HOLD"EM

In Hold'em each player receives two personal down cards as a starting hand, after which there is a round of betting. Three board cards-referred to as the "flop"-are then turned face up simultaneously, and another round of betting occurs. The next two board cards are turned face up one at a time, with a round of betting after each card. In all fixed limit Hold'em games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered on the last two betting rounds.

The board cards are community cards; that is, they are shared by all active players in the hand. After the final round of betting, a player may use any five-card combination from among the board cards and personal cards to form a hand. A player may even use all of the board cards and no personal cards. This is called 'playing the board.'

Hold'em uses a flat disk called a 'dealer button' to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually

deals the cards). The player with the dealer button is the last to receive cards on the initial deal and has the right of last action after the first betting round. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be 'dead.' Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button. In non-tournament play, the button rotates one position clockwise after each deal.

RULES OF HOLD'EM

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). If you post a blind, you have the option of raising the pot when it is your turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following option: You may post or wait.
4. As a player, you cannot be dealt in when you're between the small blind and the button, unless you are buying the button or you must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or raise.
6. Players must meet all their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as 'dead money' when it becomes your turn to act, you may either call the action or raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
10. A 'live straddle' may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before you receive your first card. You will be last to act on the first round and you will have the option to raise. You must begin the hand with at least four times the big blind.
11. If the first card off the deck is exposed on the deal, the dealer will place it back into the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, you may not keep the exposed card. After completing the

deal, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.

12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round, and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more that one extra card, it is a misdeal.
15. You must declare that you are playing the board, and turn your two hole cards face up. Otherwise you relinquish all claims to the pot.

CRAZY PINEAPPLE

Crazy Pineapple is basically a Texas Hold'em poker game (see rule for Texas Hold'em) except that three down cards are dealt instead to two. The betting rounds are the same as Hold'em. Just as in Hold'em a player may use any combination of five cards (between the cards in his hand and the five on the board) to determine the best hand. The player may use one card from his hand and four from the board, two cards from his hand and three from the board, two cards from his hand and three from the board or all the board cards and no cards from his hand, termed "playing the board". A player may use a maximum of two cards from his hand (you cannot use all three).

CRAZY PINEAPPLE HI-LO "8 OR BETTER"

In high- low games there is an "8or better" qualifier. If no player can make a low hand of 8or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

ALL OTHER HOLD'EM RULES APPLY

OMAHA

Omaha is similar to Hold'em, with two exceptions. First, each player is dealt four down-cards instead of two, and second, a player must use precisely two hole cards with any combination of three board cards to make a five-card poker hand. Omaha is also played high-low split (eight or better for low). The betting structure for both forms of Omaha is the same as in Hold'em

RULES OF OMAHA

1. You must use two of the four cards in your hand and three cards on the board to make a valid five card hand.
2. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
3. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the floor person.

OMAHA HIGH-LOW SPLIT (8 or better)

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

RULES OF OMAHA HIGH-LOW SPLIT (8 or better)

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. if there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot'
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

SEVEN CARD STUD

In seven card stud, each player generally posts an ante before being dealt two cards face down and one card face up, after which the first round of betting takes place. Each player then receives three more up-cards, with a betting round after each card. After the last card is dealt face down, there is a final betting round. The best five card poker hand wins the pot. In all fixed limit stud games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered on the betting rounds for the fifth, sixth, and seventh cards.

RULES OF SEVEN CARD STUD

1. The first round of betting is initiated with a forced bet, which is called the 'bring in' by the player holding the lowest value up-card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board starts the action. Ties are broken by position, with the player who received cards first acting first. The player with the forced bet has the option of opening for a full bet.
2. Completing an opening forced bet does not count as a raise, but merely as completion of the bet. For example; in $15-$30 stud, the low card opens for $5. If the next player to act brings the bet up to $15 (completion of the bet), three raises are still allowed.
3. In all fixed-limit stud games, when a pair is showing on fourth street (second up card), any player has the option of betting either the lower or the upper limit. For example; in a $5-$10 game, if you have an open pair on fourth street and you are the high hand, you may bet either $5 or $10. If you bet $5 any succeeding player has the option to call $5, raise $5 or raise $10. If a $10 raise is made, all subsequent raise must be in increments of $10. if the player who makes the open pair on fourth street checks, all other players still have the same options.
4. **7 Card Stud**: the dealer announces the low card, the high hand, all new pairs, all raise, possible straights and flushes. In limits **below** $10-$20 including $2-$10 7 **Card Stud High/Low** pairs, possible flushes and straights are not announced.
5. If a dealer accidentally turns up your first or second hole card, you third card will be dealt face down. If both hole cards are dealt up, you have a dead hand and will receive your ante back. If you r hand would have contained the low card on board, action will start with the first player to your left. That player may either fold, open for amount of the forced bet, or open for a full bet.
6. If you are not present at the table when it is your turn to act on your hand, you will forfeit your ante and your forced bet, if any, and your hand will be killed in turn.
7. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
8. If you are all in for the ante and you have the lowest up-card, the player to your immediate left must come in for the forced bet, make the maximum bet or fold the hand.
9. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
10. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If an incorrect card is dealt as a final down-card due to a burn error and the card is intermingled with a players hole cards, or a player looks at the card, that player must accept the card.

11. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting is concluded, the dealer re-burns and play resumes. (The removed cards are held off to the side in the event that the dealer runs out of cards.) If a prematurely dealt card is the final down-card and has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
12. If there are not enough cards left in the deck for each player:
    a. The dealer is to deal all the card except the last card.
    b. The dealer will then scramble the last card and four burn cards, informing the floor person that they are shuffling the burn cards.
    c. The dealer will cut the deck.
    d. Then burn a card.
    e. The dealer will then deliver the remaining down cards, using the last card if necessary.
13. If there are five players remaining with out a card:
    a. The dealer will not burn so that each player will receive a fresh card if the dealer has determined that using this procedure the players not to have enough cards, the players will get a down card. Instead the dealer is to announce that there are not enough cards to go around and that a community card will be used.
    b. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a floor person is to be called.
14. If you pick up your up-cards and by doing so cause someone to act behind you-even in a heads up situation-your hand is dead. This does not apply in a check-check situation or a bet and call situation.
15. You must have seven cards to win at the show down.
16. A card dealt off the table must play; it is treated as an exposed card.
17. If the dealer delivers the last card face up to any player, the following rules apply;
18. If there are more than two players, all remaining players receive the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.
19. If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street). In the event that the first player's final card is dealt face down and the opponent's final card is dealt face up, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.
20. In either of the situations just described, the player who is high on sixth street will initiate the action.

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

RAZZ

Razz is seven-card stud player for low. The format of razz is identical to that of seven card stud high, with two exceptions: first player with the highest card (aces are low) on the opening round is required to make the forced bet, and second, player with the lowest hand on the board acts first on all subsequent rounds of betting. The betting structure for razz is the same as in seven stud high, except that an open pair does not affect the betting limit.

RULES OF RAZZ

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the value of a low hand. The best possible hand is 5-4-3-2-1, known as a 'wheel' or a 'bicycle'.
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is spades, hearts, diamonds, and clubs. The player with the low hand on board acts first on each subsequent round. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
4. All seven card stud rules apply in razz, except as otherwise noted.

STUD HIGH LOW SPLIT (8 OR BETTER)

In seven card stud high low split, the best hand wins half the pot, and the best low hand wins the other half of the pot, as long as the low hand consists of five cards of different ranks, with no card being higher that an 8. Straights and flushes are ignored for low, and an ace can be used for both high and low. The betting structure for stud high low 8 or better is the same as in seven card stud high, except that an open pair does not affect the betting limit.

RULES OF STUD HIGH-LOW SPLIT (8 OR BETTER)

1. The player with the low card by suit on the opening round is required to make the forced bet, with an ace counting as a high card for this purpose. On subsequent betting rounds, the high hand on board initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.

3. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot.'
4. A player may use any combination of five cards to make a high hand and the same or any other combination of five cards to make a low hand.
5. Splitting pots is determined only by the cards and not by agreement among players.
6. When there is an odd chip in the pot, the chip goes to the high hand. If two players tie for both the high and the low, the pot will be split as evenly as possible, with the player holding the highest card by suit receiving the odd chip. When making this determination, all cards are used, not just the five cards that constitute a players hand.
7. When there is an odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
8. All rules for seven card stud apply to seven card stud high low split, with the exception of an open pair.

LOWBALL

Lowball is a form of draw poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a round of betting. Players are required to either bet or fold. The players who remain in the pot have an option to improve their hands by replacing cards currently in their hands with new cards. This is referred to as the 'draw' in limit poker; the bet doubles after the draw. The most popular forms of lowball are ace to five lowball and duce to seven lowball. In ace to five lowball, the best hand is 5-4-3-2-1, in deuce to seven, lowball; the best hand is 7-5-4-3-2, not all of the same suit.

ACE-TO-FIVE LOWBALL

Ace to five lowball is played with a standard 52 card deck, plus a joker, which is considered to be the lowest card not already present in a player's hand. The best possible hand is 5-4-3-2-1; know as a 'wheel' or a 'bicycle' and straights and flushes have no effect on the value of a hand.

RULES OF ACE TO FIVE LOWBALL

1. Cards speak; cards read for themselves. However a verbal declaration in regard to a player's hand is binding. For example; if a player announces an '8', that player must produce at least an eight low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best

remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.

2. Any player spreading a hand with a pair in it must announce 'pair' in it or risk losing the pot if failure to announce the pair causes any other player to fold a hand. If two or more hands remain intact, the best hand wins the pot.
3. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, that player will then be obligated to take the blind.
4. A player who fails to take the blind must wait for the big or may kill the pot, as long as no player at the table objects to the killed pot.
5. In multiple blind games, if for any reason the big blind passes your seat; you may either wait for the big blind or post the blind. This does not apply if you have taken all of your blinds and change seats. In this situation, you will be dealt in when your position, in relation to the blinds, entitles you to a hand.
6. In limit ace to five, before the draw, an exposed card of seven or under must be kept, and an exposed card higher than a seven must be replaced after the deal has been completed. After the draw, an exposed card cannot be taken. The draw is competed to each player in turn, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered expose cards and are replaced.
7. Any player may draw up to four consecutive cards (and than everyone draws & then you will receive your 5th card).
8. Five cards constitute a playing hand; more or fewer that five cards after the draw constitute a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided that no action has been taken by the first player to act, unless the action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has bee taken, you are entitled on the draw to receive the number of cards necessary to complete a five card hand.
9. You may change the number of cards you wish to draw provided; A. No cards have been dealt off the deck in response to your request and B. No player has acted on his or her hand based on the number of cards you have requested.
10. If another active player asks how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond, once there is any action after the draw, you are no longer obliged to respond, and the dealer cannot respond.
11. In limit play, a bet and six raises are allowed in all multi-handed pots.
12. In limit play, check and raise is permitted.
13. The minimum opening bet is the size of the big blind
14. Rapping the table in turn indicates either a pass or the declaration of a pat hand, depending on the situation.
15. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and a better hand beats your hand, you will lose the pot and any additional calls you make.

16. In ace to five lowball, in the event of an all in bet that is less that half a bet, a seven or better may call the short bet after the draw and win the pot. However, if another player overcalls this short bet and loses, the person who overcalled will receive the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
17. For rules governing 'kill pots' refer to the section on kill pots.

DEUCE TO SEVEN LOWBALL

Deuce to seven lowball is played with a standard 52 card deck; no joker is used. The best possible hand in this game is 7-5-4-3-2, not all of the same suit.

RULES OF DEUCE TO SEVEN LOWBALL

The rules for deuce to seven lowball are the same as those for Ace to five lowball, with the following exceptions;

1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
4. Check and raise is permitted on any hand after the draw.

RULES OF NO LIMIT AND POT LIMIT LOWBALL

All of the rules for no limit and pot limit poker apply to no limit and pot limit lowball. All lowball rules apply also, except as noted:

1. In no limit Ace to Five lowball, a player must take an exposed card of A, 2, 3, 4, or 5 before the draw, and any other card must replaced. In deuce to seven lowball, a 2,3,4,5, or 7 must be taken, and any other card, including a 6, must be replaced.
2. After the draw, any exposed card must be replaced
3. After the draw, a player may check any hand without penalty.
4. Check and raise is permitted.

DRAW POKER (JACK OR BETTER)

Draw poker is played with a standard 52 card deck, plus a joker, which can be used either as an ace or as any card that completes a straight, flush, or straight flush. If the joker is used to make a flush, it is considered the highest flush card not already

present in a player's hand. The best possible hand in draw poker is five aces (four aces and the joker). All limit five card draw games have fixed limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

RULES OF DRAW POKERS (JACKS OR BETTER)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand, and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed. If no other player declares the pot open, all bets are returned, except the opener's first bet. The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better must show the openers, whether the hand is called or not, to win the pot.
4. In all cases, the pot will play-even if the opener shows or declares a fouled hand-if there has been a raise, two or more players have called the opening bet, or all action has been completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the Floor Persons discretion.
7. Any player may request that the openers retain the opening hand and show it after the winner if the pot has been determined.
8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when you final hand is compared with your discards, you will lose the pot.
9. You are not splitting openers if you retain openers. If you start with the ace, king, and queen of spades, the joker, and the ten of clubs, you are not splitting if you discard the ten of clubs. You are breaking a straight to draw to a royal flush, and doing so you have retained openers.
10. After the draw, if you call openers bet, and you cannot beat openers, you will not get your bet returned.
11. Any player may draw up to five consecutive cards.

12. Five cards constitute a playing hand; more or fewer that five cards after the draw constitute a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided that no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, a player is entitled on the draw to receive the number of cards necessary to complete a five card hand.
13. If another active player asks how many card you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond, and the dealer cannot respond.
14. You may change the number of cards you wish to draw, provided that;
    a. No cards have been dealt off the deck in response to your request.
    b. No player has acted on his or her hand base on the number of cards you have requested.
15. Cards that are exposed by the dealer before the draw must be kept.
16. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
17. Check and raise is permitted.
18. A bet and six raises are allowed in multi-handed pots.
19. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
20. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.
21. If you are all in for just the ante you may still declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.
22. You have the right to pay the ante at any time and receive a hand, unless there is additional money in the pot that was forfeited during a hand in which you were not involved.
23. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.
24. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for the part of the antes that you have matched, without putting any more chips into the pot.

NO LIMIT AND POT LIMIT POKER

RULES OF NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. In no limit poker, there is no maximum number of raises in any betting round.
2. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager. A player who has already checked, called, or raised may not subsequently raise or reraise an all in bet that is less than the amount of the last bet or raise. For example; player A bets $100. Player B raises $100 more, making the total bet $200. If player C goes all in for less than $300 total (not a full $100 raise) and player A calls, then player B has no option to raise again, because he wasn't fully raised. However, player A can raise-after player C goes all in, because he was fully raised by player B. If player A does not raise, the betting is reopened and player B can raise again.
4. A wager is not binding until the chips are actually released into the pot.
5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
6. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete.
7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot.
8. In all no limit games, the house has the right to place a maximum time limit or taking action on your hand. The dealer will 'put the clock' on someone when requested to do so by the floor person. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will receive a ten second warning, after which your hand is dead if you have not acted.

RULES OF POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. In pot limit poker, a bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.

2. In pot limit Hold'em and pot limit Omaha; a player may open for any amount up to four times the size of the big blind. For Example; if the blinds are $10 and $20, a player may open with either a call of $20 or a rise of any amount from $40 to $80 in increments of the smallest chip used in the game.
3. In pot limit play, if single dollars are used in the blind, the pot size will be rounded up to the next $5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains $100 and someone makes a $50 bet, the next player can call $50 and raise the pot $200, for a total wager of $250.
5. In pot limit, if a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.
6. In pot limit games, an optional "live" straddle is allowed. The player making the live straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle has last action for the first round of betting and is permitted to raise, even if all other players just call the straddle.

KILL POTS

In a game that requires a player who wins two consecutive pots to kill the next pot (natural kill); a marker called a 'kill button' indicates which player has won the previous pot. The winner keeps this marker until the present hand has been completed. If the player with the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot size requirement for the first pot or "leg" of a kill. For the second to qualify for a kill, there must be a flop. A player must win at leas one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure.

1. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again (for the same amount as the previous hand).
2. If a player with one 'leg up' splits the next pot, that player still has a leg up for the following hand. If the player who splits the pot was the kill in that hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if;
   a. It is the first hand of a new game.
   b. The winner of the previous pot has quit the game
   c. The previous pot was split, and neither player had the kill button.
4. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.

5. In lowball, players may look at their first two cards before deciding whether to kill the pot. However, the pot may no longer be killed if any player in the game has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack
6. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider your action, provided no one has acted behind you. If it is a required kill pot with the kill button face up, you must complete the bet.
7. A player who is required to post a kill must do so that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
8. In a kill pot, the killer acts last on the first round of betting, but before any player acts twice. If the killer raises, the action returns to the first player who entered the pot.
9. Broken game status is allowed only for players of the same game at the same limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

21st Century Blackjack
House Rules

HOW TO PLAY

No Bust Blackjack is a variation of standard blackjack. It is a player-banked game with the same objectives and strategy a standard Blackjack.

1. The best hand is a "Natural".
2. A player may "bust" (go over 21) and not lose. (If the player banker "busts" higher).
3. All cards have face value.
4. A Joker with any card is a Hard 21. Players may not draw any further.
5. A player may not hit 19 or 20.
6. Aces have a value of 1 or 11.
7. All face cards have a value of 10.
8. The value of each hand is the sum of its cards.
9. All players' hands are compared with the player banker's hand.
10. Players have two objectives:
    a. Form a hand whose sum does not exceed 21 points;
    b. Form a hand whose value is greater than the player banker's hand.
11. Each player will receive two cards on the initial deal.
12. Players have the option of drawing additional cards.

NATURALS

A "Natural" is any combination of Aces and Joker on the first two cards. (I.e. ACE-ACE, ACE-JOKER, or JOKER-JOKER).

GAME RULES

1. The player banker must hit until his hand totals a hard 17 or better. (He must hit a soft 17).
2. Players may "Double-Down" on any two cards with the following exceptions"
    a. Any hand with a Joker
    b. A Natural
    c. Hard 19 or 20
3. Players may "Split" cards of equal value three times. Players may "Double Down" after a split.
4. "Naturals pay 3 to2.
5. There is one joker per deck. Six Jokers are in play at each table (at beginning of a six deck shoe).
6. If a player's total is more than 21 and the bank's total is 21 or less, the BANK WINS.
7. If a player's total is 21 or less and the bank's total is more than 21, the PLAYER WINS.
8. If the player and the player banker's total is above 21:
    a. Player banker is closer to 21, PLAYER BANKER WINS.
    b. If player is closer to 21, it is a PUSH.
9. Bank wins all ties over 21.
10. If the player and the player banker's total is below 21, the hand closer to 21 wins.
11. All ties on totals below 21 are a push.
12. If player and banker have a "Natural" it is a PUSH.
13. If the banker's up card is a Joker there is no draw.
14. Players may not draw cards with a "Natural".
15. If banker has a Joker down you may only lose the original bet (double down & split bets will be returned).

SUPER PAN 9
RULES OF PLAY

1. Golden West Casino 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 Golden West Casino.
2. A collection is taken in advance for each bet. You must have a full minimum bet after paying the collection.
3. You must bet at least the table minimum. Less than minimum bets will receive no action will not be tolerated.
4. There is no MAXIMUM on dealer wages.
5. "Kum-Kum" bets will be paid off and/or collected as one bet.
6. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet.
7. Players who choose to 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.
8. All action goes clockwise, starting with the action button.
9. All cash will be changed to chips. All bets will be paid off with chips.
10. The player who controls the seat is the only active player for that position and the only one allowed to handle the cards.
11. The active player has the right to refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on any spot, that player is allowed to wager or backline there until the dealer position is moved to the next player. Backline players may participate in the play of the hand.
12. Backline players may participate in the play of the hand. If the active player and backline players disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
13. When the backline player wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Dealer to stop the action before the active player arrives.
14. In the dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
15. The active dealer may designate any person to shake the dice except a Golden West Casino employee on duty. Each player may shake the dice four times per round.
16. Once the House Dealer has released the dice and announced, "No More Bets", no one may change his wager. PENALTY: *Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.*
17. The dealer's hand will not be opened until all bets have been set, with the exception of a "House Way" hand.
18. All players must put the entire wager in the spot before the dice are released by the House Dealer. Only money in the spot plays. Stating "Money Covers" or other call bets is NOT acceptable.

19. Any active player is entitled to ask the House Dealer the amount of the dealer's wager to the extent that it affects the play of his hand.
20. No side bets or propositions are allowed.
21. The active player has the first option being the dealer on his spot. If there was no wager on the previous hand, no one may be the dealer on that spot.
22. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
23. Any attempts to switch, pass and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any players found guilty of such actions will be barred any may be subject to prosecution.
24. A player removing a losing bet may be barred and/or subject to prosecution.
25. A player who removes a winning wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined.
26. Any player who has the wrong number of cards or whose hand drops below the table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
27. All players are forbidden to show or discuss their hands with any other players.
28. A player may see one hand only, regardless of the number of hands with any other players.
29. When the dealer's three card hand totals three or less, the House Dealer will automatically draw a card. When the dealer's three card hand totals 7, 8, or 9, the hand stands.
30. When the player's three card hand totals a three or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
31. A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Dealer deals a card off the table, the card is dead and the player will receive the next card.
32. No wager can be removed until all hands are opened.
33. All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the dealer has acted on his hand and before the players' hands are read. (NOTE: *An exposed card is defined as one that lands face up on the table.*)
34. The dealer's hand is not set until he has signified his final decision in an obvious manner to the House Dealer.
35. A misdeal will be declared if:
    a. It has been determined before the deal is complete, the cards have gone to the wrong spot.
    b. If the dealer has the wrong number of cards.
    c. If the House Way hand has the wrong number of cards.
36. A hand that has been misread by the House Dealer will play a true value if it can be retrieved intact.
37. Each player must request a card in turn verbally or by a scratching motion with his hand or his cards towards himself. The House Dealer will check with each player in turn.
38. If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.

39. When a player requests assistance on the play of a hand from the House Dealer, a "House Way" button will be placed in that position. In turn, the House Dealer will play the hand according to the following Golden West Casino guidelines:
    a. Draw on five (5) or less.
    b. Stand on six (6) or more.
40. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI-GOW POKER – DOMINOES
RULES OF PLAY

Pai Gow is a Chinese game of dominoes that's thousands of years old, and is one of the oldest forms of gambling. The name literally translates as 'to make nine'. The game is played with 32 dominoes, 11 of which are identical pairs. The remaining 10 are made up of five mixed pairs.

The aim of the game is to make two 'ranking' hands using four dominoes, two dominoes per hand. The two hands are made up of the back, or high hand, and the front, or low hand. Players must have higher rankings of their hands than the bank's to win. If the player wins one hand and the bank the other, this is a standoff. If both banker and player have the same ranking hands, the bank wins.

For further information, please visit our Learn to Play centers.

HOW TO PLAY

1. The dominoes are shuffled by the dealer and placed in 8 stacks of 4 each.
2. Players make their bets.
3. Three dice are rolled and the total used to determine which player will get the first stack of dominoes.
4. The dealer then deals one stack of four dominoes to each player's position.
5. Players now rank their dominoes making two hands which they place side by side in front of their bets.
6. The dealer first shows the bank's hand and then the players' hands.
7. A player's hand wins if both hands are of a higher value than the bank's.
8. If a player's hand has the same value as the bank's but a high tile of a higher ranking, the player wins. In the same way, the bank wins if their high tile has a higher ranking.
9. If a player and the banker both have a zero (a hand of any two tiles which do not make a pair, or a Gong that adds up to 10 or 20) the banker wins regardless of rank.
10. A stand off occurs if only one of a player's hands is higher than the bank's hand.
11. At the end of the hand, the dealer collects the losers' bets and pays the winners at even money less 5% commission.

RANKING THE DOMINOES

In Pai Gow, the dominoes have special rankings and names. The following chart sets these out:

Joker Poker
Rules of Play

Basics and Procedures

1. The object of the game is to make the highest possible 5-card poker hand, including one Joker.
2. Joker Poker is played with specially designed conventional cards. Each card has double value.
    a. Face Value: The standard deck of 52 cards with conventional value
    b. Cover Value: A special design of a Joker, used as a wild card to improve each hand by at least one rank.
3. Each player and the bank final hand will be composed of five cards.
4. All action (dealing and paying or collecting of wagers) proceeds clockwise from the position as determined by the dice.
5. Players must post minimum required wager prior to receiving cards. (Minimum and maximum amount of wagers and collections are posted at the table.)
6. Player's cards are dealt sequentially and one card at-a-time, and will receive a total of three down cards.
7. The bank hand will receive two cards face up and one card face down.
8. At this time players act in turn by exercising one of the following options:
    a. Surrender the hand and forfeiting half of the wager.
    b. Play with the original wager.
    c. Doubling-up by putting forward another bet equal to the original wager.
    d. Triple-up by putting forward two bets equal to the original bet, only if the Bank's two up cards is a pair.
9. The remaining Players and the bank will receive two more face down cards in sequence to complete their hands.
10. At this time, Players designate one card to play as a Joker (wild card) and place it in the Joker box and the remaining four in the Poker box.
11. The House Dealer will turn over one at a time the Banker's three down cards. One card will be designated as Joker and all hands will play in comparison with the Banks' hand.
12. Players will all tie hands (all five cards must play) with the value of three of a kind or better.
13. Banker wins all hands with a value of one pair. (Example: If the Player is holding one pair (including Joker) of Aces and the Banker is holding one pair of Queens (including Joker), the Banker will win the hand.)
14. Player must declare and turn over all Natural Royal Flushes. Natural Royal Flushes will be paid prior to any other wagers. If a Player fails to declare a Natural Royal Flush, then this action will be determined based upon his position that was originally established by the dice.
15. The Bank is only allowed to win or lose the amount of the Bank's original bet.
16. In order for a Player to Bank, the Player must have placed a wager on that position the hand prior to declaring his intent to Bank on that position.

17. Players MAY NOT play more than one position at a time. If a Player desires to play more than one position during the hand, the Dealer will play the hand. The Player has no options (as outlined in #8 above) other than to play his original bet.

Ranking of Hands

Rank	Hand
1	Natural Royal Flush
2	Five of a Kind
3	Non Natural Royal Flush
4	Straight Flush
5	Four of a Kind
6	Flush
7	Full House
8	Straight
9	Three of a Kind
10	One Pair

Misdeals

The following circumstances may cause a misdeal:

1. An incorrect number of cards have been dealt to a Player.
2. The Dealer on the initial deal has exposed two or more cards.
3. Cards have been dealt to an empty seat or a Player not entitled to a hand.
4. A player has been dealt out who is entitled to a hand.

In all instances of a misdeal, the Action Button will not be moved.

Irregularities

1. If the Action Button is discovered to be in the wrong position play will not resume until it is placed in the proper position. If its proper position cannot be determined the dice will be shaken again.
2. The Player must protect his own hand at all times. The Players cards may be protected with the Player's hands, a chip, or other object placed on top of them. If the Player fails to protect his hand, the Player will have no redress if it becomes fouled or the Dealer accidentally kills the hand.
3. If two cards of the same rank and suit appear during a hand, all action is voided and all money is returned to the Players for that round.
4. A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and has been intermingled with the other cards. In that case, the card that was face-up in the deck will be replaced after all other cards are dealt for that round.
5. Exposed Cards:

a. If the Dealer accidentally exposes a card while dealing the Players first three cards, that card will be replaced after all other cards are dealt for that round.
b. If the Dealer accidentally exposes the Banks down card while dealing the Banks first three cards, that card will be replaced after all other cards are dealt for that round.
c. If the Dealer accidentally exposes a card while dealing the Players final two cards, the cards will play.
d. If the Dealer accidentally exposes a card while dealing the Banks final two cards, the cards will play.
e. If a card is accidentally dealt off table, that card will be considered to be an exposed card.

6. If the Player drops a card on the floor out his hand, it is considered a dead card, thereby causing the Player to have a dead hand.
7. One or more cards missing from the deck does not invalidate the results of a hand.
8. Players may not share their hand with another Player. Players violating this rule may have their hand declared as a dead hand and risk losing their wager.

PAN-PANGUINGUE
RULES OF PLAY

PLAYERS
Two or three can play, but four to eight players are best.

THE PAN DECK
The PAN deck consists of 320 cards. Eight decks of regular cards make one PAN deck, with 8's, 9's and 10's removed. There are no JOKERS. In all games, one complete set of Spades is removed thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

THE DEAL
The deal and play are counter-clockwise.

TERMINOLOGY

MELDS OR SPREADS
Melds or spreads must be at least three cards or as many as eleven. There are two types of melds: "sets" usually called "squares" and sequences usually called "ropes".

ROPES
Ropes are any three or more cards of the same suit and in sequence, (i.e., Clubs 6, 7, J).

SQUARES
Squares are three or more cards of the same rank and of different suits, (i.e. Club 6, Heart 6, Diamond 6, or also the same suits as Diamond Q, Q, Q). Additionally, any three Aces or any three Kings, regardless of suit, qualify as Heart K, Heart K, Club K. Aces and Kings are "non-comoquers".

CONDITIONS
Certain melds have value and are called conditions. When melding a condition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

VALUE OF CONDITIONS
All three's, five's and seven's are "valle" (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the same suit: one chip
2. Any set of valle cards, in the same suit: two chips
3. Any set of non-valle, in the same suit: one chip; two chips in Spades
4. Any sequence of A, 2, 3, in the same suit: one chip; two chips in Spades
5. Any sequence of K, Q, J, in the same suit: one chip; two chips in Spades

RULES OF PLAY

TO START PLAY

Five cards are dealt to each player with one card turned face-up. The player dealt the lowest card first will be the first one to act. Each player then receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

BEFORE THE ACTION

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or forfeit his or "top" and discard the hand.

ACTION BEGINS

Action begins with the first person to declare in, drawing a card from the top of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and discarded by the preceding player and he or she can immediately meld this card. After drawing a playable card and using it in a meld, a player may meld as many "spreads" as he or she holds or may add to his or her existing meld(s) and collect "pays" due before discarding, which ends his or her turn.

ADDING TO A MELD

A player may add one or more cards to any of his or her melds provided that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also, to a set of the same suit, another card of the same rank may be added. If a condition is increased as Heart K, K, K, original condition for each Heart K added. When adding to a set of three valle cards in the same suit, half value is collected. One chip in any suit, two chips in Spades.

BORROWING

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: from Diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or six. When borrowing from a square as Heart 6, Club 6, two Spade 6's, only one Spade 6 and no other can be removed without affecting the meld.

ON THE OUT

The winner of the hand receives, from each participating player with chips, the total of his pays as they lay, plus two (2) chips for the outs. The winner also receives the "tops" which are given to him or her last.

ADDITIONAL RULES

1. **Count your cards** before you declare yourself in. To declare means that you have counted your cards and are ready for play. It is your responsibility, not the dealers, to see that you have the correct number of cards.
2. **No stuffing of cards** is permitted except by the dealer.
3. **Never put a drawn card into your hand.** Your hand will be fouled. *Exception: If the player is going out.*

PAI-GOW POKER
RULES OF PLAY

1. Golden West Casino 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, Golden West Casino.
2. A collection is taken in advance for each bet. You must have a full minimum bet after paying the collection.
3. You must bet at least the table minimum. Less than minimum bets will receive no action and will not be tolerated.
4. There is no MAXIMUM on dealer wages.
5. "Kum-Kum" bets will be paid off and/or collected as one bet.
6. Players who choose to be "Kum-Kum" must each wager at least the minimum bet.
7. Players who chose to 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.
8. All action goes clockwise, starting at the action button.
9. All cash will be changed to chips. All bets will be paid off with chips.
10. The player who controls the seat is the only active player for that position and the only one allowed handling the cards.
11. A maximum of two backline bets is allowed on each non-dealer spot. A third backline bet will receive no action. The active player has the right to refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on any spot, that player is allowed to wager or backline there until the dealer position is moved to the next player.
12. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
13. When the backline player wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Dealer to stop the action before the active player acts.
14. In the dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
15. The active dealer may designate any person to shake the dice except a Golden West Casino employee on duty. Each player may shake the dice four times per round.
16. Once the House Dealer has released the dice and announced, "No More Bets", no one may change his wager. PENALTY: *Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.*
17. The dealer's hand will not be opened until all hands have been set.
18. All players must put the entire wager in the spot before the House Dealer releases the dice. Only money in the spot plays. Stating "Money Covers" or other call bets is NOT acceptable.
19. Any active player is entitled to ask the House Dealer the amount of the dealer's wager to the extent that it affects the play of this hand.
20. No side bets or proposition bets are allowed.

21. The active player has the first option of being the dealer on his spot. If there was no wager on the previous hand, no one may be the dealer on that spot.
22. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
23. Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any players found guilty of such actions will be barred and may be subject to prosecution.
24. Any player removing a losing bet may be barred and/or subject to prosecution.
25. A player who removes a winning wager from the betting circle may be paid the minimum bet if the correct amount of the wager cannot be determined.
26. A player has a fouled hand if:
    a. The two-card hand is stronger than the five-card behind hand.
    b. The player does not have exactly to cards in the front hand.
    c. The player does not have exactly five cards in the backhand.
27. All players are forbidden to show or discuss their hands with any other players.
28. A player may see one hand only, regardless of the number of hands with any other players.
29. The JOKER may be used for Aces, Straight or Flushes.
30. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
31. A misdeal will be declared if:
    a. A Joker or Ace is boxed or exposed.
    b. Two or more cards are boxed or exposed.
32. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by House Dealer, a "House Way" button will be placed on the hand. The House Dealer will set the hand the "House Way".
33. No wager can be removed until all hands are opened.
34. Management will reset any "House Way" hand incorrectly set by the House Dealer.
35. The House Dealer cannot allow the dealer to set his hand foul. If the House Dealer mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
36. The dealer's hand is not set until he has signified his final decision in an obvious manner to the House Dealer.
37. If it is discovered that the House Dealer did not show all options to the dealer, the hand will be reset the "House Way" before the third hand is exposed.
38. New set-ups may be requested after two rounds.
39. The dealer may ask the House Dealer for an extra shuffle.
40. Only the dealer may request a change of deck between the first and second deal. Any active player may request a deck change during a House Dealer change.
41. When two identical cards are turned up, the hand will be declared a misdeal.
42. A hand that has been misread by the House Dealer will play a true value if it can be retrieved intact.
43. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI-GOW POKER

HOUSE WAY

HAND	HAND SET
No Pair	2nd and 3rd Highest cards in front
One Pair	Pair in back, highest two other cards in front
High Pairs = A's, K's, Q's	Small Pair in front
High Pairs = J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split
High Pairs = 8's, 7's, 6's	Two pairs behind if King or higher in front: otherwise split
High Pairs = 5's, 4's, 3's	At least Queen or higher in front then two pair behind: otherwise split
Three Pair	Highest pair in front

Three of a kind = Aces	Ace + highest card and a pair Aces behind
Three of a Kind = Kings and below	Never split. Highest card in front. Trips in the back.
Two Sets	Highest pair of the two sets in front. Lowest set behind.
Straight, Flush, Straight Flush = No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, etc. = One Pair	Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.
Straight, Flush, etc. = Two Pair	Use two pair strategy
Straight, Flush, etc. = Three of a Kind	Complete hand in back, pair in front
Full House	Highest allowable pair in front
Four of a Kind = A's, K's, Q's	Always Split
Four of a Kind = J's, 10's, 9's	Four of a kind in back if you can put at least a King up front; otherwise split
Four of a Kind = 8's, 7's, 6's	Four of a kind in back if you can put at least a Queen up front; otherwise split
Four of a kind = 5's and below	Never split
Five Aces	Put pair of Aces in front

13 CARD CHINESE POKER
RULES OF PLAY

Chinese Poker is similar to Pai Gow Poker. Each player is dealt 13 cards. These 13 cards are set into three poker hands: a 3-card front, a 5-card middle and a 5-card back hand. Straights and flushes do not count in the 3-card hand. The front hand must not be stronger than the middle hand and the middle hand must not be stronger than the back hand. There is no betting or folding. Once everyone's hands are set, the showdown occurs. You compete against each player individually, comparing your respective hands. For each hand you win, your opponent pays you one point. For each hand you lose, you pay one point. The player with more wins is paid a bonus point. If any player "fouls" their hand (by violating the rule that the front must be weaker than the middle, and so on), they pay four points to each opponent.

This is the basic game. The IRC dealer bot can also deal several variations:

Royalties

Royalties are special bonuses paid to the holders of particularly good hands as a way to add insult to injury. They are paid even if the hand loses, although a compensating royalty will then be paid in return. Royalties are not paid by players who surrender. The standard royalties are:

	Back	Middle	Front
Trips	0	0	2
Full House	0	1	-
Quads	3	3	-
Straight Flush	4	4	-
Royal Flush	5	5	-

Surrender

The surrender option has three variants. In real life, it is usually played "declare in turn", starting with the player to the left of the button. Each player says in order whether they wish to surrender. If so, that player will pay each active player two points at the showdown. A variant is "declare at random", in which any player can surrender at any time before the showdown, but the decision is irrevocable. The final variation is "secret declare", in which each player simultaneously declares their intentions.

Another variation often played in the real world but not available on IRC is similar to the "declare in turn" method above. However, when a player surrenders, that player pays two points only to the players that have yet to act.

Lowball

In the lowball variants of Chinese Poker the middle hands compete for the best low. The middle hand is completely independent of the front and back hands; it can be weaker or stronger than either. The back hand must still be stronger than the front hand. In ace-to-five lowball, straights and flushes don't count against the low and the best hand is a 5432A. In deuce-to-seven lowball, straights and flushes do count, the ace is high, and the best low is 75432 of mixed suits.

If royalties are also in effect, they are adjusted as follows:

When the middle hand is played for deuce-to-seven lowball, the following royalties are used:

	Back	Middle	Front
Seven-Five Low	-	1	-
Trip Eights	0	-	1
Quads	1	-	-
Straight Flush	2	-	-
Royal Flush	3	-	-

Ace-to-Five Lowball Royalties

When the middle hand is played for ace-to-five lowball, the following royalties are used:

	Back	Middle	Front
Five Low	-	1	-
Trip Eights	0	-	1
Quads	1	-	-
Straight Flush	2	-	-
Royal Flush	3	-	-

Double Deck

Chinese Poker can be played with two decks, but the new distribution of cards requires a different ranking of hands. Also, three hands are added that are impossible in single-deck games: Five of a kind, flush with two pair, and flush with one pair. The revised rankings are:

1. five of a kind
2. Straight flush
3. two pair flush
4. four of a kind
5. One pair flush
6. flush
7. full house
8. straight
9. three of a kind
10. two pair
11. one pair
12. zilch

Flushes with pairs are ranked the same as regular hands with pairs, e.g., 88552s beats 6633As and 33654s beats 22AKQs.

Again, royalties must be adjusted for the new rankings:

Double Deck Royalties

With two deck rankings, the following royalties are used:

	Back	Middle	Front
Trips	0	0	1
Pair Flush	0	1	-
Four of a Kind	0	2	-
Two Pair Flush	0	3	-
Straight Flush	1	4	-
Five of a Kind	2	5	-

Double Deck Deuce-to-Seven Lowball Royalties

With two deck rankings and the middle hand played for deuce-to-seven lowball, the following royalties are used:

	Back	Middle	Front
Seven-Five Low	-	1	-
Trip Aces	0	-	1
Straight Flush	1	-	-
Five of a Kind	2	-	-

EXHIBIT "A"

NO BUST 21st CENTURY BLACKJACK 4.0

4/23/2006

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Existing issued patents

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

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

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

GOLDEN WEST CASINO

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of 11and a half on first two cards, 1 or 11 on three or more cards.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	11and a half on first two cards , 1 or 11 on 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

Exhibit "A"

GOLDEN WEST CASINO

ROUND OF PLAY

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

2. The game utilizes a special 52-card deck. The aces are bonus cards with the value of11and a half on first two cards and 1 or 11 on three or more cards the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.

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 "Player/Dealer" position, and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

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 clockwise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

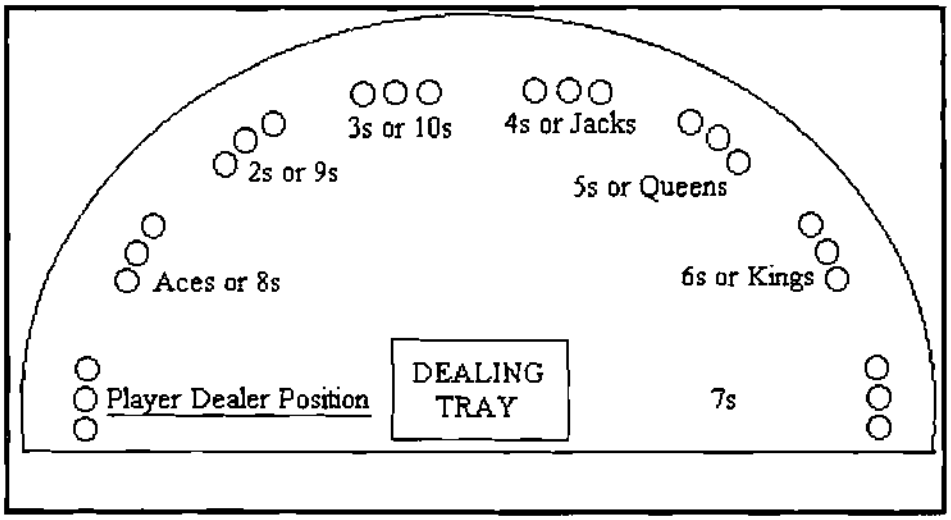
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clockwise fashion. The Player/Dealer will receive a face down card.

9. Players must follow the rules that are listed in the following chart in deciding whether to hit or stand on a particular hand: (please see next page)

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

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

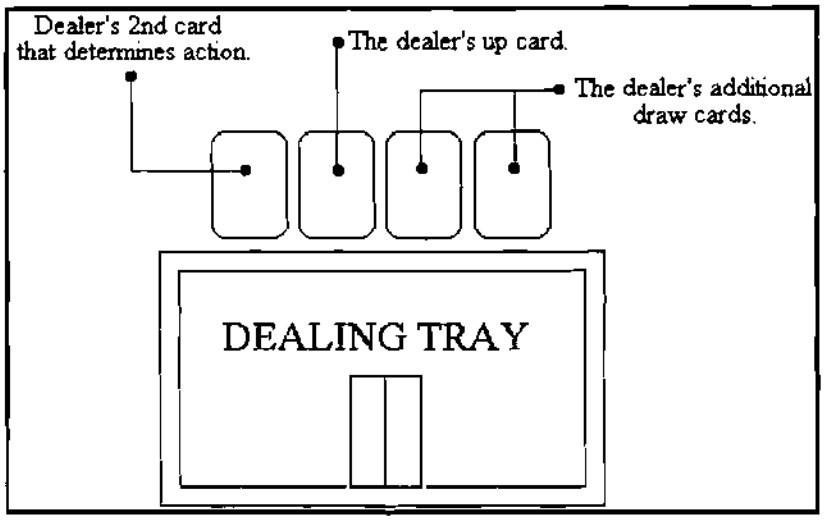
11. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's 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. Wagers will be paid or collected, clockwise until all bets are settled.

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. 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: (please see next page)



15. 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

16. Once the Player/Dealer's hand has been made, all winners and losers are determined when their cards' 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.

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

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

GOLDEN WEST CASINO

GAME RULES

1. A "Natural" (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
    a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
    b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21and half beats all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

GOLDEN WEST CASINO

DOUBLE DOWN, SPLIT, SURRENDER, ODDS, & INSURANCE

- DOUBLE-DOWN
  - Players can double-down on the first two-cards only, with the exception of all natural. 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.
  - There is no extra collection fee taken by the casino on any double down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SPLIT
  - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
  - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
  - There is no extra collection fee taken by the casino on any double down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SURRENDER
  - Players can surrender 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. Their (the Player's) play for that hand will cease.
- ODDS
  - Any Blackjack hand pays 6 to 5
- INSURANCE
  - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack, the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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

Exhibit "A"

GOLDEN WEST CASINO

Bonus Aces

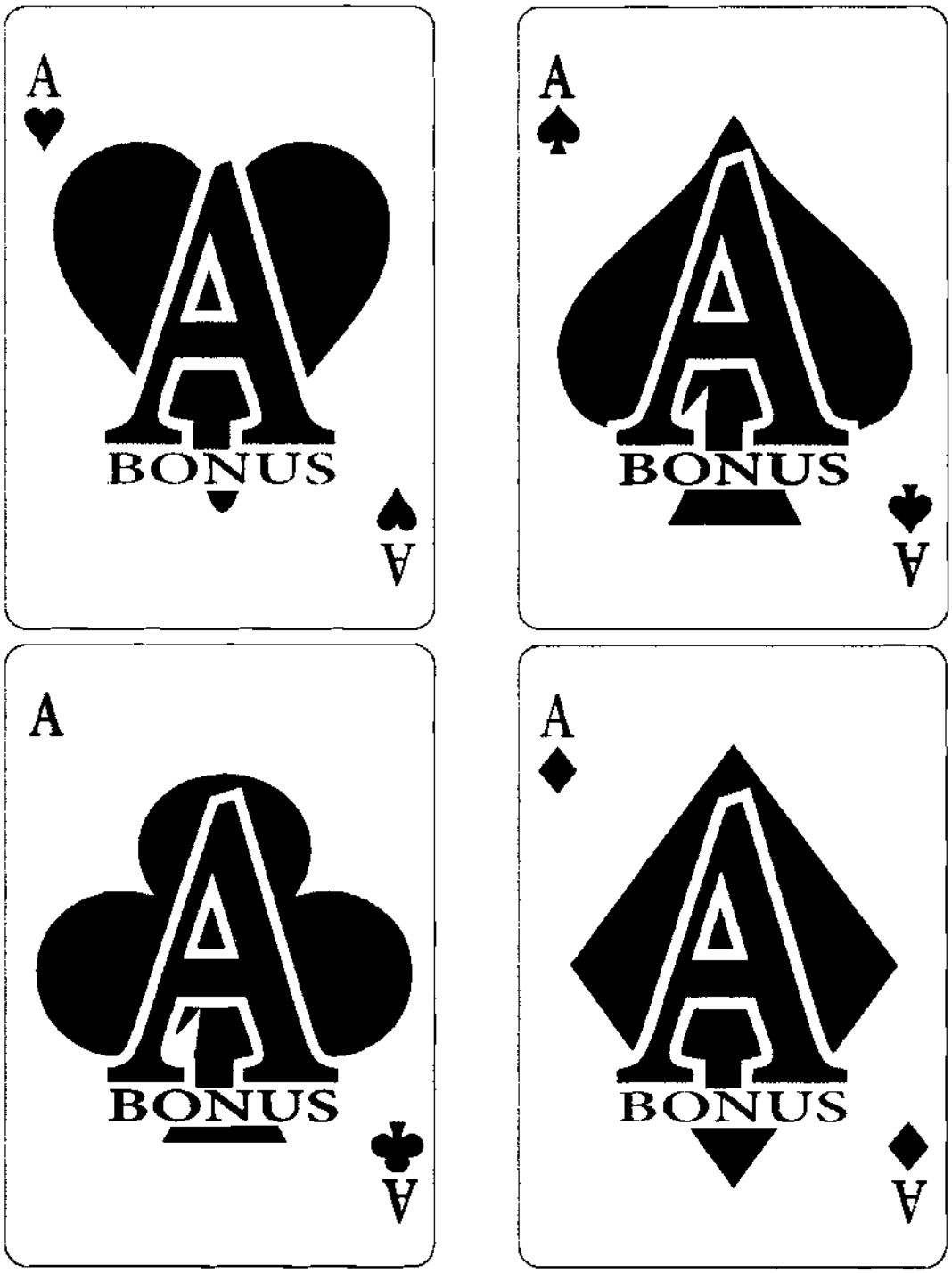


Exhibit "A"

GOLDEN WEST CASINO

LEGAL

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

PROPOSED COLLECTION RATES

The following chart will be the collection rate at Golden West Casino.

Betting Limits	Player Collection	Plyr-Dealer Collection
$2-$25	$0.50	$0.50
$5-$50	$1	$2
$10-$100	$1	$2
$25-$100	$1	$2
$25-$200	$2	$3
$50-$200	$2	$3

Betting Limits	Player Collection	Plyr-Dealer Collection
$50-$300	$3	$4
$100-$300	$3	$4
$100-$500	$4	$5
$200-$700	$5	$6
$300-$1000	$6	$8

Exhibit "A"

GOLDEN WEST CASINO

SECTION III – GAME INFORMATION / SPECIFICS

FOR

LIGHTNING POKER

www.lightningpoker.net

LIGHTNING POKER™ TEXAS HOLD'EM

GAME RULES AND STANDARDS OF PLAY

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION ONLY)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

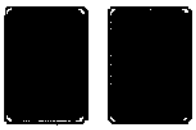
At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION WITH VISUALS)

Initially, players receive two down cards as their personal hand (hole cards). This will be followed by a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from the board and personal cards. A player can even use all of the board cards only or "play the board". A dealer button is used to determine which player is first to receive cards and which player is to act last. Two blinds, right after the button, will be posted each hand.

ROUND OF BETTING

1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise the pot if no one else does.

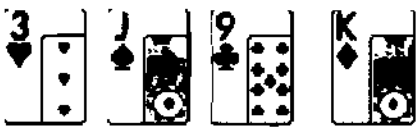
3. The flop – The dealer (electronic mechanism) burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

The Flop

4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

5. The turn – The dealer (electronic mechanism) burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *Fourth Street*.

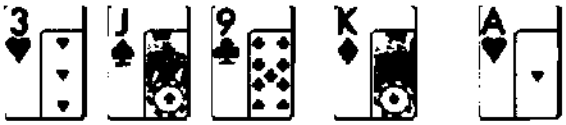
The Flop The Turn



6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *Fifth Street*.

The Flop The Turn The River



8. Final round of betting – It follows the same format as the second and third rounds.

9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

DECK OF CARDS

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

DESCRIPTION OF DEALING PROCEDURES

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

THE FLOP

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE TURN

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE RIVER

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of the hand.

HAND RANKING

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

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

NUMBER OF PLAYERS IN THE GAME

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

BETTING LIMITS

Golden West Casino plans on offering the same limits of games that are currently offered on its manually dealt games. Depending on players' request, a shift manager and/or a Customer Service Representative will start the requested game by activating the table through a PC or directly at the table.

BETTING SCHEME

1. Checking, Raising and Folding is permitted in all games.

2. Limit Texas Hold'em caps the bets and allows for three (3) raises per betting round.

3. No Limit Texas Hold'em has no maximum bet and may allow for an unlimited number of raises.

4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.

5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.

6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.

7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

HOW WINNERS ARE DETERMINED AND PAID

The active player (player who has not folded) with the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or the only active player being left in a hand (all other players have folded their hands) wins the pot.

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and "cash out" his/her winnings or remaining monies, that player touches the "Leave Table/Cash Out" on his/her private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where he/she created the player account. The player provides card room cashier with the account card and the cashier swipes the player's card to locate the player's cash balance and then pays the player his/her winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for nearly a decade.

DESCRIPTION OF ROUND OF PLAY

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe his/her account card at his/her private player station. This will activate a 'Pin Pad' screen on each player's private LCD touch screen. Once the player types in her/his private PIN, she/he will be able to play in the next available hand.

When a minimum of two players sit down at a table, the shift manager and/or a Customer Service Representative can begin the game by activating the table directly at the table or from a PC.

1. To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

2. All players who want to stay in the hand must check or bet as play dictates at that moment.

3. Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

4. Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

5. Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

6. The next hand begins.

DESCRIPTION OF GAMING TABLE USED FOR THIS GAME

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table.

OTHER EQUIPMENT USED

Lightning Poker utilizes the following required equipment for the play of the game:

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

GLOSSARY OF THE TERMS

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Hold'em format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button
BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also, know as "the button".
DECK:	A collection of playing cards for Texas Hold'em. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.

FIXED LIMIT:	In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
CSR:	Acronym for Customer Service Representative. A casino employee who seats players and makes decisions, also referred to as Floorperson in some casinos.
FLOP:	In Texas Hold'em, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Hold'em (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.
FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand, (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded, (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.
PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Hold'em.
POSITION:	(a) The distance from the blinds or the button for any hand, (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet that occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT & GO TOURNAMENT:	A type of tournament that is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SMALL BLIND:	The smallest blind in a game with multiple blind bets

SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold'em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

SECTION III GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

Electronic table for Texas Hold'em

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

We have included brochures describing the play of "Texas Hold'EM" on the PokerPro? table.

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

Texas Hold'EM,

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

"players receive four down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any three-card combination from among the board and two of their four personal cards, or a player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds"
Rules provided by Bob Ciaffone via ROBERT'S RULES OF POKER

a. Standards of Play

- The Dealer button will rotate in a clockwise manner as well as the small and big blinds.
- All participants must abide by the published rules.
- No players may discuss their cards between each other.
- Any disputes will be immediately resolved via an instant replay of the hand, on the table.
- All tie hands will split the pot.
- There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em and Omaha games.
- All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.

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

- This version of Texas Hold'em and Omaha poker will use an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.
- The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a Golden West Casino employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.
- The electro-mechanical shuffler has been tested and certified by GLI. The systems servers will be in a secured area within Golden West Casino with very limited access. All information (i.e. hands dealt and the amount of money in play and on an individual's account) will be instantaneously saved so in the case of power or network interruption, there will not be a loss of data. In addition, the servers have tape back ups of all data as well as the data being stored with mirroring software across multiple servers.

c. Describe dealing procedures.

The following table describes the dealing process.

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

d. Number of players in the game.

A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'em and Omaha.

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

- The collection schedule will be as currently approved by the Division and in place at Golden West Casino will be used in this game.
- The progressive jackpot currently approved by the Division and in place at Golden West Casino will be used in this game.

f. Betting Limits.

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

g. Betting Scheme

The following table describes the PokerPro? betting scheme for Texas Hold'em.

Stage	Description
1	Blinds are posted: "Small Blind" and "Big Blind" (e.g. $2 for the Small Blind and $4 for the Big blind in a $2/4 No-Limit game).
2	Hole cards are dealt.
3	Round of betting occurs, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of: • "Check" (if all other players "called") • "Call" (if someone else raised) • "Raise", or • "Fold".
4	The "Flop" is dealt as community cards.
5	A round of Betting, starting with the first player remaining to the immediate left of the "dealer button" with the options of "Check", "Raise", or "Fold".
6	The "Turn" is dealt as a community card.
7	A round of betting occurs, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold".
8	The "River" is dealt as community card.
9	The Final Round of betting occurs, with the first player remaining in the game, to the immediate left of the "dealer button" with the options of "Check", "Raise", or "Fold".

h. How winners determined and paid.

- At the end of the final betting round, the player remaining with the highest hand is the winner.
- If all other players fold before the final round of betting. The remaining player is declared the winner.
- All ties result in a split pot.
- The pot winnings are automatically transferred to the player's table stakes.

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

- A minimum of two and a maximum of ten players can participate in the game.
- The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).

- Players log into there seats using a player card with a magnetic stripe, and an associated Personal Identification Number (PIN) unique to the individual, which will be inserted into card reader at their personal LCD display and will display the amount of funds the player has available to them to bring to the table.
- The electronic cards are shuffled and there as a single deal to all players of high card to determine the dealer button position.
- The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.
- The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.
- The table will "burn" the next card, then deal the flop (the first three community cards displayed on the center of the table). The player in the big blind position will check or bet. This process will follow in a clockwise manner around the table until all players have checked, wagered, or folded.
- The table will "burn" the next card, then deal a fourth card to be displayed on the center of the table. The same type of wagering will take place. The same goes for the fifth, or "river" card.
- After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the "dealer" button is rotated one spot to the left of the previous spot.
- Any dispute will be settled by a Golden West Casino employee trained in the use of the electronic table and the Directors tablet.

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

Based on customer demand and advancement in the industry, Golden West Casino proposes to modify the existing Texas Hold'em and Omaha poker game by using a modified traditional poker table with an Electro-Mechanical Shuffler. The table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be used as in the currently approved game. All cards and chips will be an electronic facsimile or representation.
All rules and standards that apply to the current Texas Hold'em and Omaha poker game will remain the same-including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

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

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

6. List other equipment used.

- Electro-Mechanical Shuffler - Calculated algorithm that shuffles an Electronic deck of 52 cards.

- Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.

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

Action

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

All In

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

Bet

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

Big Blind

A forced wager to stimulate action in a poker game.

Burn card

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

Button

See Dealer Button.

Buy In

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

Cage

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

Call

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

Cap

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

Center Pot

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

Check

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

Chop

Divide the pot.

Chip

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

Collection

The fee charged in a game.

Community Cards

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

Deal

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

Dealer Button

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

Flop

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

Fold

To throw your hand away.

Fourth Street

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

Flush

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

Full House

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

Hand

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

Heads-up Play

Only two players involved in play.

Hole cards

The cards dealt facedown to a player.

Kicker

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

Limit

A game where there is an established maximum bet, and raise.

Main Pot

The pot where all bets were matched by all players involved in the hand. If a player is not able to match a bet (because they are all in), then a side pot is created.

Missed Blind

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

Muck

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

No-Limit

A betting structure where players are allowed to wager any or all of their chips in one bet.

Pot-Limit

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

Raise

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

Rebuy

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

Re-raise

To raise after somebody has already raised.

Ring Game

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

River Card

The fifth and last card dealt for the community board.

Side Pot

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

Small Blind

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

Shuffle

The act of mixing the cards before a hand.

Split Pot

A pot that is shared by two or more players.

Straight Flush

Five cards in consecutive rank.

Table Stakes

The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand.

The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

Tournament

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

Turn Card

The fourth card dealt for the community board.

Wager

To bet or raise.

LIGHTNING POKER™ OMAHA HIGH/LOW Game rules and standards of play

Lightning Poker™ Omaha High/Low follows traditional Omaha High/Low rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens; there is a common center screen, which displays the community cards, pot size and other Omaha High/Low information. Lightning Poker™ Omaha High/Low rules are noted below.

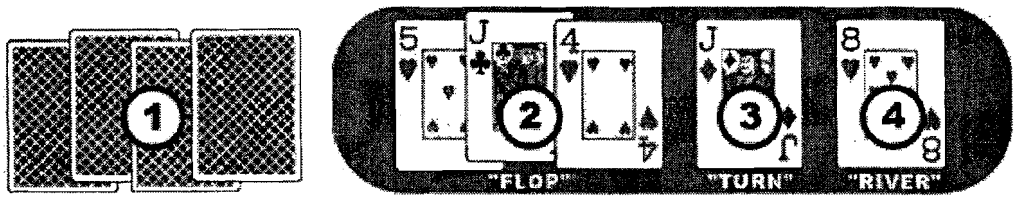
A. Omaha High/Low - Game Rules

Each player is dealt four holecards after which there is a round of betting. Three community cards are then displayed simultaneously (called the "flop") and another round of betting ensues. A fourth community card is displayed (called the "turn"), after which there is another round of betting. A fifth and final community card is then displayed called "the river") followed by a final round of betting.

In order to make a hand a player must use two of his/her hole cards combined with three community cards.

Omaha is often played high-low split, 8-or-better. The player may use any combination of two holecards and three community cards for the high hand and another (or the same) combination of two holecards and three community cards for the low hand. A qualifier of 8-or-better for low applies to all high-low split games. 8-or-better means no card in the low hand can be higher than an eight. Low hands may not contain pairs. Ace plays both high and low. Straights and flushes are not considered when evaluating low hands. If there is no qualifying low hand, then the best high hand wins the whole pot.

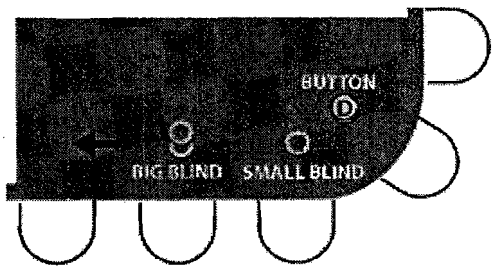
Card Distribution and Betting Procedure



PLAYER'S HAND COMMUNITY CARDS IN CENTER OF THE TABLE

Example: $2/$4 Limit Omaha.

At casino Omaha tables, a round plastic marker called the dealer "button" is placed in front of the player who would be dealing if a house dealer were not provided. The button is moved one seat clockwise after each game and the card distribution and betting starts to the left of that position. Blinds are posted and then each player is dealt four cards face down, followed by a round of betting. Then, a total of five community cards are dealt face up in the center of the table in three betting segments (3-1-1). After all the cards are dealt the players make the best hand that they can by combining any two of their four hole cards with any three of the five community cards. Using the illustration above, a player holding a jack and a four would end up with a full house, jacks over fours. If he is also holding a six and an ace, he would have a qualifying low hand of 8,6,5,4,A.



B. The betting procedure is as follows:

- Before each player is dealt four down cards, the player at the immediate left of the button, called the "Small Blind" is forced to bet $1 (half the minimum bet). Then the player to his left and two seats to the left of the button, called the "Big Blind", is forced to bet $2. Each player is then dealt a four card hand. Then the player at the left of the big blind is first to act and he must either call the big blind's $2 bet, raise $2, or fold his hand. Continuing in turn clockwise, all the players around the table either call, raise or fold. When the betting gets back around to the small blind, he or she can fold and lose only the half minimum bet of $1 placed earlier, call the amount necessary to get up to the betting level or raise $2 if there is a raise left. The big blind is then the last to act before any cards are turned up in the middle. The blinds are posted in the first round only

- The dealer turns three cards up in the center of the table. This is the "Flop". The player at the left of the button is first to act. There are no more forced bets and the player's can all check around if they want to. Bets right after the flop are at the $2 bet level.

- Now comes the "Turn" card with more betting that now goes to the $4 level.

- Finally the last, or "River" card is turned up. The last $4 betting round takes place. The players still in the contest reveal their hole cards and the highest hand wins the pot or splits with the lowest qualifying low hand. Of course, the ideal result is to win the high end with no split or have the cards to win both ways.

C. Describe dealing procedures

"Standard" 52-card deck or other type of card deck. - A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt four cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'. If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

The Flop

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of

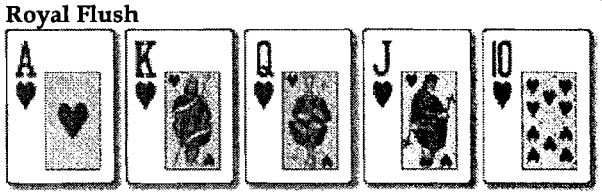
their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The Turn
After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The River
After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below

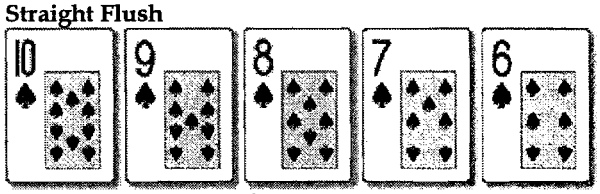
Omaha High/Low Hand Ranking for High

Royal Flush



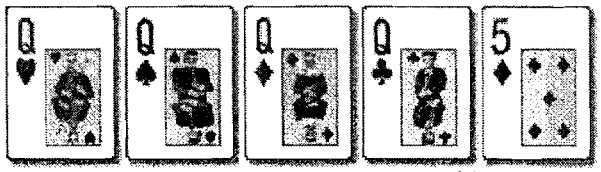
Ace, King, Queen, Jack and Ten all in the same suit.
If two or more Royal Flushes exist at showdown, the pot is split.

Straight Flush



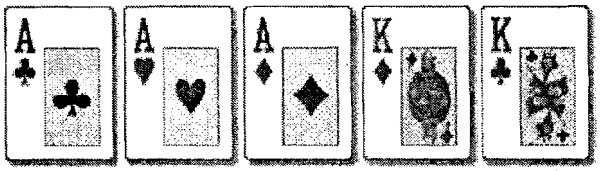
Five cards in numerical sequence all in the same suit.
Tied Hand: If two or more Straight Flush exist at showdown, the highest ranked card at the top of the sequence wins the pot. If two or more identical sequences exist, the pot is split.

Four of a Kind



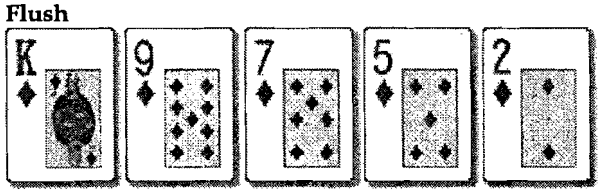
Four cards of the same rank with fifth card being the highest eligible card.
Tied Hand: If two or more Four of a Kinds exist in a hand, the highest four of a kind wins. Games played with community cards where players have the same four of a kind, the highest fifth card by rank (kicker) wins. If the kicker is also of the same rank, the pot is split.

Full House



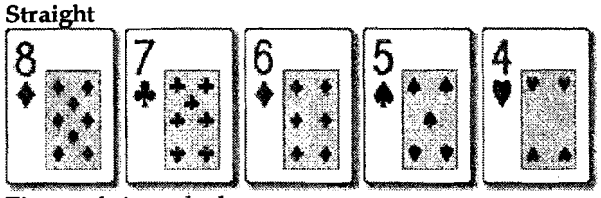
Three cards of matching rank with two cards of different matching rank.
Tied Hand: If two or more Full Houses exist at showdown, the highest three matching cards wins. Games played with community cards where players have the same three matching cards, the highest value of the two matching cards wins. If the hands are identical in rank, the pot is split.

Flush



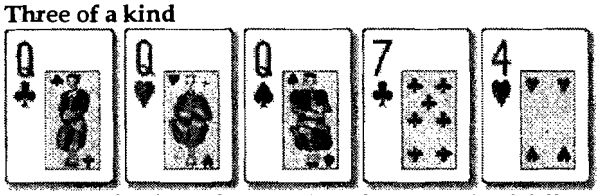
Five cards of matching suit.
Tied Hand: If two or more Flushes exist in a hand, the player holding the Flush with the highest ranked card is the winner. When necessary, the second, third, fourth or fifth highest cards are used to break a tie. If two or more exactly ranked flush hands exist, the pot is split.

Straight



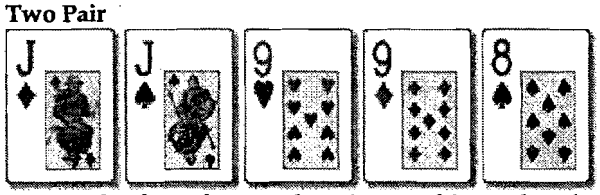
Five cards in ranked sequence.
Tied Hand: If two or more Straights exist at showdown, the player holding the Straight with the highest ranked card is the winner. If two or more exactly ranked straights exist, the pot is split.

Three of a kind



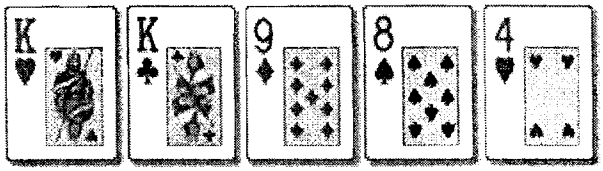
Three cards of matching rank with two cards of different ranks.
Tied Hand: If two or more Three of a Kinds exist at showdown, the highest Three of a Kind wins. Games played with community cards where players have the same three matching cards, the highest ranked fourth (or fifth when necessary) card wins. If the hands are identical in rank, the pot is split.

Two Pair



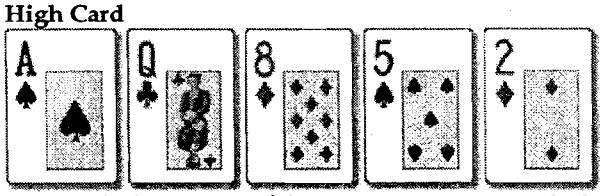
Two cards of matching rank with two additional cards of a different matching rank. The fifth card is an unrelated rank.
Tied Hand: If two or more players have Two Pairs at showdown, the highest pair wins. If the highest pair is the same rank, the highest second pair wins. If both pairs are identical, the highest fifth card by rank (kicker) wins. If the kicker is also of the same rank, the pot is split.

One Pair



Two cards of matching rank with three additional cards of unrelated ranks.
Tied Hand: If two or more players have One Pair at showdown, the highest pair by rank wins. If pairs of the same rank exist, the highest ranked unrelated card wins. The second and third highest ranked unrelated cards are used when necessary. If the hands are identical in rank, the pot is split.

High Card

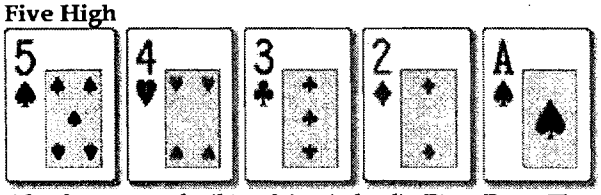


Five cards that are not of the same suit, are not ranked sequentially and uniquely ranked.
Tied Hand: If two or more players have High Card at showdown, the highest ranked card wins. The second, third, fourth and fifth highest ranked cards are used when necessary. If the hands are identical in rank, the pot is split.

Omaha High/Low Hand Ranking for Low

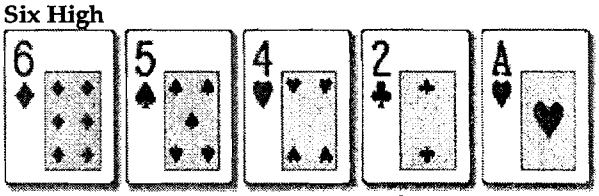
For low hand rankings, the individual rank of each of the five cards must be unique. Suits and ranked sequences (flushes and straights) are not considered when ranking low hands making these hands eligible for both the low and high hands. Aces can be the highest & lowest card for High hand ranks, Aces are used as the lowest card for low hand ranks.

Five High



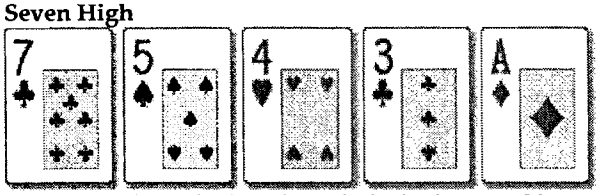
Also known as the 'bicycle' or 'wheel' - Five, Four, Three, Deuce and Ace.
Tied Hand: This is the lowest possible 'Low' hand. If two or more Five High exist at showdown, the pot is split.

Six High



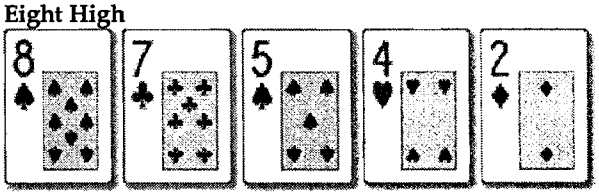
Five uniquely ranked cards with the highest card being a Six.
Tied Hand: If two or more Six High exist at showdown, the lower second ranking card wins. The third, fourth and fifth highest ranked cards are used when necessary. If the hands are identical in rank, the pot is split.

Seven High



Five uniquely ranked cards with the highest card being a Seven.
Tied Hand: If two or more Seven High exist at showdown, the lower second ranking card wins. The third, fourth and fifth highest ranked cards are used when necessary. If the hands are identical in rank, the pot is split.

Eight High



Five uniquely ranked cards with the highest card being an Eight.
Eight, Seven, Six, Five, Four is the weakest hand that qualifies for the 'Low'.
Tied Hand: If two or more Eight High exist at showdown, the lower second ranking card wins. The third, fourth and fifth highest ranked cards are used when necessary. If the hands are identical in rank, the pot is split.

D. Number of players in the game.
A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

E. Description of how and when are house fees collected.
Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any limit game.

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be.

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

F. Betting limits.

Betting limits vary and are set depending on the type of Omaha game being played. Control of the betting limits will be determined by what game the card room sets up on the table.

The betting limits include:

1) **Fixed Limit game** - both the bet and raise amounts for each round are a preset amount. For example, in a $5/$10 Fixed game, both the bets and raises for the first two rounds of betting must be $5, no more, no less. The last 2 rounds have a bet/raise amount of $10

2) **Pot Limit Game** - the maximum bet/raise can't be more than the current pot amount. So, if the pot is $30, you can't bet more than $30. One thing to note: If you are raising on a player's bet, your call is already included in the pot. So, for example, let's say the pot is $100. Player X opens the betting with $100. Your maximum bet is now $300 (Pot = Initial $100 + Player X's $100 + your $100)

3) **No Limit** - This is a type of game where players are permitted to bet any amount (no limit) up to the amount they have on the table after the Big and Small Blinds are placed. As a note; most card rooms will allow a set maximum amount of money that any individual player can begin with in the game

G. How winners determined and paid.

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY and many more) for close to a decade.

H. Describe a "round of play."

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt four (4) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold.

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player.

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

I. Describe the type of gaming table utilized for this game.

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

J. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

Glossary of terms used in the controlled game.

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Omaha format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button

BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-FOLD:	Check when you can and fold if you are bet into. Gladly accept all free cards offered.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also know as "the button".
DECK:	A collection of playing cards for Omaha. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.
FAST PLAY:	Bet, raise and re-raise to get as many other players out as possible.
FIXED LIMIT:	In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
FLOORPERSON:	A casino employee who seats players and makes decisions.
FLOP:	In Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Omaha (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.
FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
NUT HAND:	An unbeatable high or low hand. Sometimes called a "lock".
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.

PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Omaha.
POSITION:	(a) The distance from the blinds or the button for any hand (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet which occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SCOOP:	Win both high and low ends of the pot or win it all with a high hand when there is no low.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT N GO TOURNAMENT:	A type of tournament which is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SLOW PLAY:	Just check or call along to keep other players in the game and increase the pot odds.
SMALL BLIND:	The smallest blind in a game with multiple blind bets
SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
SUITED PLAYER HAND:	Two of the player's four cards of the same suit.
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Omaha (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise
WHEEL:	(5 4 3 2 A). Can be played as the lowest possible hand, a straight for high or both.

GOLDEN WEST CASINO

RESPONSE TO QUESTIONS IN
SECTION III – GAME INFORMATION / SPECIFICS

Question Number 1)

Name of the game applied for is "21st Century Baccarat"

Question Number 2)

Golden West Casino has not published any advertisement literature on 21st Century Baccarat as of the date of this application.

Question Number 3 thru 13)

Following describes 21st Century Baccarat game:

OBJECT OF THE GAME

The object of 21st Century Baccarat is to beat the player/dealer's hand by forming a hand that equals "9" or as close to it as possible. Following is the order of hand values in this game.

- Ranking of Hands:

  1. 9
  2. 8
  3. 7
  4. 6
  5. 5
  6. 4
  7. 3
  8. 2
  9. 1
  10. 0

ROUND OF PLAY

1. 21st Century Baccarat is played on either a standard-sized blackjack-style or poker-style table.

2. The game is dealt with a standard 52-card deck.

3. A table sign at the table will display to all players the name of the game, minimum and maximum wagers allowed in that table and the amount of collection fees for players and player/dealers for each hand. Consistent with the Division's guidelines, there will not be more than three collections rates on each table.

4. The table is a blackjack style gaming table with eight seats.

5. The game is played with up to seven players, plus a player/dealer.

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 the 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. Upon completion of wagering, players who made a bet and paid a collection will receive two community cards face up.

11. The Player/Dealer receives two cards, the first is face up, and the second card is face down.

12. Each player with a wager on the stand line with two cards valued at 5 or 6 has two options:

    a. Stand and keep wager on the Stand Line; or
    b. Hit and take a community card by moving wager to Hit Line or place a hit button on his/her cards.

13. The House Dealer will deliver additional hit cards to player's hand, if requested, and will then expose the player/dealer's hole (down) card.

14. The Action Button determines which player receives first action on their wager. The player/dealers' 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.

15. 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 tem is the deemed value of the hand.

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

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

18. Players have options on 5 and 6.

19. The player/dealer wins all ties on zero and one on the base game.

20. The player/dealer will lose all ties to player's tie wager.

21. All ties on 2 to 9 are a "Push" and wagers are called off on the base game.

22. The player/dealer must hit on 5 or below, and must stand on 6 and above.

23. House Way: Players hit on 5 or below and stand on 6 or above. The House Dealer must use House Way when a player requests the House Dealer to play an additional wager.

24. Backline betting is allowed. Each seat has betting circles for the player line, player/dealer line and tie bets.

25. All bets for the base game and tie bet must be between the minimum and maximum table limit.

26. "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.

27. An Early Tie Bet is placed by the player prior to the dealing of any cards, this bet pays 7 to 1:

    a. Each player has an option to place a Tie Wager prior to the dealing of any cards with the base game wager.
    b. The total Tie Wager or the original base game wager cannot exceed the table limit.
    c. Players must place a wager for the base game to be able to wager on the Tie Bet.
    d. The base game wager must be larger than the Tie Bet wager.
    e. There is no collection for the tie bet.
    f. All Tie Bets will be paid 7 to 1.
    g. Wagers are collected or paid, to the extent that the player/dealers' wagers covers, in order from the action button seat by seat.

28. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post required collection prior to receiving any cards.

Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand, according to the chart below:

LIMITS AND COLLECTIONS

Table Limits	Player/Dealer	Player
$5-$40	$1	$0.50
$10-$100 or $25-$100 or $50-$100	$2	$1
$50-$300 or $100-$300	$3	$2
$100-$500 or $300-$500	$5	$3

29. The round of play concludes when the player/dealer exhausts his/her bankroll or when all player wagers receive full action.

30. The Player/Dealer position rotates in a continuous and systematic fashion, and will not be occupied by one person for more than two consecutive hands. There will be an intervening player/dealer so one person will not continually occupy the position and the "bank" hand, within the meaning of **Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409**, 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.

Question Number 14)

Stand Line: Where players place their wagers on the table to receive a hand.

Tie Bet: Optional bet players make prior to the dealing of any cards. Tie Bets are paid 7 to 1.

Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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

Dealing procedures:

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

Fortune Pai Gow Poker

Number of players in the game:

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

Betting scheme:

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

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

How winners determined and paid:

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

Fortune Pai Gow Poker

- If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
- In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
- A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

<u>Round of Play</u>

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

Fortune Pai Gow Poker

- If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
- In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
- A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

- The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- The cards are collected, shuffled and a new round begins.
- The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

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

Fortune Pai Gow Poker

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

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

Fortune Pai Gow Poker

FORTUNE BONUS BET PAYTABLE OPTIONS

Option A

	Pays	Envy
7 Card Straight Flush with no Joker	8,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Option B

	Pays	Envy
7 Card Straight Flush with no Joker	1,000 to 1	$500
7 Card Straight Flush with Joker	500 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

*Only one (1) option may be used at any one time. Patrons will be given ample notice which option is being used, prior to it being offered.

Fortune Pai Gow Poker

Collection Fees

There are two fee collection rates in this game, which are pre-determined based on the table limits and taken prior to the start of the game, before any cards are dealt. A) A fee collection is taken per betting spot of every player, B) The player/dealer pays a per hand fee collection.

Table Limit	Player Fee	Player/Dealer Fee
$10 - $100	$1.00	$2.00
$25 - $200	$2.00	$3.00
$50 - $300	$3.00	$4.00
$100 - $500	$4.00	$5.00

Golden West Casino

Manual Games

Texas Hold'em

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$1 - $2	$1.00	7 or more	$2.00	$0.50
		5 to 6	$1.00	
		4 or less	$0.00	
$2 - $4 ; $3 - $6 ; $4 - $8 ; $6 - $12	$1.00	7 or more	$3.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30 $20 - $40	$1.00	7 or more	$4.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80 ; $50 - $100 ;	$1.00	7 or more	$5.00	N/A
		5 to 6	$2.00	
		4 or less	$0.00	
$75 - $150 ; $100 - $200	$11 per player per half hour			N/A
$150+	$12 per player per half hour			N/A

No Limit Texas Hold'em

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $2 Min. Buy In $40 Max. Buy In $100	$1.00	7 or more	$3.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$3 - $5 Min. Buy In $200 Max. Buy In $500	$1.00	7 or more	$4.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$5 - $10 Min. Buy In $300 Max. Buy In $1,000	$1.00	7 or more	$4.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$10 - $20 Min. Buy In $600 No Max. Buy In	$9 per player per half hour			N/A
$15 - $25 Min. Buy In $1,000 No Max. Buy In	$10 per player per half hour			N/A
$25 - $50 Min. Buy In $2,000 No Max. Buy In	$11 per player per half hour			N/A

Golden West Casino

Crazy Pineapple, Crazy Pineapple High/Low (8 or better)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$1 - $2	$1.00	7 or more	$2.00	$0.50
		5 to 6	$1.00	
		4 or less	$0.00	
$2 - $4 ; $3 - $6 ; $4 - $8 ; $6 - $12	$1.00	7 or more	$3.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30 $20 - $40	$1.00	7 or more	$4.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80 ; $50 - $100 ;	$1.00	7 or more	$5.00	N/A
		5 to 6	$2.00	
		4 or less	$0.00	
$75 - $150 ; $100 - $200	$11 per player per half hour			N/A
$150+	$12 per player per half hour			N/A

Omaha, Omaha High/Low (8 or better)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $4 ; $3 - $6	$1.00	7 or more	$3.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$4 - $8 ; $6 - $12	$1.00	7 or more	$4.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30 ; $20 - $40	$1.00	7 or more	$5.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80	$1.00	7 or more	$5.00	N/A
		5 to 6	$2.00	
		4 or less	$0.00	

Mexican Poker

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$3 - $6 ; $4 - $8 ; $6 - $12	$1.00	6 or more	$3.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	
No Limit $4 - $20	$6 per player per half hour			N/A

Golden West Casino

Five Card Draw Poker

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$3 - $6 ; $4 - $8 ; $6 - $12	$1.00	6 or more	$3.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	
No Limit $4 - $20	$6 per player per half hour			N/A

Low Ball

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$3 - $6 ; $4 - $8 ; $6 - $12	$1.00	6 or more	$3.00	$1.00
		4 to 5	$1.00	
		3 or less	$0.00	
No Limit $4 - $20	$6 per player per half hour			$1.00
No Limit $4 - $20	$6 per player per half hour			N/A

Seven Card Stud, Seven Card Stud High/Low (8 or better)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$1 - $5 ; $3 - $6 ; $4 - $8 ; $6 - $12 ; $2 - $10	$1.00	6 or more	$3.00	$1.00
		4 to 5	$1.00	
		3 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30	$1.00	6 or more	$4.00	$1.00
		4 to 5	$1.00	
		3 or less	$0.00	
$10 - $20	$1.00	6 or more	$5.00	$1.00
		4 to 5	$1.00	
		3 or less	$0.00	
$30 - $60 ; $40 - $80	$1.00	6 or more	$5.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	

Golden West Casino

Seven Card Stud Low (RAZZ)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$1 - $5 ; $3 - $6 ; $4 - $8 ; $6 - $12 ; $2 - $10	$1.00	6 or more	$3.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30	$1.00	6 or more	$4.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	
$10 - $20	$1.00	6 or more	$5.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	
$30 - $60 ; $40 - $80	$1.00	6 or more	$5.00	N/A
		4 to 5	$1.00	
		3 or less	$0.00	

<u>Electronic Games</u>

Texas Hold'em

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $4	$1.00	7 or more	$2.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$3 - $6 ; $4 - $8	$1.00	7 or more	$3.00	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$6 - $12 ; $8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30	$1.00	7 or more	$3.00	$1.00
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$20 - $40	$1.00	7 or more	$4.00	$1.00
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80 ; $50 - $100	$1.00	7 or more	$4.00	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	

Golden West Casino

No Limit Texas Hold'em

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $2 Min. Buy In $40 Max. Buy In $100	$1.00	7 or more	$2.50	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$3 - $5 Min. Buy In $200 Max. Buy In $500	$1.00	7 or more	$3.50	$1.00
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$5 - $10 Min. Buy In $300 Max. Buy In $1,000	$1.00	7 or more	$3.50	$1.00
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$10 - $20 Min. Buy In $600 No Max. Buy In	$1.00	7 or more	$3.50	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$15 - $25 Min. Buy In $1,000 No Max. Buy In	$1.00	7 or more	$4.50	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$25 - $50 Min. Buy In $2,000 No Max. Buy In	$1.00	7 or more	$5.00	N/A
		6	$3.00	
		5	$1.00	
		4 or less	$0.00	

Omaha, Omaha High/Low (8 or better)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $4	$1.00	7 or more	$2.50	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$3 - $6 ; $4 - $8 ; $6 - $12	$1.00	7 or more	$3.50	$1.00
		5 to 6	$1.00	
		4 or less	$0.00	
$8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30 ; $20 - $40	$1.00	7 or more	$4.50	$1.00
		5 to 6	$2.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80	$1.00	7 or more	$4.50	N/A
		5 to 6	$2.00	
		4 or less	$0.00	

Golden West Casino

Crazy Pineapple, Crazy Pineapple High/Low (8 or better)

Table Limit	Opening Round Fee	Number of Players	Subsequent Round Fee	Jackpot Fee
$2 - $4	$1.00	7 or more	$2.00	N/A
		5 to 6	$1.00	
		4 or less	$0.00	
$3 - $6 ; $4 - $8	$1.00	7 or more	$3.00	N/A
		5 to 6	$1.00	
		4 or less	$0.00	
$6 - $12 ; $8 - $16 ; $9 - $18 ; $10 - $20 ; $15 - $30	$1.00	7 or more	$3.00	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$20 - $40	$1.00	7 or more	$4.00	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	
$30 - $60 ; $40 - $80 ; $50 - $100	$1.00	7 or more	$4.00	N/A
		6	$2.00	
		5	$1.00	
		4 or less	$0.00	

Joker Poker

Limit Per Circle	Player Fee	Jackpot Fee
$50*	$0.50	$2.00
$100*	$1.00	$2.00
$200*	$2.00	$2.00

* The limit per circle represents the maximum table limit for the collection fee schedule. The minimum table limit may be adjusted in any amount below the maximum limit. However, all collection fees must correspond with the maximum limit per circle fee schedule.

Panguine

Table Limit	Number of Players	Player Fee	Jackpot Fee
$1.00 Kondition	6 or more	$3.00	N/A
	5 or less	$1.00	

13 Card Chinese Poker

Table Limit	Player Fee	Jackpot Fee
$5.00 Kondition	$6 per player per half hour	N/A
$10.00 Kondition	$7 per player per half hour	N/A
$25.00 Kondition	$8 per player per half hour	N/A

Golden West Casino

Pai Gow Poker, Pai Gow Tiles, Super Pan 9

Limit Per Circle	Player Fee	Total Table Action	Player/Dealer Fee
$100*	$1.00	$1 - $100	$1.00
		$101 - $1,000	$2.00
		$1,001+	$3.00
$200*	$2.00	N/A	$3.00
$300*	$3.00	N/A	$4.00
$500*	$4.00	N/A	$5.00

Three Card Poker

Limit Per Circle	Player Fee	Total Table Action	Player/Dealer Fee
$25*	$0.50	N/A	$1.00
$50*	$1.00	$1 - $200	$1.00
		$201+	$2.00
$100*	$1.00	N/A	$2.00
$300*	$2.00	N/A	$4.00
$500*	$3.00	N/A	$5.00
$1,000*	$5.00	N/A	$7.00

No Bust 21st Century Blackjack

Limit Per Circle	Player Fee	Total Action On Table	Player/Dealer Fee
$50*	$0.50	$1 - $200	$1.00
		$201+	$2.00
$100*	$1.00	$1 - $200	$1.00
		$201+	$2.00
$300*	$2.00	N/A	$3.00
$400*	$1.00	$1 - $100	$1.00
		$101 - $400	$3.00
		$401 - $700	$5.00
		$701 - $1,000	$8.00
		$1,001+	$12.00
$500*	$0.00	$1 - $100	$1.00
		$101 - $400	$3.00
		$401 - $700	$5.00
		$701 - $1,000	$8.00
		$1,001+	$12.00
$600*	$3.00	N/A	$4.00
$1,000*	$5.00	N/A	$7.00

* The limit per circle represents the maximum table limit for the collection fee schedule. The minimum table limit may be adjusted in any amount below the maximum limit. However, all collection fees must correspond with the maximum limit per circle fee schedule.

21st CENTURY

BLACKJACK

7.0

With
Bonus Pair
&
Buster Blackjack

Feb 21,2010

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BGC ID: GEGA-001181 (November 2010)

No Bust 21st Century Blackjack 7.0

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 "20 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. The game can be played with a minimum of one (1) 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 3 values of :
  - 10 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 Is Wild	a) 10 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. 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

No Bust 21st Century Blackjack 7.0

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 with wild value . The aces are wild cards with the value of:
   a. 10 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.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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.

No Bust 21st Century Blackjack 7.0

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.
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

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 an 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" 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 wins 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. Players may not double down for less than their original wager

10. 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. Their (the Player's) play for that hand will cease.

11. 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. A player may draw as many cards as they desire per split card to make their best hand. Furthermore, players may double-down or surrender after each split. Any ten-value card of the same rank may be split up to two (2) times for a total of three (3) hands. A Natural cannot be attained in any hand following the split of a ten-value card. Players may split any two aces originally dealt to them, but can only receive one extra card per ace, and cannot qualify for a "Natural" hand after the split. There is no splitting for less.

12. 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.

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

14. 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.

15. Backline betting is allowed.

16. 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.

17. 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.

No Bust 21st Century Blackjack 7.0

Bonus Pair

Rules of Play

The Bonus Perfect Pair Bet is a side bet that compliments a21st Century Blackjack games . It is a bonus bet that allows a player to bet that the player's hand will be dealt a pair. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Bonus Pair Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand. In the event that the first two (2) cards dealt to a player that placed a bonus bet wager are a pair, the bonus bet wager will win. Any other combination of the first two (2) cards dealt will lose. All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Bonus Pair wager shall not exceed the base game wager or $100, whichever is less.
- There is no additional collection fee taken for placing a Bonus Bet wager.
- **The player/dealer will pay all winning Bonus Bet wagers and will collect all losing Perfect Pairs Bonus Bet wagers**. Wagers are collected or paid, to the extent that the player/dealer=s wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Perfect Pairs Bonus Bet wagers will be paid according to the table, as shown below:

Perfect Pairs Bonus Bet Payout Table Hand Dealt	Payout
Mixed Pair (Any Pair)	6 to 1
Colored Pair (Same Color, Not Same Suite)	12 to 1
Perfect Pair (Same Color, Same Suite)	25 to 1

Buster Blackjack

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21st Century Blackjack (hereafter **NB21**). 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 collection for the extra wager.

Rules of Play

1. The Buster Bet is an optional bet offered to all players who placed an **NB21** wager.
2. A player must participate in the base game in order to make the additional wager.
3. Buster Bets must be placed prior to the initial deal.
4. Backline bettors are eligible for the Buster Bet.
5. The Buster Bet shall not exceed the base game wager or $100, whichever is less.
6. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Bet remains in action whether or not the player busts or is dealt a Natural.

No Bust 21st Century Blackjack 7.0

7. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the Player-Dealer hand busts, all Buster Bets will be paid according to the posted Buster Blackjack pay table.
    b. If the Player-Dealer does not bust, all Buster Bets will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Bets and will collect all losing Buster Bets.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Bet.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand		**Table A**
8 or more		300
7		100
6		30
5		6
4		3
3		1
House Edge in %	**6 Deck**	4.60
	8 Deck	4.50

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.

No Bust 21st Century Blackjack 7.0

TABLE LIMITS & COLLECTION RATES

For **schedule options 1 through 4**, a collection fee shall be collected by the house dealer per hand from the player-dealer position based on the total amount of action on the table. Players shall also be required to pay a collection fee for each wager that they place. For **schedule options 5 through 7**, the collection fees shall be taken per hand from each player and the player-dealer position. There is no additional collection fee for placing bonus bet wagers. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The collection fees and schedules for the game of No Bust 21st Century Blackjack 7.0 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	$2 - $50	$1 - $50	$0.00	$0.50
		$51 - $200	$1.00	
		$201+	$2.00	
2	$5 - $100	$1 - $50	$0.00	$1.00
		$51 - $200	$1.00	
		$201+	$2.00	
3	$100 - $400	$1 - $100	$1.00	$1.00
		$101 - $400	$3.00	
		$401 - $700	$5.00	
		$701 - $1,000	$8.00	
		$1001+	$12.00	
4	$100 - $500	$1 - $100	$1.00	$0.00
		$101 - $400	$3.00	
		$401 - $700	$5.00	
		$701 - $1,000	$8.00	
		$1001+	$12.00	

Schedule Option	Table Limit	Player Collection Rate	Player-Dealer Collection Rate
5	$25 - $300	$2.00	$3.00
6	$100 - $600	$3.00	$4.00
7	$300 - $1,000	$5.00	$7.00

*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

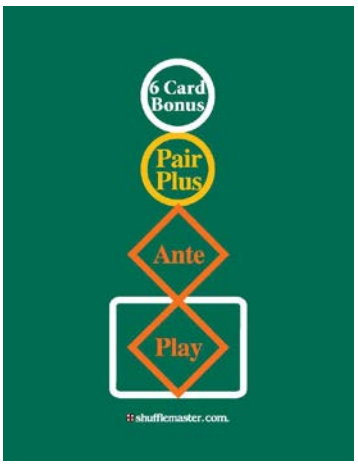
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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 permitted on the game wager as well as the 6 Card Bonus wager. Backline betting is not permitted on the Pair Plus wager.

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

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

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

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

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

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

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

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

10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all

winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

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

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

6 Card Bonus:

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

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

number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.

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

10. Winning 6 Card Bonus wagers pay as follows:

***Each Cardroom licensee must specify which paytable they would like approved.**

	TCB-6B4
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1
House Advantage	8.56%
Hit frequency	7.2798%

Glossary of terms used in the controlled game:

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

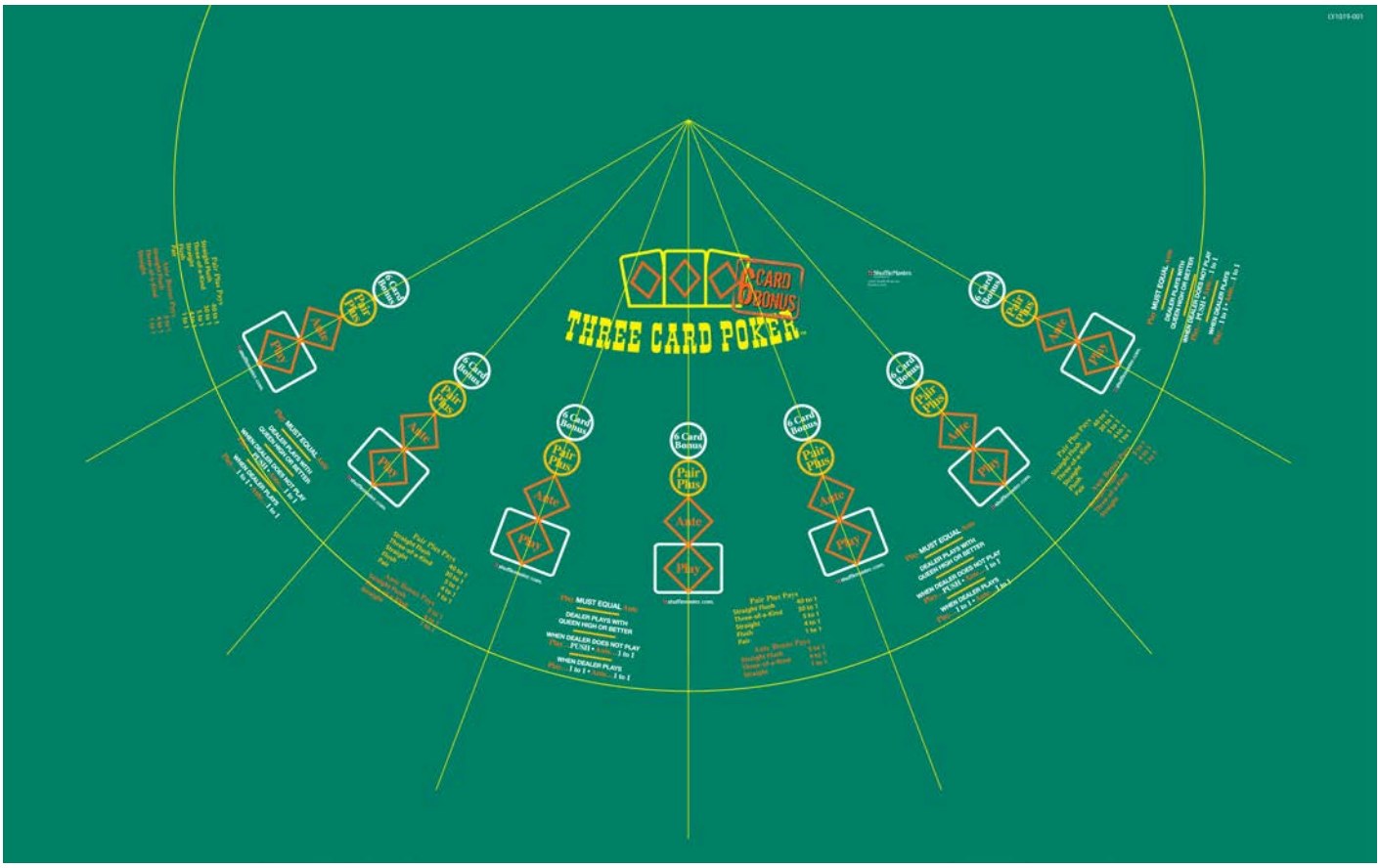
Wagering Limits and Collection Fees

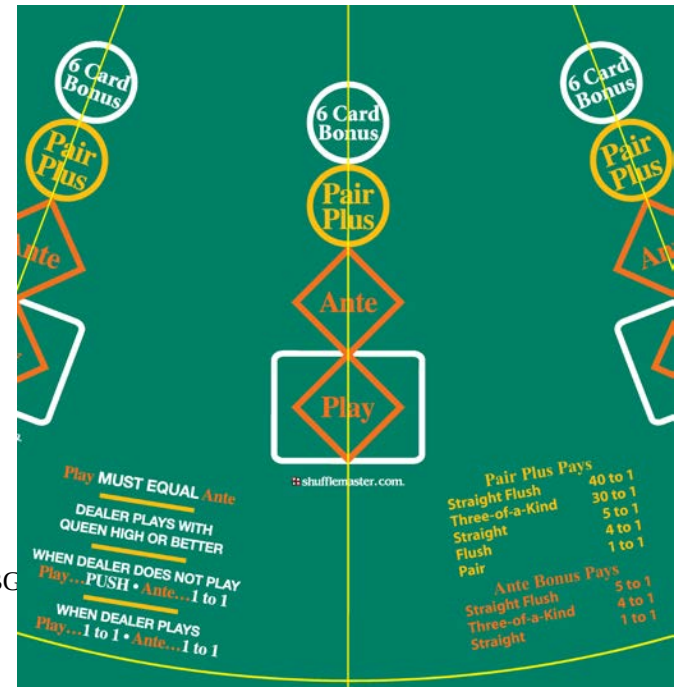
For **schedule options 1 through 7**, a collection fees shall be taken per hand from the player-dealer position. A collection fee shall also be taken from per player, per ante wager placed. There shall be no additional collection fee required from a player when placing a Pair Plus or 6 Card Bonus wager. The collection fees will be collected from the players and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to card being dealt or any round of play being conducted.

The collection fees shall be pre-determined and conspicuously posted on each table. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as specified below, may be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Baccarat Gold are as shown below:

Schedule Options	Table Limit	Player Fee	Player-Dealer Fee	Jackpot Fee
1	$2 - $25	$0.50	$1.00	N/A
2	$5 - $40	$0.50	$1.00	N/A
3	$10 - $100	$1.00	$2.00	N/A
4	$50 - $100	$1.00	$2.00	N/A
5	$50 - $300	$2.00	$4.00	N/A
6	$100 - $500	$3.00	$5.00	N/A
7	$300 - $1,000	$5.00	$7.00	N/A

TABLE LAYOUT





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Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer's cards must be equal.

Backline betting is permitted for all wagers.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Casino War shall be played with at least twelve (12) decks of cards in accordance with the following requirements:

a. The cards shall be separated into two batches with an equal number of decks included in each batch.
b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
e. The cards from only one batch shall be placed in the discard rack at any given time.

Ranking of Hands:

1. The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Betting scheme:

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

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

3. At the beginning of each round of play, each player shall be required to place a primary wager.

4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.

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

Dealing procedures:

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.

2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

4. No player shall touch any card used in the game of Casino War other than the cutting card.

5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

    a. One card face up to each player who has placed on primary wager; and
    b. One card face up to the player/dealer.

<u>Round of Play</u>

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.

    a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
    b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
    c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.

2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.

3. If a player has a tie hand, the player shall be offered one of the following options:

    a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
    b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player’s primary wager.

4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.

6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.

7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.

    a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
    b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
    c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.

8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

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

10. 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.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1

- A tie wager shall be paid at odds of 10 to 1.

- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.

<u>Collection Fee Schedule</u>

For **schedule options 1 through 5**, a collection fees shall be taken per hand from the player-dealer position. A collection fee shall also be taken per player per game wager placed. There shall be no additional collection fee required from a player when placing a Tie wager or a Go to War wager. The collection fees will be collected from the players and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to card being dealt or any round of play being conducted.

The collection fees shall be pre-determined and conspicuously posted on each table. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as specified below, may be used at a table at any one time. Furthermore, the collection rates may not be

calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Casino War are as shown below:

Schedule Options	Table Limit	Player Fee	Player-dealer Fee
1	$5 - $50	$1	$1
2	$10 - $100	$1	$2
3	$25 - $200	$2	$3
4	$50 - $300	$3	$4
5	$100 - $500	$4	$5

Glossary of Terms

Definitions

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Burn card	means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
Primary wager	means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
Original deal	means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
Player/Dealer	means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
Round of play	means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
Suit	means one of the four categories of cards: club, diamond, heart or spade.
Tie hand	means the rank of a player's card and the rank of the dealer's card are equal.
Tie wager	means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
War	means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
War deal	means the deal of the cards that follows the placement of a war wager.
War wager	means a wager, equal in amount to the player's primary wager,that is required to be made if the player elects to go to war.

EZ BACCARAT™

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BGC ID: GEGA-002981 (December 2011)

EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

EZ BACCARAT

Panda 8 Bet

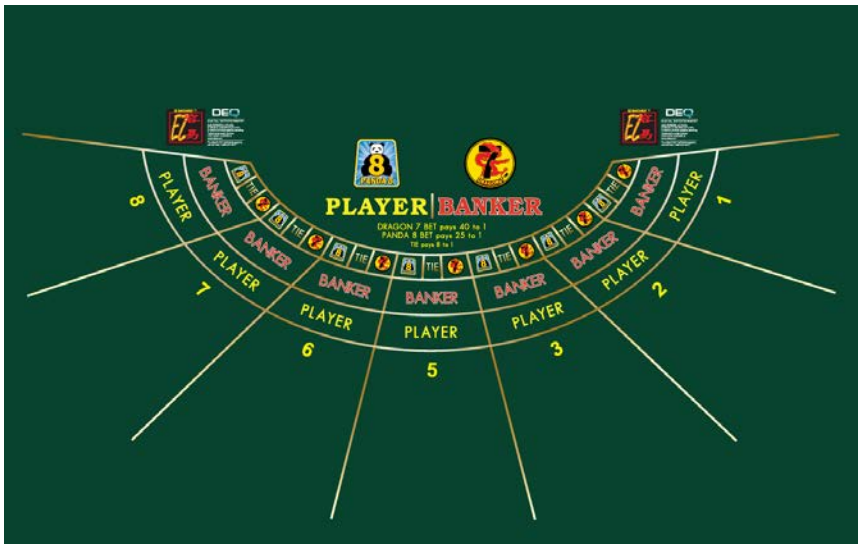
- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting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

Collection Fee Schedule: How and When are House Fees Collected

The collection fees shall be taken per hand from the player-dealer position and from each player per Player line, Banker line, Tie, and Dragon 7 wager that a player places. However, there shall be no additional collection fee taken from players for placing a Panda 8 wager. All bets shall be within the minimum and maximum wagering limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $50	$0.50	$1.00
2	$10 - $100	$1.00	$2.00
3	$50 - $300	$2.00	$3.00
4	$100 - $500	$3.00	$5.00

Table Layout



EZ BACCARAT

Equipment Used

EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

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

21st CENTURY

21st Century Blackjack Switch

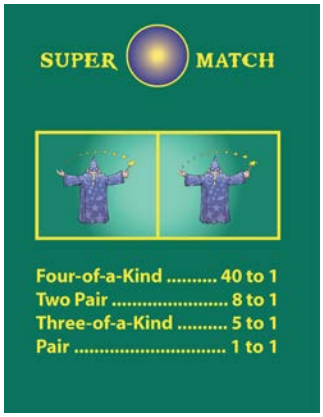
OBJECT OF THE GAME

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

HOW TO PLAY

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

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



TYPE OF TABLE

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

VALUE OF CARDS

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

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

RANKING CHART

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

ROUND OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GAME RULES

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

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double-down executed by a player, nor is there any extra collection fee charged to the player-dealer.
    c. A player may not double down for less than his original wager

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

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

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

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

5. Players cannot surrender.

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

7. Optional Bonus Bet: Super Match

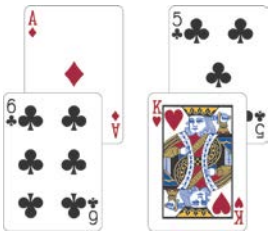
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

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

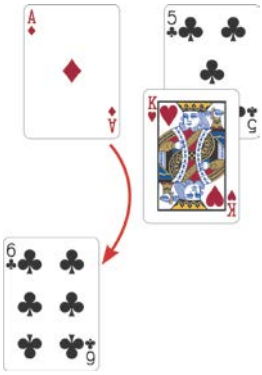
Super Match wager is paid according to posted paytable

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

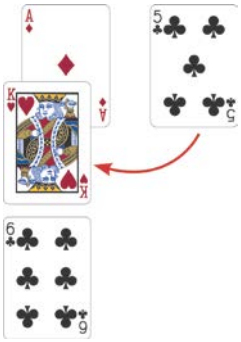
Procedure for Switching the Cards



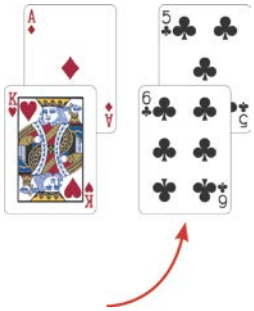
Starting position of the player's hand



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



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



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

TABLE LIMITS & COLLECTION RATES

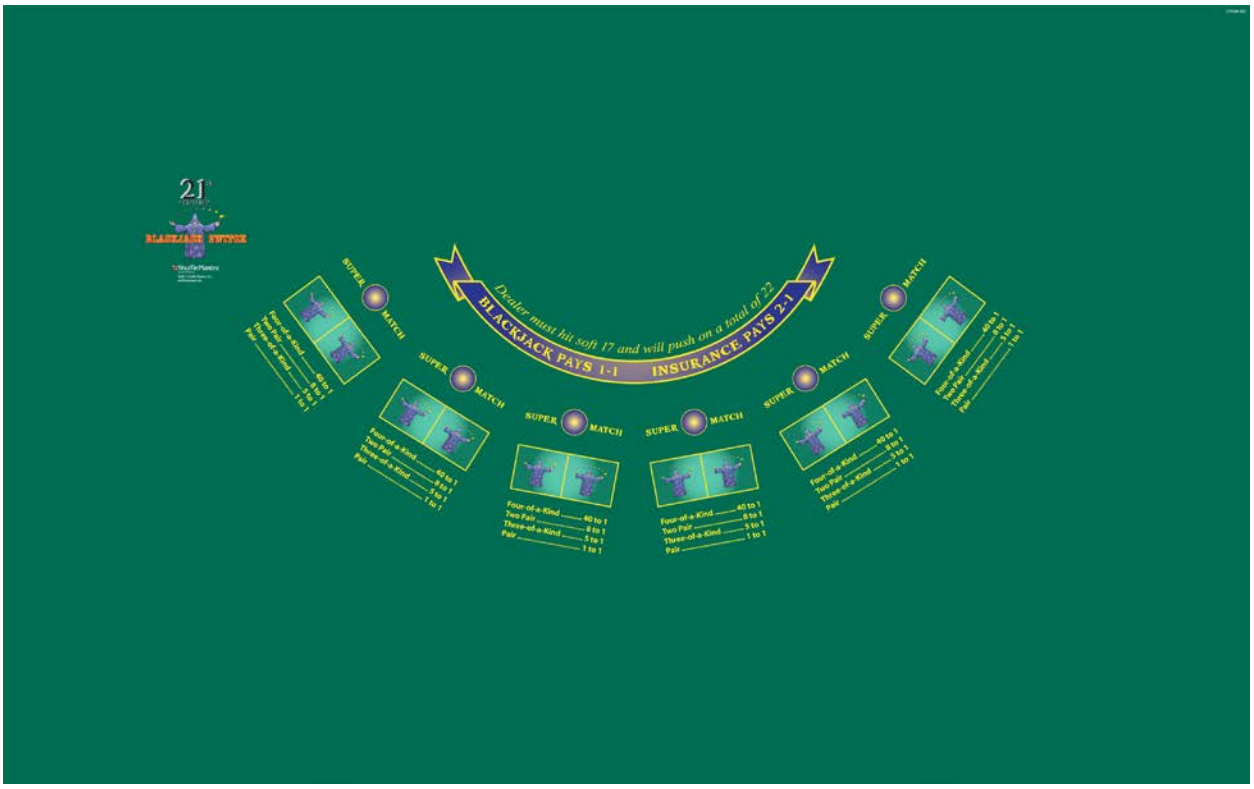
All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the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

A collection fee will be taken per hand from the player-dealer position based on the posted table limit, prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting square that they place a game wager on. There is not additional collection fee when a player doubles-down, splits cards, places an insurance wager, or places a Super Match wager; however, a collection will be taken for each of the two hands that a player is dealt.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$5 -$99	$1.00	$2.00
2	$10 - $100	$1.00	$2.00
3	$25 - $100	$1.00	$2.00
4	$25 - $200	$2.00	$3.00
5	$50 - $300	$2.00	$4.00
6	$100 - $500	$3.00	$5.00
7	$200 - $500	$3.00	$5.00
8	$300 - $1,000	$4.00	$6.00
9	$500 - $1,000	$4.00	$6.00

21st Century Blackjack Switch

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



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Standards of play:

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

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

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

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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

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

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

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

Number of players in the game:

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

Type of card deck used:

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

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

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

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

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

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

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

Ranking of Hands:

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

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

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

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

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

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

Betting scheme:

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

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

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

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

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

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

    Back-line betting is not permitted on any wagers.

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

Dealing procedures:

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

    a. Call "No more bets"; and then

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

2. All cards shall be dealt face down.

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

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

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

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

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

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

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

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

<u>Round of Play</u>

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

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

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

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

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

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

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

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

c. Place the cards in the discard rack.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

11. A player's hand shall:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Trips Bonus

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

2. Backline betting is permitted.

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

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

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

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

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

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

Collection Schedules and Fees

The collection fees shall be collected from the players and the Player-dealer and dropped by the house dealer after each player, the player-dealer have received their hole cards, and the five community cards have been dealt, but prior to players placing their Play wager. Player collection fee is based on ante, blind, and any bonus bets (not on play).There will be no additional fees for bets made during the play of the game. Collection fees will be taken in accordance with the table below:

Ultimate Texas Hold'em Table Limit	Total Player Wager	Player Collection Fee	Total Table Action	Player/Dealer Collection Fee
$10 - $500	$10 - $100	$1.00	$10 - $100	$1.00
	$101 - $200	$2.00	$101 - $200	$2.00
	$201 - $300	$3.00	$201 - $300	$3.00
	$301 - $400	$4.00	$301 - $500	$4.00
	$401 - $500	$5.00	$501 +	$5.00
$20 - $500	$20 - $100	$1.00	$20 - $100	$1.00
	$101 - $200	$2.00	$101 - $200	$2.00
	$201 - $300	$3.00	$201 - $300	$3.00
	$301 - $400	$4.00	$301 - $500	$4.00
	$401 - $500	$5.00	$501 +	$5.00
$40 - $1000	$40 - $100	$1.00	$40 - $200	$1.00
	$101 - $300	$2.00	$201 - $500	$2.00
	$301 - $500	$4.00	$501 - $1000	$4.00
	$501 - $700	$6.00	$1001 - $1,500	$6.00
	$701 - $1000	$7.00	$1,501 +	$7.00

Glossary of terms used in the controlled game:

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

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

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

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one joker is added for a total of 41 cards).

Card Values and Hand Rankings

The rank of each card used in Mexican Stud Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

A joker shall rank according to whether it is dealt face up or face down. If a player is dealt a joker face up during any round, the joker will be considered "partially wild" and may be used as an ace or to complete a straight or flush. If a player is dealt a joker face down it will be considered "wild" and the joker may be used as any card. If the player with the joker later turns it face up, the joker will remain "wild." The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The ranking of hands for Mexican Stud Poker, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a wild joker. Four aces and a wild joker is the highest ranked five of a kind and four 2's and a wild joker is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 7 and 6 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.
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 6 is the highest ranked flush and a 7, 5, 4, 3, 2 is the lowest ranked flush.
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.

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 7 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 Pair	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 6 is the highest ranked high card hand and 7, 5, 4, 3, 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game also utilizes a flat disk called a "dealer button" to visually designate which player is in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins. The player with the highest card clockwise of the dealer button will make a mandatory opening bet (the bring in). When two cards of equal value are present, the first player to receive their card will open the betting. (when the joker is dealt face up on the initial round it will be considered an Ace for the purpose of determining the bring in) The opening better has the option of opening at either the lower or upper limit in limit games, or opening for at least the minimum in no-limit games.

Dealing Procedures and Round of Play

When first opening a game, all players are dealt one card. The player with the highest ranked card, by suit, shall receive the dealer button. Once the dealer button has been established, the cards are collected and each player shall be required to place an "ante." Antes are used to initiate action and are posted before players receive any cards. All antes shall be placed in the center of the table, which is known as "the pot." Once the antes have been posted, the card room dealer shall deal one card face up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one face up card. The card room dealer shall then deal one face down to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of two cards; one face up and one face down. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player that that has been dealt the highest face up card, clockwise of the dealer button, according to card rank and suit,

shall be required to place a bet equal to the amount of the lower table limit, referred to as the "bring in." Players are then given the following options, starting with the player to the left of the player that placed the bring in, and then continuing clockwise around the table:

- Call the bring in by placing a wager equal to the bring in;
- Raise the pot by placing a wager equal to the bring in as well as an amount equal to the lower table limit In no-limit games the amount of the raise must be equal to or larger than the amount of the bring in and may be up to the entire amount of chips that player has on the table. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. In no limit games the player must re-raise the pot for amount equal to or greater than the amount of the previous raise. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. In no limit games there is no limit to the number of raises, regardless of the number of players remaining in the pot. When a raise or re-raise occurs, checking is not permitted;
- Fold their hand, which shall be collected by the card room dealer;

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face up or face down, depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of three cards; two face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their third card, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face up card(s):

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face up or face down,

depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of four cards; three face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fourth card, the third round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face up or face down, depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of five cards; four face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fifth card, which is final card dealt to each active player, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;

- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button. For the purpose of determining a winner, suit will not be used to determine the ranking of tied hands.

Collection Fee Schedule

For **schedule options 1 through 3,** the Opening Round Fee shall be taken from the pot in all hands that proceed past the opening round. In hands that conclude prior to or extend beyond the opening round, the Golden West Casino will collect a Subsequent Round Fee. Fees are based on the number of players participating in the game. **For schedule option 4**, a collection fee shall be taken per player, every 30 minutes. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Mexican Poker are as shown below:

Schedule Options	Table Limit	Number of Players	Opening Round Fee	Subsequent Round Fee
1	$3 - $6	6 or more	$1	$3
		4 – 5		$1
		3 or less		$0
2	$4 - $8	6 or more	$1	$3
		4 – 5		$1
		3 or less		$0
3	$6 - $12	6 or more	$1	$3
		4 – 5		$1
		3 or less		$0

Schedule Options	Min. Buy-In	Time Collection (per player per 30 minutes)
4	$20 - $100	$6