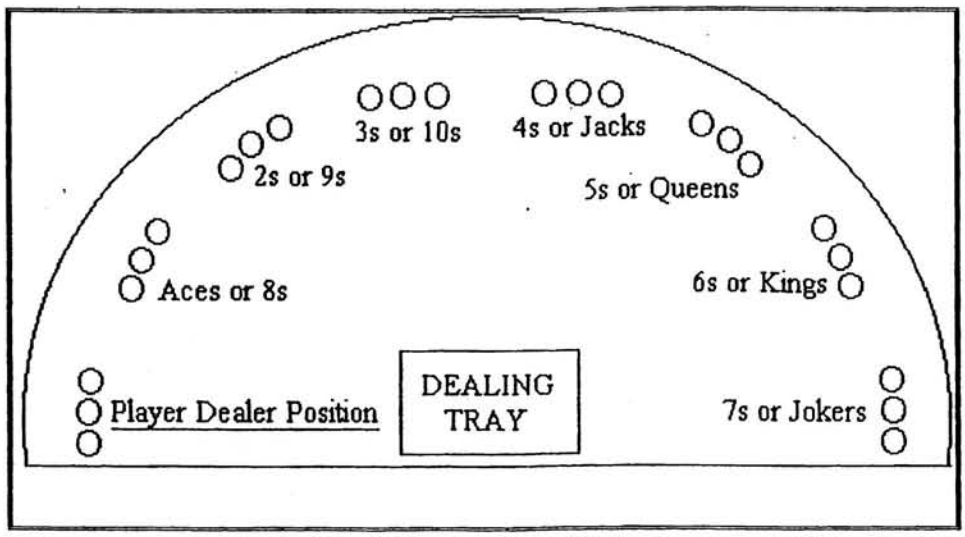
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players

Must Stand on	Must Hit on	Have Option on
Soft & Hard 20 **Soft & Hard 21** **Natural 22**	**11or Less**	**12** **13** **14** **15** **16** **17** **18** **19**

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

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

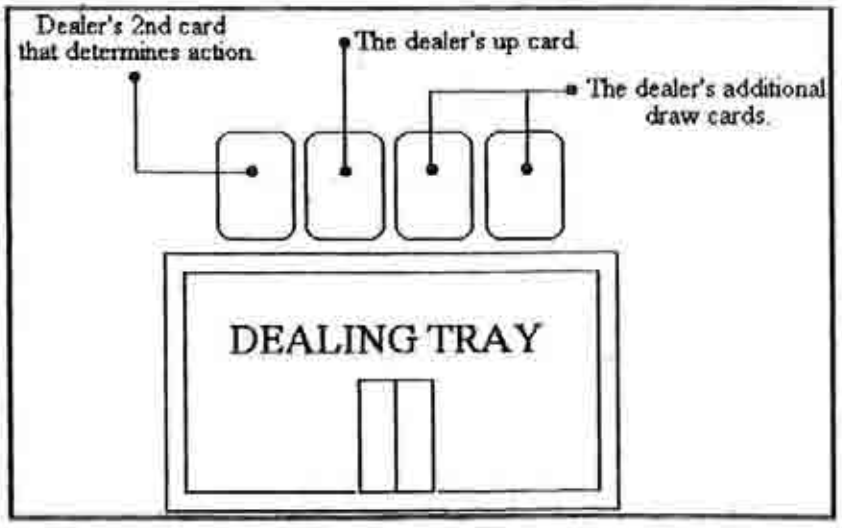


12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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

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

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



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

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

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

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

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

GAME RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Empire Sportsmen's Association

No Bust Blackjack Collection Rates
(Modified 10/01/2007)

Wagering Limit (per circle)	Total Action on Table	Player/Dealer Collection (taken per hand)	Player Collection
$5 - $400	$5 - $50	$0.50	$0.00
	$51 - $400	$2.00	
	$401+	$3.00	

- Collection fees are taken from the player/dealer per hand before the cards are dealt.
- No collection fee is taken from the player.

METHOD OF PLAY

* Players make a bet.

* The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.

* To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.

* Time collection is taken before play begins .

* Each Player arranges his tiles to make the two highest combination of rankings. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts.

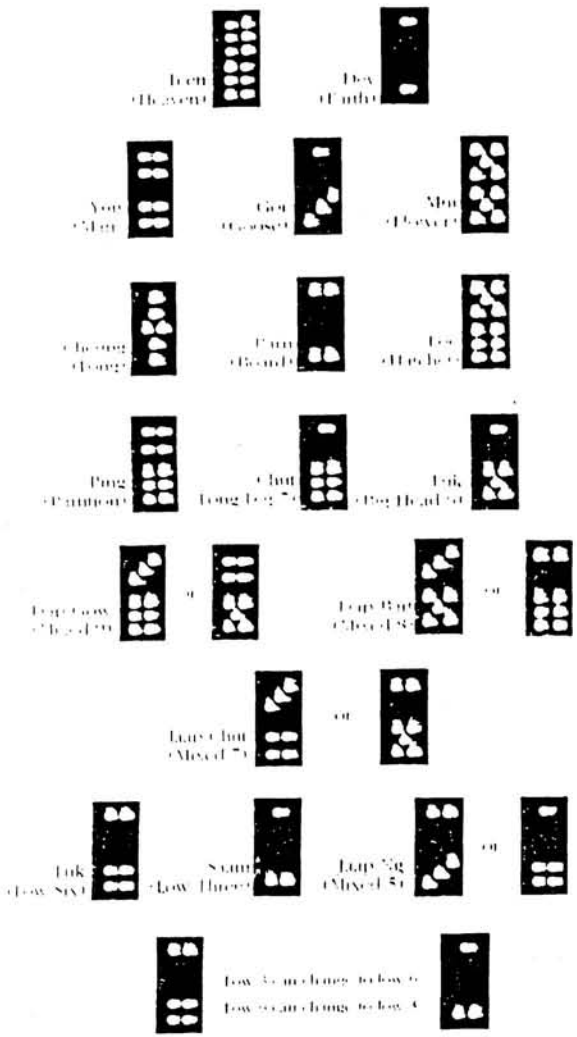
* When all players' tiles have been set, the Designated Player exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.

* The Dealer then exposes each player's tiles, one player at a time, and compares their rankings with the Designated Player's ranking to determine the winner, as prescribed in the opening paragraphs above.

In order to win, a player must arrange his four tiles in two sets of two so that when compared to the Designated Player's two sets of two, they are both superior in ranking. If both sets are of lesser ranking, the player loses. If one set is superior and the other is not, it is a "push" and neither wins. Should the front and/or back set(s) be identical (a copy), the Designated Player wins that set(s)

The accompanying "METHOD OF PLAY" briefly outlines the process of dealing and distributing the tiles. The ranking of the tiles is listed on the last pages of this booklet.

RANKED SINGLES



ADDITIONAL PROCEDURES AND RULES

GENERAL

1. Each qualified Player has the option to be the Designated Player once, twice, or not at all.
2. No bettor can win or lose more than he has bet in a given hand.
3. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
4. Each player is responsible for the chips he places on the table .
5. Players must bet within the table limits.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by Cardroom Ordinance.
7. Time collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.
8. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
9. Players must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
10. Any amounts over the maximum table limit will receive no action.
11. "Kum-Kum" bets will be paid off and/or collected as one bet.
12. Players who bet "Kum-Kum" must *each* wager at least the table minimum.
13. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
14. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand. Selection of action stack, shaking of dice, and giving an <u>opinion</u> on the setting of tiles are examples of INFLUENCE. The Dealer or Floor Supervisor is allowed to set the tiles "House Way" when requested.
15. The Dealer is not allowed to pay collection for any player.
16. Players must put the entire wager in the betting square before the dice cup is opened by the Dealer. Only chips placed in the betting square play. Stating "money covers" (or other call bets) is NOT acceptable.

17. No side bets or proposition bets are allowed.
18. Any player wagering on a betting square on the previous hand has the option of being the Designated Player on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that betting position.
19. The Designated Player chooses the style of tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Designated Player.

DICE SHAKE AND DEALING THE TILES

After all bets have been made, the Designated Player shakes the dice cup. The Dealer exposes the dice and distributes the tiles according to the dice total.

20. The Designated Player may allow anyone to shake the dice, except a employee on duty.

Beginning with the Designated Player as number1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The player in the position corresponding to the total of the dice receives the first stack of tiles, and his is the first bet to subsequently be resolved. The player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table.

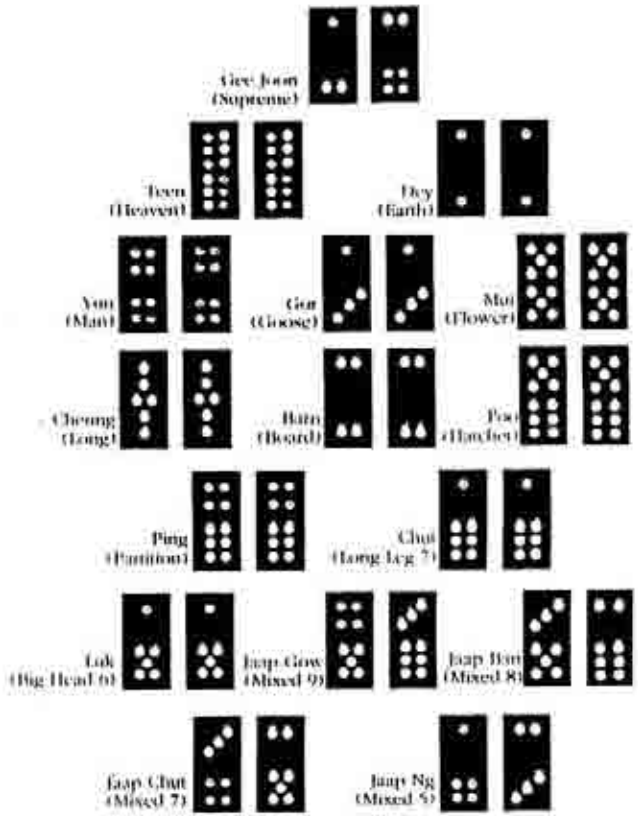
To determine which seat receives the first set of tiles, the Designated Player indicates which set of four tiles will be distributed first and the Dealer then indicates which is the "ACTION" stack.

The Designated Player then shakes a dice cup containing three dice, the sum of which indicates the seat to receive the "ACTION" set of tiles. Distribution continues in a counter clockwise direction.

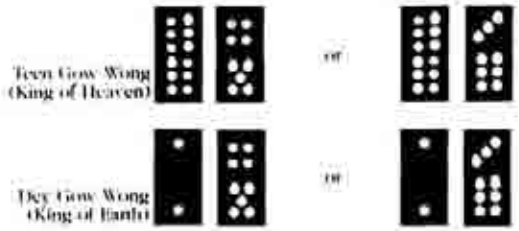
21. Any tiles dealt to a seat without a bet are subsequently retrieved by the Dealer. The unplayed tiles should not be exposed at this time.

RANKED PAIRS

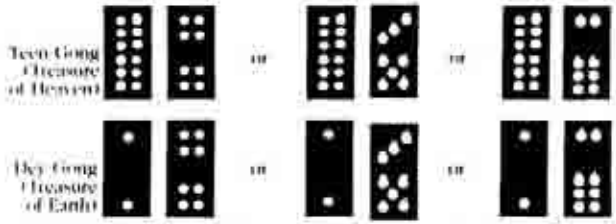
BO (Precious)



WONG (King)



GONG (Treasure)



31. After deciding on his strategy, each player must place his tiles in front of his bet. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the Dealer to ultimately set the tiles "House Way".
32. Players are forbidden to show or discuss their hand with any player involved in another active hand.

CONSULTING THE HOUSE DEALER:

33. Should the player want the Dealer to set the tiles House Way, the player stacks his tiles in a stack of four. The Dealer will set them House Way after the Designated Player's hand has been set, and in normal rotation.
34. The Designated Player may also request assistance from the Dealer in the arrangement of his tiles. (See "Opening the Hands")
35. Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
36. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
37. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

OPENING THE HANDS AND SETTLING THE BETS

After all the other players have set their hands, the Dealer gives the Designated Player his tiles.

38. The Designated Player may allow <u>one</u> other person at the table to handle one or more of his tiles and assist in setting the hand.
39. At the request of the Designated Player, the Dealer may show reasonable options in setting the tiles, but the final setting is the Designated Player's decision.
40. The Dealer must get the Designated Player's instruction to continue, <u>with obvious gesture</u>, before opening the first player's tiles.

The Dealer then opens each player's tiles in turn, compares the front hand and the back hand against the Designated Player's corresponding hands . Winners and losers are determined by criteria previously outlined.

When all tiles have been exposed, and each player's hand compared to the Designated Dealer's, payoffs start.

41. Bets are collected and paid only to the extent the Designated Player's wager is in action.

> ***Example:*** *The Designated Player has wagered $200. The first player bet $60 and lost. The player's bet ($60) and $60 from the Designated Player's $200 wager are returned to the Designated Player. That money is now "out of action". The Designated Player now has $140 left. The next player bet $40 and won. His bet ($40) and $40 from the DP's remaining bet is returned to the winning player. There has been $100 of the Designated Player's bet removed from action, leaving $100 for continued action. The process continues until the Designated Player's bet has been exhausted, or all bets have been settled Any money bet by the Designated Player which has not received action is returned.*

WINNING HANDS

The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.

42. If neither the player nor the Designated Player has a pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have the same numerical value, the rank value must be used to determine the winner. (Refer to the accompanying charts.)

43. If both the player's hand and the Designated Player's hand has the same numerical value (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the enclosed "SINGLE RANKING CHART". Only the highest tile in each hand is relevant. The other tile does not count in breaking ties in numerical value.
44. If both the player's hand and the Designated Player's hand have numerical values of Zero (a copy) the Designated Player wins, regardless of which hand has the highest ranking tile.
45. If both players have hands of exactly the same rank or value and equivalent high tiles (copy), the Designated Player wins.

RANKING OF NON-PAIR HANDS

NINE'S(9'S)	EIGHT'S(8'S)	SEVEN'S(7'S)	SIX'S(6'S)
#1. 12+7	#1. 12+6	#1. 12+5	#1. 12+4
#2. 2+7	#2. 2+6	#2. 2+5	#2. 2+4
#3. R8+11	#3. R8+10	#3. R8+9	#3. R8+W8
#4. R4+5	#4. R4+W4	#4. R4+3	#4. W10+6
#5. W10+9	#5. W10+W8	#5. W10+7	#5. W6+R10
#6. W6+3	#6. 11+7	#6. W6+11	#6. 11+5
#7. W4+5	#7. R10+W8	#7. W4+3	#7. R10+R6
#8. 11+W8	#8. 3+5	#8. 11+R6	#8. Big 7+9
#9. R10+9	#9. R10+7	#9. 9+Sm.6	#9. Sm.9+7
#10. R6+3	#10. 9+W8		

FIVE'S(5'S)	FOUR'S(4'S)	THREE'S(3'S)	TWO'S(2'S)
#1. R8+7	#1. 12+2	#1. 12+11	#1. 12+10
#2. R4+11	#2. R8+6	#2. 2+11	#2. 2+10
#3. W10+5	#3. R4+10	#3. R8+5	#3. R8+4
#4. W6+9	#4. W10+W4	#4. R4+9	#4. R4+W8
#5. R10+Sm5	#5. W6+W8	#5. W6+7	#5. W6+R6
#6. Big7+W8	#6. W4+R10	#6. W4+9	#6. W4+W8
#7. R6+9	#7. Big7+Sm7	#7. Big7+R6	#7. Big7+5
#8. 9+5	#8. R6+W8	#8. Big 6+7	#8. Sm7+5
#9. W8+Sm7	#9. Sm7+Low6	#9 Sm 8+Sm J	
	#10. Sm 8+6 (J)	#10. Sm 7+6 (J)	

ONE'S(1'S)	ZERO'S(0'S)
#1. R4+7	All Zeros are equal (copies)
#2. W10+11	
#3. W6+5	
#4. W4+7	
#5. 11+R10	
#6. R6+5	

Starting with the stack on his right and progressing to his left, the Dealer then deals" out each stack. The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.

EXPOSED TILES

(A) While tiles are being stacked:

22. If the Dealer exposes a "2", a "12", a "LOW 3" or a LOW 6" he must reshuffle.
23. If the Dealer exposes two or more tiles, all tiles must be reshuffled.

(B) When the dealer is distributing tiles:

***To a player**

24. If one tile is exposed, the player must accept as playable.
25. If two or more tiles are exposed, the player's hand is dead and his bet is returned.

***To the Designated Player**

26. If one tile is exposed, the Designated Player must accept it.
27. If two or more tiles are exposed, play is dead, all tiles are reshuffled and restacked.

SETTING THE TILES FOR PLAY

28. After the deal, all tiles must remain plainly visible on or above the table.
29. The controlling player is the one with the most chips bet on that position. That player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.
30. It is each player's responsibility to arrange his tiles correctly. Hands are played as set.

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 contend 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 for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

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.

If a player is dealt more or less cards than the game he/she is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, all monies, antes and blinds are forfeited by that 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 in the fourth cardis place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

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.

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.

TAHOE PINEAPPLE HI-LO SPLIT

Tahoe Pineapple is a form of Texas Holdem, except the Players are dealt three cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the riven. The five board ,cards are community cards and belong to all active players.

A player may use one on two cards but not all three hold cards at one time. To make a high on low hand.

The hold cards and the board cards are interchangable for high and low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

The ranking of hands is the same as in High or Low Draw Poker, except there is no Joker.

All general house and holdem rules apply to Tahoe Pineapple.

LOWBALL RULES

1. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.

2. Initial buy-in must be for a specified amount of chips designated by the house. Thereafter, only one buy of a lesser amount (short-buy) is allowed.

3. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.

4. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand despite action taking place behind him.

5. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.

6. If a "seven" or better is passed and is the best hand you lose pot. In low ball, checking and raising is allowed but you must bet a seven or better.

7. If a player describes his hand as being better than it is, and inso doing CAUSES other player(s) to discard, he forfeits any rights to the pot. The best remaining intact hand wins.

8. Before the draw, an exposed card of five (5) and under must be taken; After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. (DEALER MUST TAKE ALL EXPOSED CARDS AT ALL TIMES)

9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards. The dealer may not pick up the stub or "burn" a card before discarding. Players must discard before receiving cards on the draw.

10. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown.

11. Newly seated players must straddle blind or wait for the blind in order to receive a hand.

12. A player who leaves a game one full round must come back on the blind or straddle the pot. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated.

13. In low draw a half bet constitutes a raise.

14. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than four.

15. Discards must be placed in the center of the table and remain there until play is over for the hand in progress.

16. Cards must be cut before each deal by the player to the right of the dealer. A one-handed straight cut of eight or more cards is a "legal" cut. Cards may not be cut after initial deal except on floorman's request.

17. Cards face-up in the deck (boxed cards) are dead and are dealt into the discards. A group of five cards exposed inthe deck is a misdeal.

18. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at any time the number of cards he has drawn.

19. At dealers or floormans discretion, if two or more players act behind another player due to his silence, the player's hand is dead and may not be played. You must call time or hand will be forfeited if two or more act behind you.

20. If the deal is determined to be out of position and the pot has not been opened, all hands are dead and the hand is redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.

21. On the draw, a player may change the number of cards called for providing the next player has not acted.

22. Dealer's hand is dead if he takes the "burn" card. If the dealer deals the "burn" card to a player who places it in his hand the card plays.

23. If the dealer makes a mistake on the draw, his hand is ruled foul.

24. An exposed card must be face-up. The ability to call the card does not qualify it as an exposed card.

25. An ace is the lowest card in low draw.

26. On a showdown, ALL CARDS in a hand must be shown. Best intact hand wins.

27. Only three straddles allowed and no double straddles.

RULES FOR DOUBLE HAND POKER

CONTENTS:

GAME DESCRIPTION
METHOD OF PLAY
RULES

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

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

Play rotates clockwise. Each Player has the option: 1. to be the Designated Player for two consecutive hands: 2. for only one hand then pass that privilege; or 3. refuse the option entirely in which case it is offered to the next Player.

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

METHOD OF PLAY

* Play make a bet
* The Dealer deals seven piles of cards of seven each, in

turn, in rotation in the middle of the table

* The Designated Player selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
* The Designated Player shakes a dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed
* Each pile of seven cards 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-carded and a five-carded hand
* When all Players hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
* Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.
* Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: The Designated Player has $200 wagered. The first Player had $60.00 and lost. The Player's bet and $60.00 from the designated Dealer's $200.00 are returned to the DP and that money is now "out of action". The DP now has $140.00 left in action. The next Player bet $60.00 and won. That bet and $60.00 from the DP's remaining bet is returned to the winning Player. There has been $120 of the DP's bet remove from action, leaving $80 for continued action. The Process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.

RULES

1. The Sportsmen's Association does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Sportmen's Association.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. Any amount over the maximum table limit will receive no action.

6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit.
7. "Kum-Kum" bets will be paid off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
12. The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.
13. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
14. Backline Players may participate in the play of the hand. If the active Player and Backline Players(s) disagree over the play of the hand, the seated Player makes the final decision.
15. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money wagered.
16. In the Designated Player position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
17. The Designated Player may allow any person to shake the dice, except a Sportsmen's Association employee on duty.
18. Once the Dealer has announced "no more bets" and opened the dice cup, no one may change his wager. PENALTY. Possible forfeiture of wager to the extent money covers, exclusion form premises, and subject to prosecution.
19. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE.
20. The Dealer is not allowed to pay collection for any Player.
21. The Designated Player's hand will not be opened until all hands have been set. "House way" hands will be set before the Designated Player's hand is opened.
22. all Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.
23. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hands will set "house way".
24. Any active Player is entitled to ask the Dealer the amount of the

Designated Player's wager, to the extent that it affects the play of his hand.

25. No side bets or proposition bets are allowed.

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

27. A Player may not surrender his hand.

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

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

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

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

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

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

34. A misdeal will de declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.

35. All FOUL hands are considered losing hands.

36. A Player has a FOUL hand if:

    (a) The two-card front hand is stronger than the five-card back hand, or
    (b) The Player does not have exactly two cards in the front hand, or
    (c) The Player does not have exactly five cards in the back hand, or
    (d) The Player does not protect his hand and it comes in contact with other cards.
    (e) The FRONT hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

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

38. Players are responsible for the final setting of their hands. When a Player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".

39. Any "house way" hand improperly set by the Dealer will be reset by management, if it can be retrieved intact.

40. The Dealer cannot allow the Designated Player to set his hand

foul, it will be reset the "house way" by management and play will continue.

41. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
42. The Dealer must get the Designated Player's instruction, <u>with obvious gesture.</u> before opening the first Player's hand.
43. The Sportsmen's Association will not be responsible for any hand that is "ok'ed" for action by the Designated Player.
44. Once the Player's hand is exposed, the Designated Player may not reset his hand. (Defer to Rules #41 and #44.)
45. Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of designated Players.
46. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
47. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
48. "COPY": If a Player's front hand has the same value as the Designated Players front hand, it is called a"copy". The Designated Player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
49. A Player is allowed to "hold" a seat for up to one (1) hour. When time is up, chips will be removed and seat forfeited.

21st CENTURY BACCARAT

FACE UP VERSION

WITH TIE BET

(03/09/04)

21st CENTURY BACCARAT
Face Up Version

SUMMARY OF GAME

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

Two 2- card hands will be dealt onto the table, the hand dealt on the house-dealer right side is the player/dealer's hand, and the hand dealt on the house- dealer's left hand side will be players hand. Players hand will be dealt face up while only the first card of the player/dealer hand will be dealt face up .The second card of the player/dealer hand will be dealt face down all one by one in rotation.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals 2- two card hands, in rotation, one at a time.

11. Players will use two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line has four options:

    a) Stand and keep wager on the Stand Line;

    b) Hit and take a community card by moving wager to Hit Line;

    c) Surrender and forfeit half of the wager; or

    d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.
    e) Make a tie bet wager after viewing the both player's cards and one of the player/dealer face up cards prior to any decision by any player (Hit, Stand, Surrender and Double up).

15. The tie bet wager rules follows the base game rules relating to Hit or stand. Player must stand on 7-9 . Hit 0-4 and have option on 5 and 6.
16. The House Dealer will deliver additional hit card if requested and will then expose the player/dealer's hole (down) card.

17) In the event of Tie (0 to 9) between player's hand and player dealer's hand the Tie wager will wins regardless of the out come of the base game wager. For example if a player has 1 and the player dealer hand is 1. The player wins

18) In the event of player's hand and the player/ dealer hand's are different, the player/dealer will win the wager regardless of the outcome of the base game wager.

    a) If the player/dealer hands is 3 and the player hand is 6 . The player will lose the tie hand wager.
    b) If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.

19) The TIE hand wager cannot exceed the base game BET.

Only player with original BET may wager for the TIE hand.

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

Seat # 2

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

Seat #3

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

Seat #4

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

Seat # 5

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

Seat # 6

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

Seat # 7

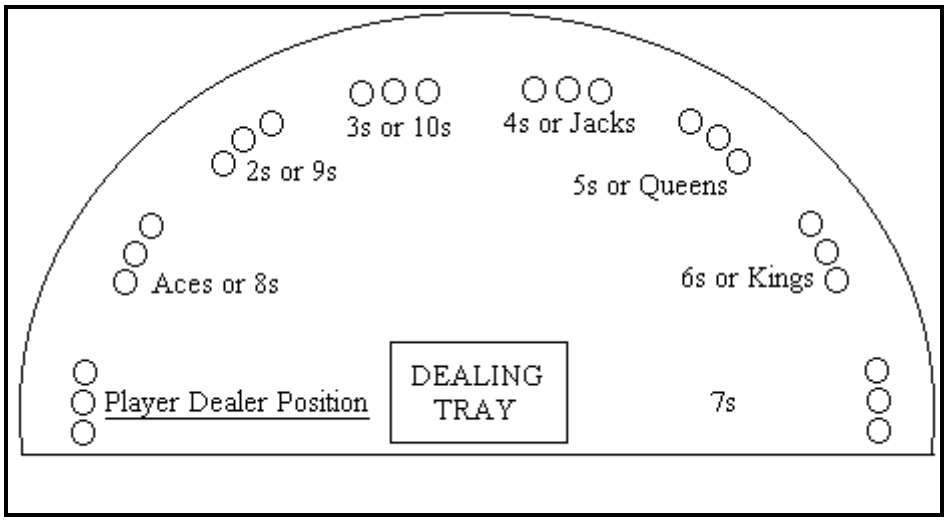
- TIE hand with any odds pay-off First BET.
  Any backline BET.

Seat # 8

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

20)The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

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



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18. Players with hands valued at 0 to 6 may surrender.

19. Players with hands valued at 7 to 9 must stand.

20. Players with hands valued at 0 to 4 must hit.

21. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.

22. The Player/dealer wins all ties on zero and one.

23. All ties on 2 through 9 are a “Push” and wagers are called off.

24. The Player/dealer must hit on 5s or below and must stand 6s and above.

25. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.

26. Any three card hand with a value of 9 pushes a two card hand with a value of 9.

27. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.

28. Backline betting is allowed. Each seat has three betting circles for Ante bet.

29.“Round of Play”. Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

PLAYER- DEALER & DEAL

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

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

Ranking Chart

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

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

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

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

P L A Y E R S

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

Rules for Players		
Must Stand on	**Must Hit on**	**Have Option on**
7 OR MORE	**4 OR LESS**	**5& 6**

EMPIRE SPORTSMEN'S ASSOCIATION

COLLECTION RATES

(03/04/08)

21st Century Baccarat

Table Limit	Player Wager	Player Collection (taken per circle)	P/D Collection (taken per hand)
$10 - $300 10 circles/seat	$10 - $100	$1.00	$2.00
	$105 - $200	$2.00	
	$205 - $300	$3.00	

Empire Sportsmen's Association
THREE CARD POKER

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

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

Rules for Three Card Poker:

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

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

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

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

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

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

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

    a) Fold the hand and forfeit the Ante; or

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

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

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

    b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

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

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

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

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

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

Bonus Bet:

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

1. Bonus Bests must be placed prior to the initial deal.

2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.

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

4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.

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

6. Bonus Bets pay as follows:

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

Empire Sportsmen's Association
THREE CARD POKER

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

Empire Sportsmen's Association
THREE CARD POKER

Table Limits & *Collection Fees*

Table Limit	Player Collection (taken per spot)	P/D Wager Amount	P/D Collection (taken per hand)
$2 - $50	$0.50	$2 - $50	$0.50
		$51+	$1.00
$5 - $50	$0.50	$5 - $50	$0.50
		$51 - $100	$1.00
		$101+	$2.00
$10 - $100	$0.50	$5 - $50	$0.50
		$51 - $100	$1.00
		$101+	$2.00
$50 - $300	$2.00	$1 - $100	$2.00
		$101 - $500	$3.00
		$501+	$5.00

Empire Sportsmen's Association
PURE 21.5 BLACKJACK

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

Empire Sportsmen's Association
PURE 21.5 BLACKJACK

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

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

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

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

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping

motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit of stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

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

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

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

Empire Sportsmen's Association
PURE 21.5 BLACKJACK

DIAGRAM #1

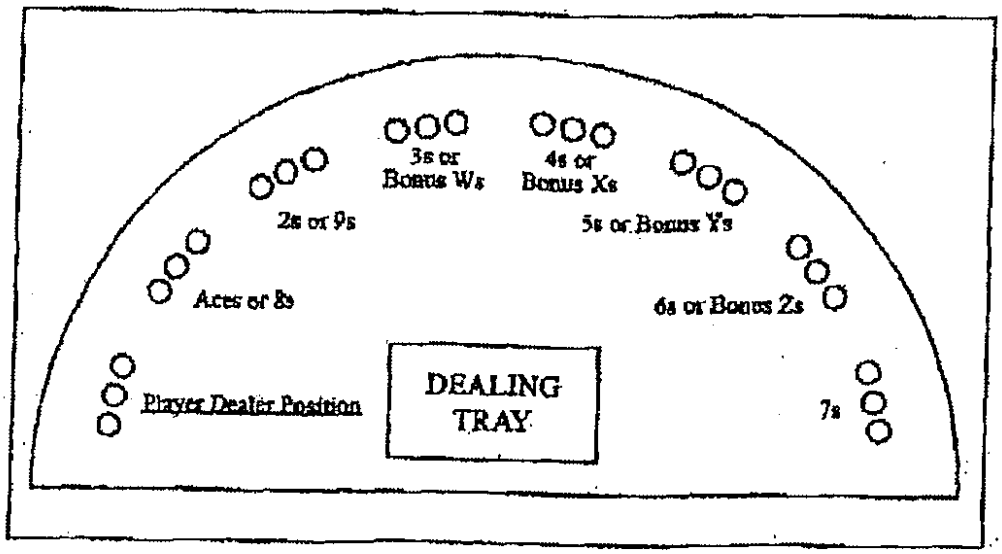
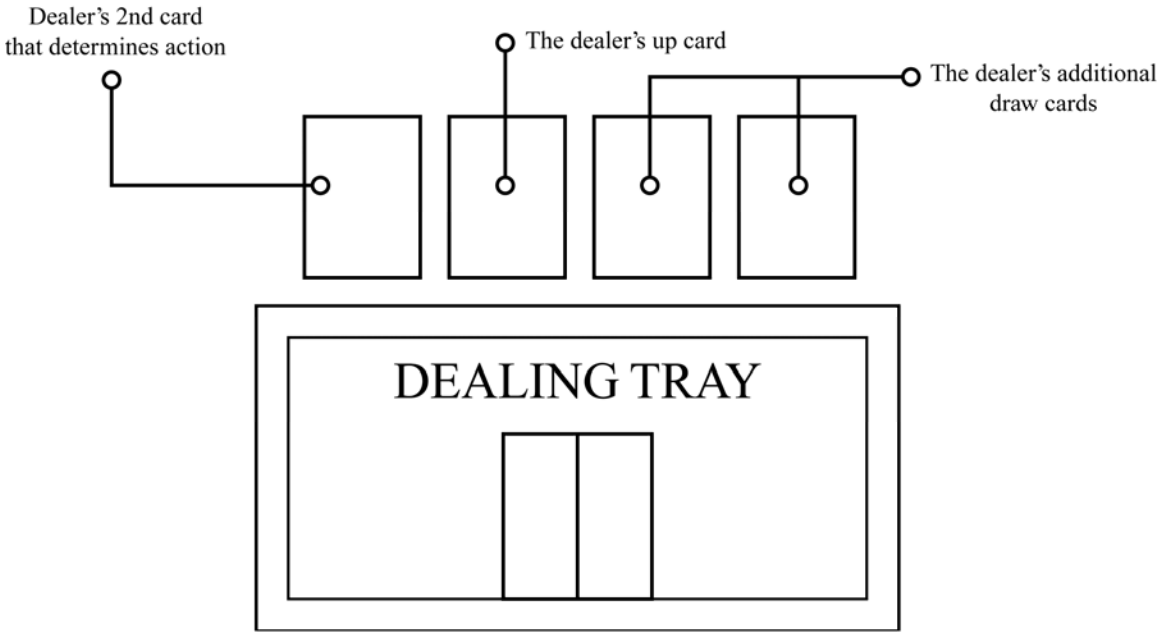


DIAGRAM #2



Empire Sportsmen's Association
PURE 21.5 BLACKJACK

15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

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

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.

3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

Empire Sportsmen's Association
PURE 21.5 BLACKJACK

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.

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

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

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

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.

2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card.

3. When splitting two Aces, the player only receives one additional card per ace. Aces may only be split once, which gives the player two hands. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

4. There is no splitting for less.

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

Empire Sportsmen's Association
PURE 21.5 BLACKJACK

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

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

8. 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.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position. The Buster Blackjack Bonus Bet may be attached to all limits and versions of the currently approved games offered at the Village Club, as identified below.

Empire Sportsmen's Association

PURE 21.5 BLACKJACK

Collection Rates

(09/23/2009)

Schedule 1:

Table Limit	**Player/Dealer Wager Amount** (per hand)	**Player Dealer Collection Fee** (per hand)	**Player Collection Fee**
$5 - $1,000	$5 - $50	$0.50	N/A
	$51 - $100	$1.00	
	$101 - $300	$3.00	
	$301 - $500	$5.00	
	$501+	$8.00	

Schedule 2:

Table Limit	**Player/Dealer Wager Amount** (per hand)	**Player Dealer Collection Fee** (per hand)	**Player Collection Fee**
$25 - $2,000	$25 - $100	$1.00	N/A
	$101 - $300	$3.00	
	$301 - $800	$8.00	
	$801 - $1,200	$12.00	
	$1,201+	$20.00	

Schedule 3:

Table Limit	**Player/Dealer Wager Amount** (per hand)	**Player Dealer Collection Fee** (per hand)	**Player Collection Fee**
$50 - $5,000	$50 - $200	$2.00	N/A
	$201 - $400	$4.00	
	$401 - $800	$8.00	
	$801 - $1,200	$12.00	
	$1,201+	$20.00	

- Only one Collection Rate schedule will be used at any one table during any one time.
- Collection fees are taken from the player/dealer per hand before the cards are dealt.

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

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Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Benefits of Buster Blackjack

- **Camaraderie**
  A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.

- **Suspense**
  This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.

- **High hit frequency**
  The hit frequency is over 28%. The player will win once every 3.5 hands.

- **Easy to deal**
  If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

Empire Sportsmen's Association

Collection Rate Schedules and Rates

Texas Hold'em & Omaha High/Low Split

Table Limit	1 – 2 Players	3 or More Players	Jackpot Fee
$2 - $4	$2.00	$5.00	$0.00
$3 - $6	$2.00	$5.00	$0.00
$4 - $8	$2.00	$5.00	$0.00
$5 - $10	$2.00	$5.00	$0.00
$6 - $12	$2.00	$5.00	$0.00
$8 - $16	$2.00	$5.00	$0.00
$9 - $18	$2.00	$5.00	$0.00
$10 - $20	$2.00	$5.00	$0.00
$15 - $30	$2.00	$5.00	$0.00
No Limit $20 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $40 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $60 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $80 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $100 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $150 Minimum Buy In	$2.00	$5.00	$0.00
No Limit $200 Minimum Buy In	$2.00	$5.00	$0.00

Lowball

Table Limit	5 or Less Players	6 or More Players	Jackpot Fee
$5 - $5 - $10	$2.00	$3.00	$0.00

Tahoe Pineapple High/Low Split

Table Limit	5 or Less Players	6 or More Players	Jackpot Fee
$2 - $4	$2.00	$3.00	$0.00
$3 - $6	$2.00	$3.00	$0.00

21st CENTURY

BLACKJACK

8.0 with Buster Blackjack

*21st Century Blackjack games is owned, patented and/or copyrighted by 21st Century Gaming Concepts. 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.

OBJECT OF THE GAME

The object of the 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of "Natural" or "21 ½" A "Natural" beats all other hands.

  Winning "Natural" hands are paid odds of 6 to 5

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked "Natural" aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has three values of :
  - 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
Ace With 3 Value	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.
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. 21st Century Blackjack 8.0 Buster 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 marked "Natural" aces. The aces are hold the following value:
    a. 11 ½ on first two cards with all cards with the value of 10's.
    b. 1 or 11 with all cards with value of 2-9.
    c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer. The casino dealer will deal a second face up card to the players, again starting with the Player to the left of the Player-dealer, in a clock-wise fashion around the table. After all players have received a second card, the Player-Dealer will receive their second card, which will be placed in front of the casino dealer face down. The player-dealer's face-down card shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the Player-dealer

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

9. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to "Hit" and be dealt additional cards to make the best possible hand. This shall also include "Doubling-down," "Splitting," "Surrendering," or "Standing." Each player shall be required to hit or stand according to the chart below:

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

A Soft hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 10.

A Hard hand is achieved when a hand contains an Ace with any combination of three or more cards adding up to 21. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon. Furthermore, wagers will be settled in the following order: all game wagers on the table and then all Buster Blackjack Side Bet wagers on the table.

12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.

13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
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 three or more cards totaling 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

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

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

GAME RULES

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

    Winning" "Natural" hands will be paid 6 to 5
2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural", without going over, wins.
4. If a Player and the Dealer 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.
5. If a Player's and the Dealer's hands both have a value of more than a "Natural", the following rules apply:
    a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
    b. If the value of the Player's hand is closer to a "Natural, "the Player loses except when the Dealer has one of the following variations of hands occurs and then they will "PUSH".

        If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:

a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. 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 or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

c. Player may not double down for less than his original wager

10. Splits:

    a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender 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 for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

11. Surrender:
    Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt

12. Insurance:

    a. Players may make an optional insurance wager.

    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

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

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

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

16. Backline betting is allowed.

17. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
18. All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

BUSTER BLACKJACK SIDE BET

Buster Blackjack features an optional wager (Buster Blackjack Side Bet) attached to 21st Century Blackjack 8.0. It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no additional collection for the extra wager.

Rules of Play

1. The Buster Blackjack Side Bet is an optional bet offered to all players who placed an game wager. Players may place a Buster Blackjack Side Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Side Bet wager.
3. Buster Blackjack Side Bet wagers must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Buster Blackjack Side Bet wager.
5. The Buster Blackjack Side Bet may be less than or equal to, but may not exceed the game wager.
6. If the Player-Dealer does not or cannot have a "Natural" and the player has a "Natural", the game wager is paid and the player's cards are put away. The Buster Blackjack Side Bet remains in action whether or not the player busts or is dealt a "Natural."
7. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
   a. If the Player-Dealer hand busts, all Buster Blackjack Side Bet will be paid according to the posted Buster Blackjack pay table.
   b. If the Player-Dealer does not bust, all Buster Blackjack Side Bet will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all qualifying Buster Blackjack Side Bet and will collect all Buster Blackjack Side Bet that did not qualify.

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

Buster Blackjack Side Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

PLAYER-DEALER & DEAL

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

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

TABLE LIMITS & COLLECTION RATES

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total amount that players have wagered on the game wager and the Buster Blackjack Side Bet, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee taken when a player, doubles-down, splits, surrenders, places an insurance wager, or places a Buster Blackjack Side Bet wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of 21st Century Blackjack are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Fee	Player-Dealer Fee	Jackpot Fee
1	$5 - $600	$5 - $50	$0.00	$0.50	N/A
		$51 - $300		$2.00	
		$301 - $500		$5.00	
2	$25 - $1,000	$25 - $50	$0.00	$1.00	N/A
		$51 - $300		$2.00	
		$301 - $1,000		$5.00	

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Fortune Pai Gow Poker 1.1

Standards of play:
Fortune Pai Gow Poker 1.1 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 1.1, a player can place an optional Fortune Bonus Bet. A player that wagers at least $25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:
Fortune Pai Gow Poker 1.1 is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is used with Aces, Straights and Flushes only.

The rank of each card used in Fortune Pai Gow Poker 1.1, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker is fully wild. All suits shall be considered equal in rank.

The hand rankings for the game of Fortune Pai Gow Poker 1.1, in order of highest to lowest, are as follows:

Hand Dealt	***Hand Requirements***
7 Card Straight Flush (No Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.*
Royal Flush + Royal Match	*A hand that consists of ace, king, queen, jack, 10 and king, queen suited.*
7 Card Straight Flush (With Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.*
Five Aces	*A hand that consists of five cards containing all aces.*

Fortune Pai Gow Poker 1.1

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

Fortune Pai Gow Poker 1.1

Dealing procedures:

- The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

- Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the “Action” button. The casino dealer identifies the hand by placing a button marked "Action” on this pile by pushing it forward and turning the pile behind it side ways.

- To determine the placement of the “Action” button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the “Action” button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker 1.1 game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer’s wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.

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

Type of gaming table utilized for this game:

Fortune Pai Gow Poker 1.1

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker 1.1. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table

Number of players in the game:
Fortune Pai Gow Poker 1.1 is played on a standard Pai Gow Poker table which seats up to six players and the Player-dealer position for a total of seven seated positions.

How and when are house fees collected:

- Backline betting permitted on the base game wagers only.

- Fortune Pai Gow Poker 1.1 utilizes a Player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the Player-dealer position is identified with a "Bank" tile and is placed in front of that player's seat position. The Player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Fortune Pai Gow Poker

$10-$100 per Circle	Player-(max 10 circles)	Player/Dealer (total action including all wagers and bonus wagers)	
	$1 per circle	$10-$100	$1
		$101- table max	$2

Betting scheme:
Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Fortune Pai Gow Poker 1.1 game wager and will then have the option to make a Fortune Bonus Bet wager as well. If a player

Fortune Pai Gow Poker 1.1

wagers at least $25 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the casino dealer must place an “Envy” button next to that player’s Fortune Bonus Bet wager.

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

Round of Play

- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

- The casino dealer will then follow dealing procedures and standards of play, as described above.

- Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the “House Way” chart, as shown below.

HOUSE WAY CHART	
Hand Dealt	**Set Hand Accordingly**
No Pair	**2nd and 3rd highest cards in front**
NO PAIR PLUS THE JOKER	**Put the second highest card plus the joker in the back, the highest & the third highest cards in front.**
One Pair	**Pair in back, highest two other cards in front.**
TWO PAIRS	**(One pair plus the joker - Use two pairs rule.)**
High Pairs: A’s, K’s, Q’s	**Small pair in front.**
High Pairs: J’s, 10’s, 9’s	**Two pairs in back with at least an Ace in front: otherwise split.**

Fortune Pai Gow Poker 1.1

High Pairs: 8's, 7's, 6's	**Two pairs behind if King or Higher in front: otherwise split.**
Big Pair is 5's, 4's, 3's, 2's	**Needs at least a QUEEN in front; otherwise split.**
TWO PAIRS PLUS THE JOKER	**Put the highest single card and the joker in front, unless either pair is larger than the single largest card, then place the largest pair in front.**
Three Pair	**Highest pair in front.**
Three of a Kind—Aces	**Ace + Highest card and pair Aces behind.**
Three of a Kind—Kings and Below	**Never split. Highest card in front. Trips in the back.**
Two Sets	**Split the highest one**
THREE OF A KIND PLUS THE JOKER	**Always put a joker and the highest single card in front, three of a kind in the back. Exception: *Play the complete hand with a pair in front If it is possible.***
Straight, Flush, Straight Flush/ No Pair	**Always play the complete hand (Straight or Flush).**
Straight, Flush, Straight Flush/ One Pair	**Always play the complete hand (Straight or Flush).**
Straight, Flush, Straight Flush/ Two Pair	**Use Two Pair Strategies.**
Straight, Flush, or Straight-Flush	**Play what ever gives you the highest front.**
Full House	**Put the pair in front, the three of a kind in the back.**
Four of a Kind: A's, K's, Q's	**Always Split.**
Four of a Kind: J's, 10's, 9's	**Needs at least a Ace in front , otherwise split.**
Four of a Kind: 8's, 7's, 6's	**Needs at least a King in front, otherwise split**
Four of a Kind: 5's and Below	**Needs at least a Queen in Front, otherwise split.**
Four of a Kind + Joker	**Put the Joker and the highest single card in Front, Four of a Kind in the back.**

Fortune Pai Gow Poker 1.1

- Once the Player-dealer's hands are set according to the “House Way,” each player's hand is exposed, in turn, and compared to the Player-dealer’s hands to determine the winners, losers, or tie hands.

- Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player’s two card hand will be compared to the Player-dealer’s two card hand, in turn, starting with the “Action” button, to determine the winner according to the following criteria:
  a. The Fortune Pai Gow Poker 1.1 game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer’s two card hand and the five card hand. Winning Fortune Pai Gow Poker 1.1 game wagers are paid 1 to 1.
  b. The Fortune Pai Gow Poker 1.1 game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer’s two card hand and the five card hand.
  c. The Fortune Pai Gow Poker 1.1 game wager “pushes” if one of the hands held by the player ranks higher than the Player-dealer’s corresponding hand, and the player’s other hand ranks lower than the Player-dealer’s corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a “push” and is returned to the player.
  d. If one hand is identical in rank to the Player-dealer’s hand, it is a “copy hand.” The Player-dealer wins all “copy hands.”

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player’s hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.

- The Fortune Bonus bet considers the best hand possible among the player’s seven cards.

- If the player’s hand qualifies for payouts, the player is paid according to the posted pay table.
  - The casino dealer leaves the “Envy” button, if applicable, next to the player’s original wager and payouts. The casino dealer will not pick up “Envy” buttons until all wagers are reconciled.

- If the player’s hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
  - The casino dealer leaves the “Envy” button, if applicable, next to the player’s Fortune Pai Gow Poker 1.1 game wager and payouts. The casino dealer will not pick up “Envy” buttons until all wagers are reconciled.

Fortune Pai Gow Poker 1.1

- The Player-dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a Four of a Kind or higher, all players with “Envy” buttons win (see pay table).
  - In the event more than one player has at least Four of a Kind, then all players with “Envy” buttons win multiple payouts.
  - A player cannot win an Envy Bonus for their own hand or for the Player-dealer’s hand.

- The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.

- The cards are collected, shuffled, and a new round begins.

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

Fortune Bonus Bet

RULES OF PLAY

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker 1.1 game wager prior to the initial deal.

- Only seated players are eligible to place a Fortune Bonus Bet wager.

- The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker 1.1 game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying

hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

- The Joker is fully wild.

- The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker 1.1 game wager wins, loses, or pushes.

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

- Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

Envy Bonus

- A player that places a wager of at least $25 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than $25.

- Seated players as well as back-line bettors are eligible to receive an "Envy" button.

- The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an

Fortune Pai Gow Poker 1.1

Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker 1.1 game wager.

- **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all "Envy" buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

- Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Bonus Bet and Envy Bonus Paytable –FPG-05

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush	5,000 to 1	$5,000
Royal Flush + Royal Match	2,000 to 1	$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	$500
5 Aces	400 to 1	$250
Royal Flush	150 to 1	$50
Straight Flush	50 to 1	$20
Four of a Kind	25 to 1	$5
Full House	5 to 1	N/A
Flush	4 to 1	N/A
Three of a Kind	3 to 1	N/A
Straight	2 to 1	N/A

Fortune Pai Gow Poker 1.1

<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-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

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Standards of play:

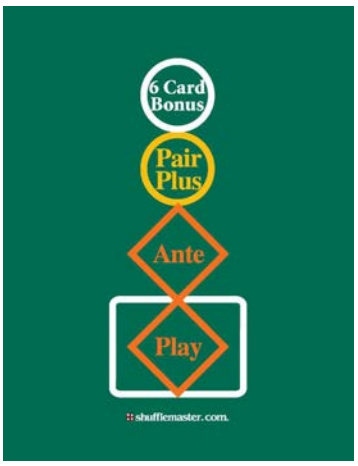
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

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

Number of players in the game:

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

Type of card deck used:

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

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

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

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

5. Backline betting is not permitted on any wagers.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective

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

Pair Plus:

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

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

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

6 Card Bonus:

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

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

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

10. Winning 6 Card Bonus wagers pay as follows:

Qualifying Hand	**Payout**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

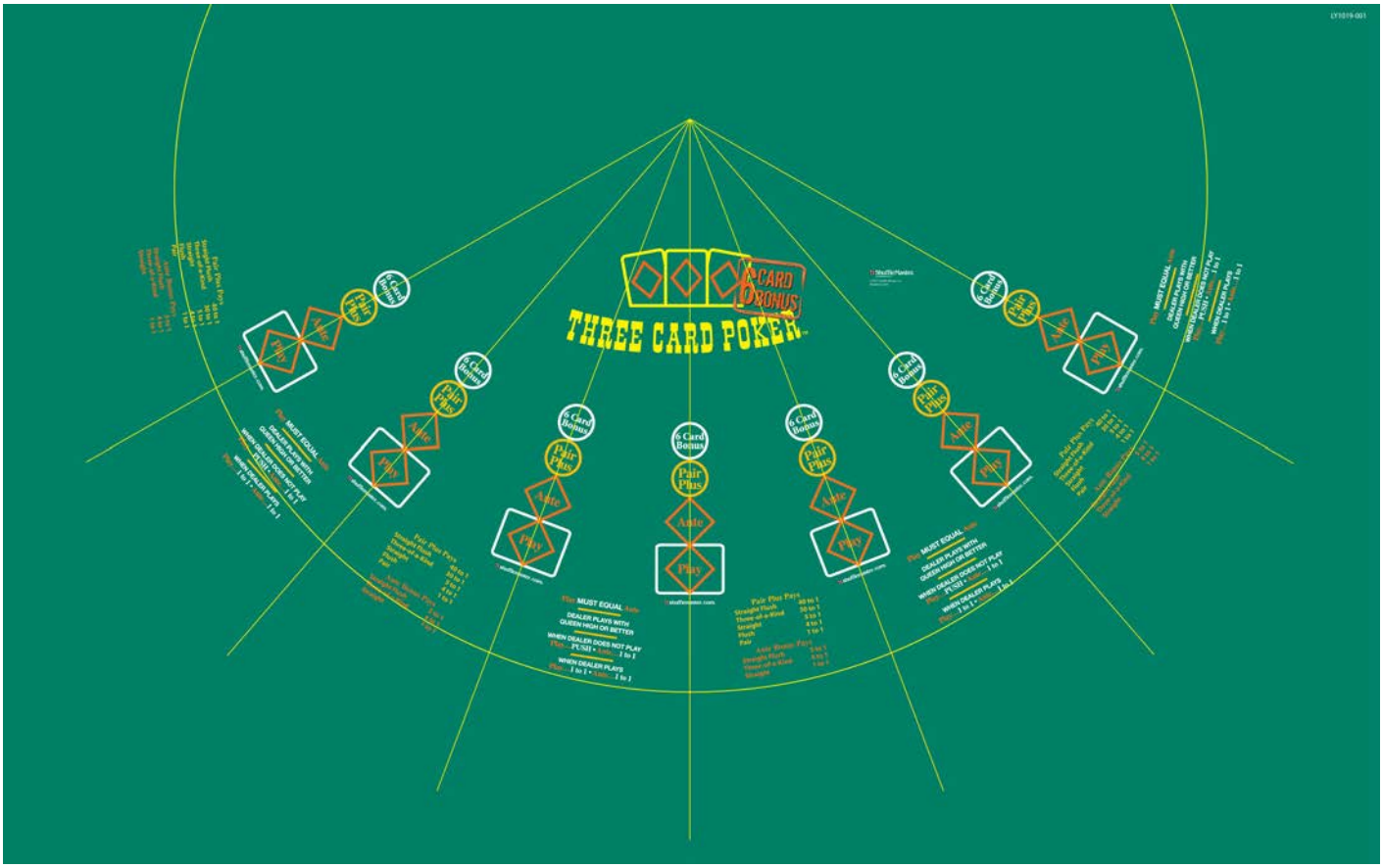
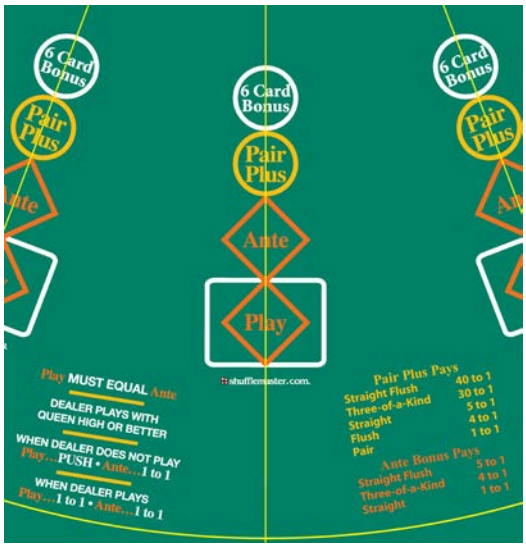
Three Card Poker 6 Card Bonus - Wagering Limits and Collection Fees

Three Card Poker 6 Card Bonus - for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing a Play Bet wager or a Bonus Bet wager.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - 50	$1.00	$5 - $200	$1.00
			$200+	$2.00

Three Card Poker 6 Card Bonus - for **schedule options 2 through 4**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing a Play Bet wager or a Bonus Bet wager.

Schedule Options	Table Limit	Player Fee	Player –Dealer Fee
2	$$5 – 100	$1.00	$2.00
3	$5 - $300	$2.00	$4.00
4	$5 - $500	$3.00	$5.00
5	$5 - $1,000	$5.00	$7.00

- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- The Pair Plus and 6 Card Bonus wagers may be equal to, less than, or greater than the game wager, however, they must be within the minimum and maximum table limits.
- The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Lotus Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table

Sample Table Layout