Turlock Poker Room
270 W. Main St.
Turlock, CA 95380
(209) 668-1010
Fax (209) 549-9435

January 3, 2005

Games Played:

Panguingue (PAN):

[redacted]

Panguingue is a rummy-type game played with eight standard 52-card decks with the 8's, 9's, and 10's removed, for a total of 320 cards. No jokers are used. Cards in each suit rank king (high), queen, jack, seven, six, etc. with aces being low. The cards are dealt counterclockwise

Players strive to meld eleven cards in valid sets of three or more cards. There are two kinds of melds: a rope which must be string of cards of matching suits, squares consisting of the ranks 2, 3, 4, 5, 6, 7, Jack or Queen. Squares must be either all cards of different suits or all the same suit. Squares consisting of Kings or Aces qualify regardless of suit. There are no betting rounds in the game.

Each player is dealt 10 cards to meld into sets and sequences with certain cards having special values. Each player, in turn, draws either a card from the top of the remaining deck or from the top of an adjacent discard pile. This sequence of play continues until one player goes out with a total meld of eleven cards, including the card(s) just drawn. Melds (or spread) must be at least three cards, and it may be as many as eleven. The melds are classified as ropes and squares. The rope is any three cards in sequence of the same suit. A square is a set of three cards in the same rank and of different suits or of the same suit. All 3s, 5s and 7s are valle cards (cards of value). Cards of other rank are non-valle. Any three aces or any three kings form a set, regardless of the suit.

Example:

Rope: A*2*3*4*5* or J*Q*K. Ropes must be of matching suits.

Square: 4*4*4*, 7*7*7*, or J*J*J*. Squares consisting of the ranks, 2,3,4,5,6,7, Jack or Queen must be either all cards of different suits or all of the same unit. Squares consisting of Kings or Aces qualify regardless of suit.

Certain melds are called Konditions. Konditions are generally:

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

When a player wins with melding eleven cards. The player collects chips from every other player and also collects all over again for each kondition in their cards. There are no ties in Pan.

Texas Hold'em:

[redacted]

Texas Hold-em is a community card poker game that is played with a standard 52-card deck, no jokers. 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.

Omaha Hi-Low Split (8 or better):

[redacted]

Omaha Hi-Low Split is a community card poker game that is played with a standard 52-card deck, no jokers. In order for a hand to qualify for the low hand, it must contain an 8 or Better (lower) at showdown. 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.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

AL'S CARDROOM GAMING ACTIVITY REVIEW

[redacted]

Before cards are dealt, a "Banker" is established. The bank is offered to each player in turn, moving clockwise around the table. Players have the option of "passing " the bank.

With the banker established, all players place their bets in squares marked 1-10. Five bets are allowed.

"Backline" players may then place bets on squares 2-5 (we allow only four backline bets).

The dealer will then form seven hands each containing seven cards by placing cards one at a time, left to right, until all seven hards are formed.

The banker is then given a dice cup containing three dice. The dice are shaken and an "action number" is determined (for example die of 3-4-5 would make position 12 the action spot). The player to the left of the banker is player #1; the banker is #7 and the action in the above example would begin with player #5.

The hands that have been dealt are numbered #1 through #7 counting left to right.

The banker then indicates which hand is to go to the action, in the absence of a choice by the banker, hand #1 goes to the action button,k hand #2 to the next player and so on until all seven hands are delivered to the players.

If any of the seven locations have no bet placed, that hand goes into the muck as a dead hand.

Each player will then arrange his hand so that two cards are placed in "front" and five cards are placed in the "rear". The cards are arranged according to traditional ranking of poker hands. The player <u>must not</u> place the highesst hand in teh front (2card poker hand).

After all hands have been placed by the players, the dealer will expose the bankers hand.

Beginning with the "action " location, the players hand is compared to the bankers hand. For the players to win they must have a better hand than the dealer in both the front and rear poker hand. If the player wins one and loses one the result is a "push" (tie) in which case the players hand is "killed" and his bet remains in place.

After all the hands have been ranked according to win, lose and push, the dealer starts at the acton location deducting from the band and paying the players or deducting from the bank an amount equal to the players loss. At any point that the bank is depleted, actionstops and the hand is over.

If all bets placed in the #1 betting location are settled without depleting the bank, the dealer then settles bets on backline spots 2 through 5.

Bank rotation is as follows:
The bank rotates in succession, moving clockwise.

2. PINEAPPLE

[redacted]

Player #1 and #2 (clockwise from the dealer button) post Blinds.

"Dealer" posts $3.00 which is taken for the drop. Acting in turn the dealer must pass or play.

Each player is dealt three cards, one at a time, beginning with player #1.

Starting with player #3, all players pass, call, or raise.

Three cards are then placed face up by the dealer (the "flop").

Starting with player #1 all players check, bet, raise or pass.

The dealer turns up a fourth card (the "turn").

Another round of betting ensues.

The dealer turns up a fifth and final card (the "river").

A final round of betting follows.

All active players expose their hands.

The player exhibiting the best high hand in accordance with standard ranking of poker hands will split the pot with the best Lo-Ball hand (five cards eight or under with no pair).

If no hand qualifies as low the player with the best high hand is awarded the pot.

If a low hand is shown, a high hand must have one pair minimum to qualify as high and take half of the pot.

A player "Pans" (wins) the hand when he has played eleven cards on the board, in legal and extended spreads.

He then collects the "Tops" plus 2 chips from each active player for panning the hand and additionally collects pay for what the spreads on the board are worth at the time of ending the hand.

3. LO-BALL

[redacted]

Player #1 and #2 (clockwise from the dealer button) post Blinds.

Each player is dealt five cards, one at a time, beginning with player #1.

Starting with player #3, all players bet, call, raise or fold.

Each remaining player, beginning with player #1 will then stand pat or draw one or more cards.

A final round of betting follows.

All active players expose their hands.

The player exhibiting the best five low cards with no pair is awarded the pot.

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

ROUND OF PLAY

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

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

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

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

will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

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

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

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

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

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

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

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

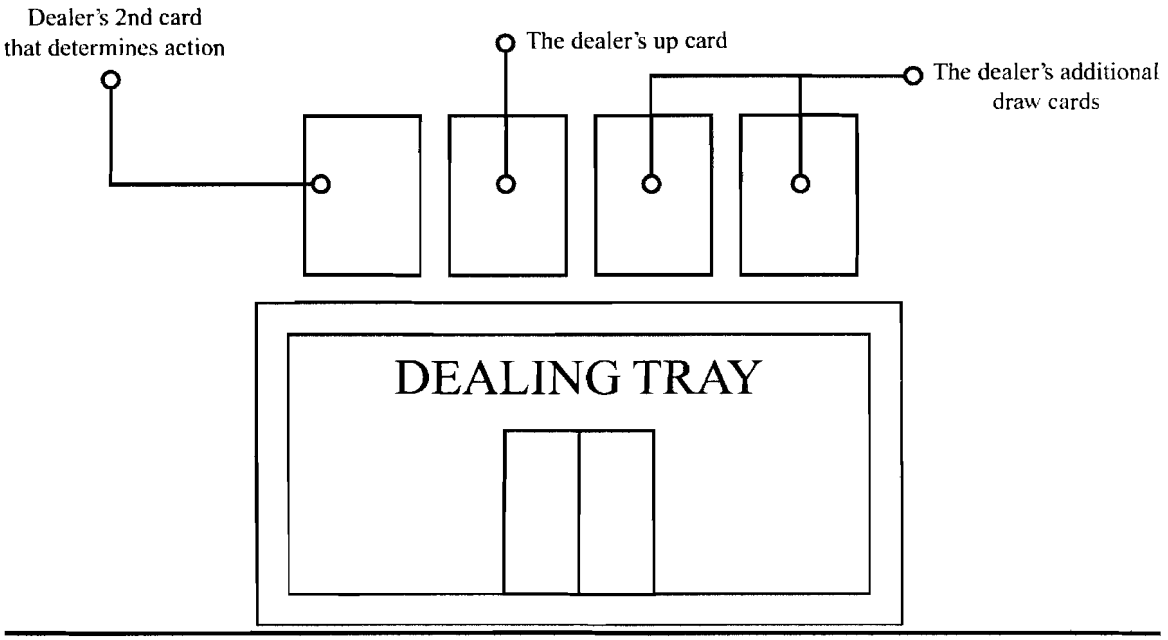
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted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

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

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

DIAGRAM #1

DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

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

GAME RULES

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

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

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

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

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

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

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

8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:

   a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
   b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose

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

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

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

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

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

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

receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.

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

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

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

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

Pure 21.5 Blackjack Payoff Options

3 to 2 Option – Pure 21.5 Blackjack pays 3 to 2 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

7 to 5 Option – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to ½ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

Player/Dealer 888 Option- If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win.** (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

Player/Dealer 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Same Color 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Suited 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Suited 777, Suited 678, and Unsuited 777- Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Same color 777 and same color 678- Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Seven Card Charlies- Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row- Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 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.

PROPERTY OF TXB INDUSTRIES Inc.
PATENT PENDING
ALL RIGHTS RESERVED

1.0

*Three Card Poker 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 (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 where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a Royal Flush.

Type of gaming table utilized for this game:

Three Card Poker shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled 'Ante' and 'Play' for the placement of bets, as well as a separate circle for the placement of a bonus bet labeled '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 shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Three Card Poker shall be in standard decks of 52 cards.

3. ***Number of Decks:*** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.

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

1.0

Betting scheme:

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

2. All wagers shall be placed prior to the 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 an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.

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

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the 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 place the deck of cards in a single stack.

2. The dealer shall wait for each player to place their ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."

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

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

Round of Play

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

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

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

    a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit both the ante wager and the bonus wager.

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

5. The 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 bet receives no action. The dealer shall immediately refund this bet to players.

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

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

        i. If the player's hand beats the player/dealer's hand, the player wins even money.
        ii. If the player/dealer's hand beats the player's hand, the player loses.

6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.

7. All cards collected by the 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 player/dealer will first collect all losing wagers and then pay all winning wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

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

Bonus Bet:

The Bonus Bet is an optional side bet for Three Card Poker. The rules are as follows:

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

2. Bonus Bets may be made at any amount within table bettling limits to qualify for a Bonus Bet payoff.

3. The Bonus Bet only considers the three cards each player receives.

1.0

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 Bonus bet.
6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
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. Bonus Bets pay as follows:

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

[redacted]

1.0

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

Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
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 Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is 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 bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Turlock Poker Room
CA/Asian Games Collection Rates

Pure 21.5 Blackjack

Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$3 - $200	$3 - $25	$0.25	N/A
	$26 - $100	$0.50	
	$101 - $200	$1	
	$201 - $300	$2	
	$301 or More	$3	
$5 - $500	$5 - $100	$0.50	N/A
	$101 - $200	$1	
	$201 - $300	$2	
	$301 - $500	$3	
	$501 or More	$5	
$5 - $750	$5 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $300	$2	
	$301 - $500	$3	
	$501 or More	$5	
$5 - $1,000	$5 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $300	$3	
	$301 - $500	$5	
	$501 or More	$8	
$5 - $1,500	$5 - $40	$0.50	N/A
	$41 - $75	$1	
	$76 - $200	$3	
	$201 - $500	$5	
	$501 or More	$8	
$5 - $2,000	$5 - $100	$1	N/A
	$101 - $200	$3	
	$201 - $400	$5	
	$401 - $600	$8	
	$601 or More	$10	
$10 - $500	$10 - $50	$0.50	N/A
	$51 - $200	$1	
	$201 - $500	$3	
	$501 - $800	$5	
	$801 or More	$10	
$10 - $1,000	$10 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $400	$3	
	$401 - $800	$6	
	$801 or More	$10	

Pure 21.5 Blackjack cont.

Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$10 - $2,000	$10 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $400	$4	
	$401 - $700	$7	
	$701 or More	$10	
$10 - $2,500	$10 - $40	$0.50	N/A
	$41 - $75	$1	
	$76 - $200	$3	
	$201 - $500	$7	
	$501 or More	$10	
$10 - $3,000	$10 - $100	$1	N/A
	$101 - $200	$3	
	$201 - $400	$5	
	$401 - $800	$10	
	$801 or More	$15	
$25 - $500	$25 - $100	$1	N/A
	$101 - $500	$3	
	$501 - $700	$5	
	$701 - $1,200	$7	
	$1,201 or More	$10	
$25 - $1,000	$25 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $600	$5	
	$601 - $1,000	$8	
	$1,001 or More	$12	
$25 - $2,000	$25 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $800	$8	
	$01 - $1,200	$12	
	$1,201 or More	$20	
$25 - $2,500	$25 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $500	$8	
	$501 - $1,000	$12	
	$1,001 or More	$20	
$25 - $3,000	$25 - $200	$2	N/A
	$201 - $400	$5	
	$401 - $800	$10	
	$801 - $1,200	$15	
	$1,201 or More	$25	

Pure 21.5 Blackjack cont.

Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$100 - $1,000	$100 - $400	$2	N/A
	$401 - $800	$5	
	$801 - $1,200	$10	
	$1,201 - $2,000	$15	
	$2,001 or More	$20	
$100 - $2,000	$100 - $300	$2	N/A
	$301 - $600	$5	
	$601 - $1,000	$10	
	$1,001 - $1,500	$15	
	$1,501 or More	$20	
$100 - $2,500	$100 - $300	$3	N/A
	$301 - $600	$6	
	$601 - $1,000	$12	
	$1,001 - $1,500	$20	
	$1,501 or More	$25	
$100 - $3,000	$100 - $300	$3	N/A
	$301 - $600	$7	
	$601 - $1,000	$15	
	$1,001 - $1,500	$20	
	$1,501 or More	$25	
$100 - $5,000	$100 - $500	$5	N/A
	$501 - $1,000	$10	
	$1,001 - $1,500	$15	
	$1,501 - $2,000	$25	
	$2,001 or More	$50	

Pai Gow Poker

Table Limit	Player Bet	Player Fee (per bet)	Player-Dealer Fee
Minimum $10	$10 - $100	$1	N/A
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $400	$4	
	$401 or More	$5	

Three Card Poker

Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$5 - $300	$5 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $300	$2	
	$301 - $500	$4	
	$501 or More	$5	
$5 - $500	$5 - $50	$0.50	N/A
	$51 - $100	$1	
	$101 - $300	$3	
	$301 - $700	$5	
	$701 or More	$10	
$5 - $1,000	$5 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $500	$6	
	$501 - $700	$10	
	$701 or More	$12	
$5 - $1,500	$5 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $600	$8	
	$601 - $1,000	$12	
	$1,001 or More	$15	
$5 - $2,000	$5 - $75	$1	N/A
	$76 - $300	$3	
	$301 - $500	$8	
	$501 - $1,000	$15	
	$1,001 or More	$20	
$25 - $500	$25 - $100	$1	N/A
	$101 - $400	$3	
	$401 - $700	$5	
	$701 - $1,000	$8	
	$1,001 or More	$10	
$25 - $750	$25 - $100	$1	N/A
	$101 - $400	$3	
	$401 - $700	$7	
	$701 - $1,000	$10	
	$1,001 or More	$15	
$25 - $1,000	$25 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $700	$8	
	$701 - $1,000	$12	
	$1,001 or More	$15	

Three Card Poker cont.

Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$25 - $2,000	$25 - $100	$1	N/A
	$101 - $300	$3	
	$301 - $600	$8	
	$601 - $900	$12	
	$901 or More	$15	
$25 - $2,500	$25 - $75	$1	N/A
	$76 - $300	$3	
	$301 - $500	$8	
	$501 - $1,000	$15	
	$1,001 or More	$20	

Collection Schedules and Rates

Lowball – Limit

Schedule Option	Table Limit	Blinds (Small/Big)	Player Fee (hour)	Player Fee (1/2 hour)
1	$2 - $10	$1 / $2	$3.00	$2.00

Pineapple High/Low Split – Limit

Schedule Option	Table Limit	Blinds (Small/Big)	Player Fee
1	$2 / $4 / $6 / $8	$1 / $2	$3.00

Panguingue (PAN) – Limit

Schedule Option	Table Limit	Ante	Player Fee
1	$1 Kondition	$1	$4.00

Texas Hold'em – Limit

Schedule Option	Table Limit	Blinds (Small/Big)	Minimum Buy-In	Player Fee	Modified Fee
1	$1 / $2	$1 / $1	$10	$4.00	$1.00
2	$2 / $4	$2 / $2	$20	$4.00	$1.00
3	$3 / $6	$3 / $3	$30	$4.00	$1.00
4	$4 / $8	$2 / $4	$40	$4.00	$1.00
5	$5 / $10	$3 / $5	$50	$5.00	$1.00
6	$6 / $12	$4 / $6	$60	$5.00	$1.00
7	$8 / $16	$4 / $8	$80	$5.00	$1.00
8	$9 / $18	$5 / $9	$90	$5.00	$1.00
9	$10 / $20	$5 / $10	$100	$5.00	$1.00
10	$12 / $24	$6 / $12	$120	$5.00	$1.00
11	$15 / $30	$8 / $15	$150	$5.00	$1.00
12	$20 / $40	$10 / $20	$200	$5.00	$1.00
13	$30 / $60	$15 / $30	$300	$5.00	$1.00
14	$40 / $80	$20 / $40	$400	$5.00	$1.00
15	$50 / $100	$25 / $50	$500	$5.00	$1.00
16	$60 / $120	$30 / $60	$600	$5.00	$1.00
17	$75 / $150	$40 / $75	$750	$5.00	$1.00
18	$80 / $160	$40 / $80	$800	$5.00	$1.00
19	$100 / $200	$50 / $100	$1,000	$5.00	$1.00
20	$300 / $600	$150 / $300	$3,000	$5.00	$1.00
21	$400 / 800	$200 / $400	$4,000	$5.00	$1.00

** Where there is no flop, the collection fee is $1.00*

Texas Hold'em – No Limit

Schedule Option	Minimum Buy-In	Maximum Buy-In	Blinds (Small/Big)	Player Fee	Modified Fee
22	$40.00	$200.00	$2 / $3	$5.00	$1.00
23	$50.00	$500.00	$3 / $5	$5.00	$1.00
24	$100.00	No Limit	$10 / $20	$5.00	$1.00

** Where there is no flop, the collection fee is $1.00*

Omaha & Omaha High/Low Split – Limit

Schedule Option	Table Limit	Blinds (Small/Big)	Minimum Buy-In	Player Fee	Modified Fee
1	$1 / $2	$1 / $1	$10	$5.00	$1.00
2	$2 / $4	$2 / $2	$20	$5.00	$1.00
3	$3 / $6	$3 / $3	$30	$5.00	$1.00
4	$4 / $8	$2 / $4	$40	$5.00	$1.00
5	$5 / $10	$3 / $5	$50	$5.00	$1.00
6	$6 / $12	$4 / $6	$60	$5.00	$1.00
7	$8 / $16	$4 / $8	$80	$5.00	$1.00
8	$9 / $18	$5 / $9	$90	$5.00	$1.00
9	$10 / $20	$5 / $10	$100	$5.00	$1.00
10	$12 / $24	$6 / $12	$120	$5.00	$1.00
11	$15 / $30	$8 / $15	$150	$5.00	$1.00
12	$20 / $40	$10 / $20	$200	$5.00	$1.00
13	$30 / $60	$15 / $30	$300	$5.00	$1.00
14	$40 / $80	$20 / $40	$400	$5.00	$1.00
15	$50 / $100	$25 / $50	$500	$5.00	$1.00
16	$60 / $120	$30 / $60	$600	$5.00	$1.00
17	$75 / $150	$40 / $75	$750	$5.00	$1.00
18	$80 / $160	$40 / $80	$800	$5.00	$1.00
19	$100 / $200	$50 / $100	$1,000	$5.00	$1.00
20	$300 / $600	$150 / $300	$3,000	$5.00	$1.00
21	$400 / 800	$200 / $400	$4,000	$5.00	$1.00

** Where there is no flop, the collection fee is $1.00*

Omaha & Omaha High/Low Split – No Limit

Schedule Option	Minimum Buy-In	Maximum Buy-In	Blinds (Small/Big)	Player Fee	Modified Fee
22	$40.00	$200.00	$2 / $3	$5.00	$1.00
23	$50.00	$500.00	$3 / $5	$5.00	$1.00
24	$100.00	No Limit	$10 / $20	$5.00	$1.00

** Where there is no flop, the collection fee is $1.00.*

3 Card Hold'em

US Patent 7,665,736

DEALING PROCEDURES

BETWISER GAMES, LLC
P. O. BOX 82225, LAS VEGAS, NV 89180
(702)258-9685

BGC ID: GEGA-003123 (March 2011)

3 Card Hold'em is played with a standard deck of 52 cards on a blackjack-sized table. The game is played by up to six players and a player banker and a house dealer deals the game.

The game also utilizes an action button to determine which player receives first action on their wager when the player-dealer's wager does not cover all action. The third card dealt to the dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers shall be settled from player to player in the following order: the 'Ante' wager, then the 'Bet or Fold' wager, then the 'Bet or Check' wager, then the 'Straight or Up' bonus bet, then the 'Pair or Suited' bonus bet. When determining where the action button shall be placed, cards shall hold the following values:

Action Button Card Chart:

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

If the player-dealer's wager covers all action on the table, wagers shall be settled starting with the player to the left of the card room dealer and continuing in a clockwise manner around the table until all wagers have received action. Wagers shall be settled from player to player in the following order: the 'Ante' wager, then the 'Bet or Fold' wager, then the 'Bet or Check' wager, then the 'Straight or Up' bonus bet, then the 'Pair or Suited' bonus bet.

OBJECT OF THE GAME

Each player and the player banker will use 3 out of their 5 cards to make their best three card poker hand. All players try to beat the player banker's three card poker hand.

FEE COLLECTION

The house fees are collected by the house dealer prior to the dealing of any cards.

BETTING LIMITS

The betting limits will be posted at the table.

Additionally, back-line betting is only permitted on the Straight or Up and/or Pair or Suited wagers. Back-line bettors shall not be permitted to place a base game wager and therefore are not required to place a base game wager in order to place a back-line bet on the Straight or Up and/or Pair or Suited bonus bets.

A ROUND OF PLAY

1) Each player makes a compulsory Ante bet and places the appropriate amount of the collection fee. (Players may only play one hand.) The Pair Or Suited and Straight Or Up side bets are optional (see below) but can be made only if an Ante bet is made. The Ante and the two side bets need not be equal as long as they are within the table limits.

2) All players and the player banker get two hole cards face down. The player cards will remain face down until the player banker receives his hand.

3) Three communal cards known as the "flop" in Hold'em are dealt on the board with the first card revealed.

4) After looking at his hand and the open communal card, the player can (a) fold and forfeit the Ante, or (b) match the Ante with an additional equal bet. If the player chooses to fold after seeing his first two cards, the Ante bet loses but both the Pair Or Suited and Straight Or Up side bets, if made, remain in action.

5) The dealer reveals the second communal card. Now each player can either check or match the Ante with an additional bet.

6) The dealer reveals the third communal card and the player banker's two hole cards. Now everyone has 5 cards – his 2 hole cards plus the 3 communal cards. All players and the player banker use any 3 of the 5 cards, including the board, to make their best three card poker hand.

7) Each player hand is compared with the player banker's hand. Whoever has the higher rank wins. <u>The player banker must have a pair of 4s or better, or else the Ante is not paid if the player wins</u>.

Pair Or Suited

This side bet is optional. Backline betting is permitted for this wager. If the player's first two cards make a pair or are suited, it will be paid according to the pay tables below:

(All payouts are "to 1.")

Player 2 card Hand	A1
AK Suited	30
AA	20
KK	10
One Pair	4
Two Suited Cards	1

Straight Or Up

This side bet is optional. Backline betting is permitted for this wager. If the player's best 3 card poker hand is a straight or better, it will be paid according to the pay tables below:

Hand Type	B1
AKQ Suited plus a Pair*	100
AKQ Suited	40
Straight Flush	10
Three of a Kind	9
Straight	1

* All five cards must be used to win "AKQ suited plus a pair." Example: A♣K♣Q♣5♥5♦.

NOTES

a) There are no two pairs, 4 of a kinds, nor full houses. Any 4 of a kind and any full house should be paid the same as a 3 of a kind.

b) When a hand can have more than one rank, only the highest rank applies. For example, if a hand has both a 3 of a kind and a straight flush, such as 8♥8♦8♣7♣9♣, then it is a straight flush because a straight flush outranks a three of a kind. A hand of 8♥8♦8♣7♥9♣ is a 3 of a kind but not a straight because a three of a kind outranks a straight.

c) The outcome of the Ante bet has no bearing on the two side bets.

DEALING THE GAME

The game may be dealt by hand or by an automatic shuffler.

Deal by Hand

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the dealer will cut the deck in half using a one-handed "poker" cut before dealing to the players. The cut must be at least ten cards away from either the top or the bottom of the deck.

Automatic Shuffler

When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

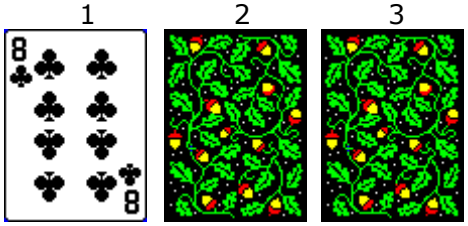
a) The backs of the cards are of different colors.
b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

If the shuffler can be programmed to output two cards at a time, the dealer will pick up each two card hand from the shuffler and hand it to each player one at a time clockwise. If the shuffler can't output two cards at a time, the dealer must pick up the entire deck after the shuffle and deal according to the **Deal by Hand** rules above.

Dealing

The dealer deals each player and the player banker two cards face down beginning with the player to the left of the dealer. The cards are dealt one at a time and clockwise. The dealer then deals a first communal card face up to the card box to the dealer's left. The dealer then burns a card and deals the second and third communal cards to the remaining two card boxes in the center of the table from left to right:

1 2 3



<= Communal cards

Dealer hand area

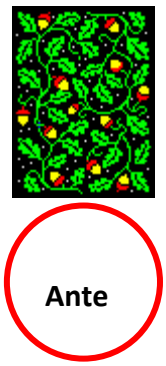
| Chip Tray |

Now the dealer will pass out the two face-down cards to each player and the player banker.

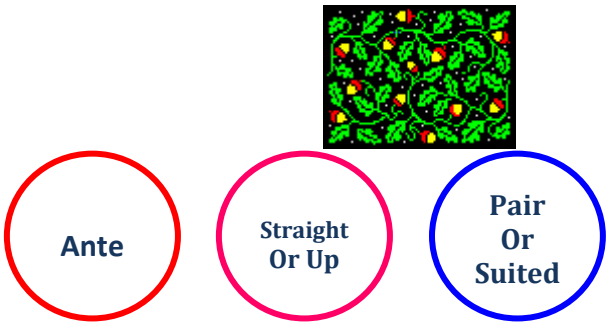
First Betting Round

Now the players look at their cards. They may fold their hand or bet:

Fold - If a player folds, he must place his cards face down above his Ante bet.

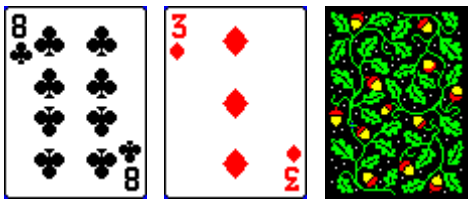


Bet - If a p layer wishes to stay i n the game, he must pl ace a bet equal to the Ante on the betting circle labeled "Bet or Fold" beneath the Ante bet.
After all players ha ve made their decisions, the dealer will pi ck up the A nte bets and cards from those players who folded. H owever, if th e player who folded ha s a bet on any of the two side bet circles, the dealer should pick up the player's ca rds and place them in front o f his side bet(s) because the side bet(s) remain in action:

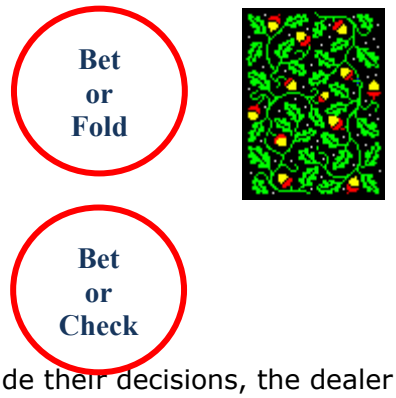


Final Betting Round

After the dealer has picked up all bets and cards from those who folded, the dealer will turn up the second communal card:



Now the player may either check or place another bet equal to the Ante on the betting circle labeled "Bet or Check." No folding is allowed at this point. After all players have made their decisions, they must place their cards face down as follows:



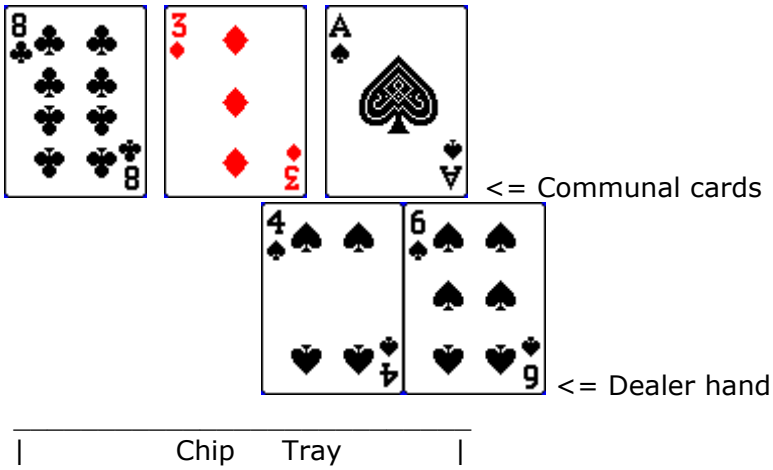
After all players have made their decisions, the dealer turns up the last communal card and the player banker's two cards.

ARRANGING THE PLAYER BANKER'S HAND

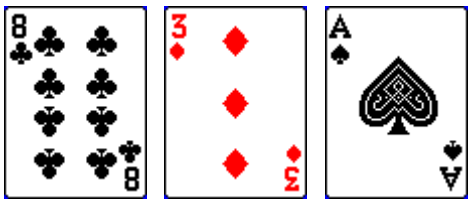
The dealer will pick 3 of the 5 cards to make the player banker's best 3-card poker hand. Depending on the player banker's two hole cards, the dealer must place the cards as follows. The 3 cards the player banker uses should be placed as close to one another as possible:

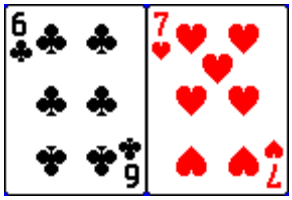
a) If the player banker will use both his hole cards, the dealer must place the two cards below the one communal card he picks to use:

1) When using the right communal card (A-high flush):



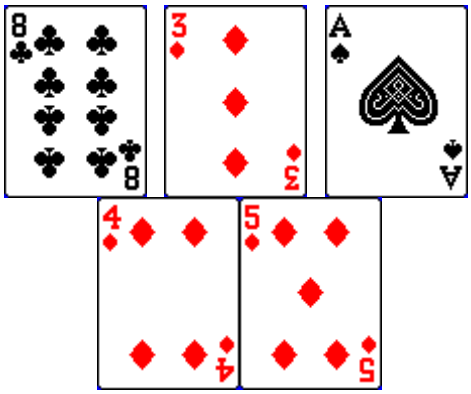
2) When using the left communal card (8-high straight):





| Chip Tray |

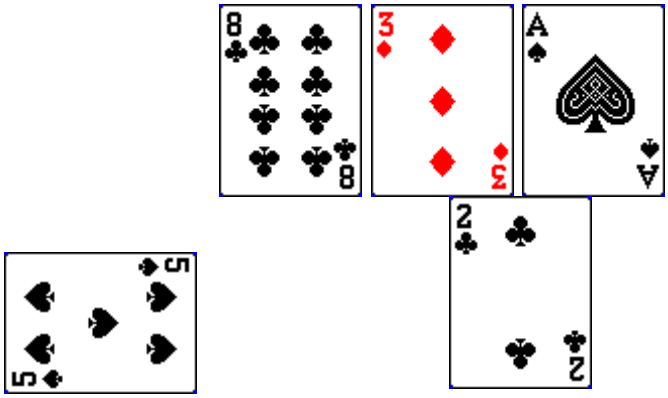
3) When using the center communal card (5-high straight flush):



| Chip Tray |

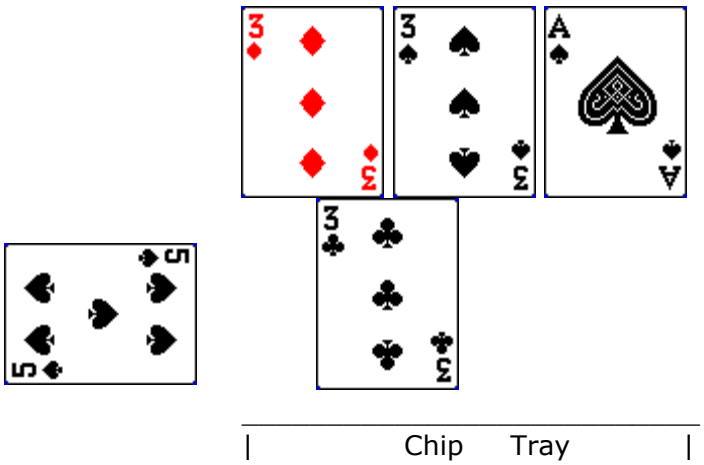
b) If the player banker wi ll use just one of his hole cards, the dealer must place the card he won't use perpendicular to the card he will use and place the card he will use below the two communal cards he picks as follows:

1) When using the right two communal cards (3-high straight):

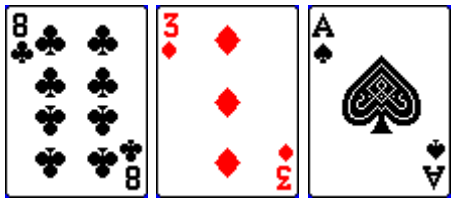


| Chip Tray |

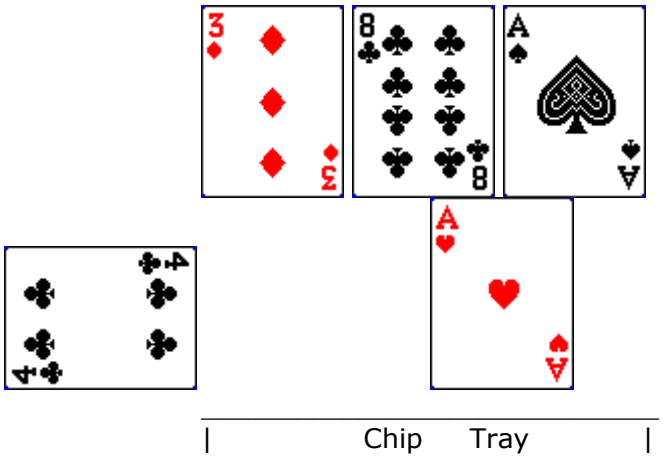
2) When using the left two communal cards (3 of a kind):



3) When the left and right communal cards will be picked, the dealer must SWAP the center communal card with the left or right communal card before placing the player banker's one hole card below them. Assume the player banker has A♥ and 4♣ to make a pair of Aces with the following 3 communal cards:

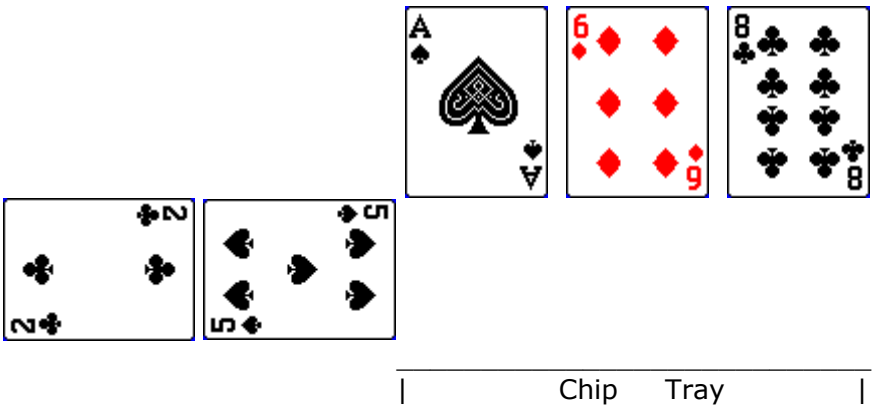


The dealer must swap 8♣ and 3♦ and then place A♥ below A♠ and 8♣.



This is the only time the dealer must swap the communal cards.

c) If the player banker won't use his hole cards at all, the dealer must place the two hole cards as follows:



(Note that everyone including the player banker can use the board if the hand on the board is their best 3-card poker hand.) After the dealer has properly arranged the player banker's hand, starting with the first player to his right, he turns over each player's hand to determine the hand rank. The dealer should place the player's hand in front of his Ante bet with one card partially superimposing the other as in blackjack. The top card should only cover a corner of the bottom card such that the rank and the suit of the bottom card can be seen easily.

SETTLING THE BETS

Ante/Bets

Only the best 3 out of the 5 cards, including using all 3 cards on the board, are selected to make a 3-card poker hand. The hand ranking in descending order is as follows:

Straight flush
3 of a kind
Straight (A-2-3 is the lowest straight.)
Flush
One pair

The hand is settled as follows:

If the player banker beats the player, the Ante and Bets lose.

If the player beats the player banker, the outcome depends on whether the player banker has at least a pair of fours:

- If the player banker's hand is less than a pair of fours, all Bets are paid 1 to 1 and the Ante pushes.
- If the player banker has a pair of fours or better, the Ante and all Bets are paid 1 to 1.

Ties are pushes.

When paying the player's Ante and Bets, always place the winning chips to the left of the betting circles. If the Ante is not paid, then do not place any chips next to the Ante bet. The following payment example assumes the player had a $25 bet on all his betting circles:

Side Bets

Check the player hand against the appropriate side bet pay table to see if it qualifies for a payoff. When paying the side bets, simply place the winning chips in front of each side bet.

PUTTING AWAY THE CARDS

Each player's hand should be picked up and put in the discard rack as soon as his hand is settled. When all bets have been settled, the dealer will pick up the player banker's cards and use it to scoop up the three communal cards; these five cards are then put back, face down, in the discard rack.

IRREGULARITIES

a) We will attempt to deal with what we believe are reasonable errors to expect and offer solutions. It needs to also be understood that in all decisions, the floor supervisor's ruling is final.

b) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.

c) If any player, or the banker, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.

d) If an automated shuffler is being used and the device malfunctions, jams or fails to deal the appropriate number of cards, the round of play will be voided and the cards will be removed from the device, checked by a casino supervisor, and reshuffled.

e) Other errors that may occur in the card game:

1) **Card on the Floor:**
   If a player drops a card from their hand, that card will still be in play. A floor supervisor should be called to pick up the card.

2) **Exposed Card in the player banker's Hand:**

If a card is exposed in player banker's hand, the round will be declared a misdeal.

3) **Exposed Communal Cards**:
If the 2nd or the 3rd communal card is exposed before its turn to be exposed, the round will be declared a misdeal.

4) **If a Player is not Dealt a Hand: (missed by the dealer)**
All players must be seated at the table in order to receive a hand. If the player is seated, has placed a bet, and is missed by the dealer, the hand will be declared a misdeal and all hands will be voided.

GLOSSARY

Communal Cards – the 3 cards dealt to the center that can be used by all players and banker
Hole Cards – the two cards dealt face-down to each player or the player banker
Fold – the player option to fold his hand and forfeit his Ante
Check – a player option that allows him to not make a bet after seeing the 2nd communal card

Collection Fee Schedule

For **schedule options 1 through 20**, a collection fee shall be taken from the player-dealer based on the total table action, which is based on the ante wager only. 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 3 Card Hold'em are as shown below

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee
1	$5 - $500	$5 - $100	$.50
		$101 - $200	$1
		$201 - $300	$2
		$301 - $500	$3
		$501 +	$5
2	$5 - $750	$5 - $50	$.50

		$51 - $100	$1
		$101 - $300	$2
		$301 - $500	$3
		$501 +	$5
3	$5 - $1,000	$5 - $50	$.50
		$51 - $100	$1
		$101 - $300	$3
		$301 - $500	$5
		$501 +	$8
4	$5 - $1,500	$5 - $40	$.50
		$41 - $75	$1
		$76 - $200	$3
		$201 - $500	$5
		$501 +	$8
5	$5 - $2000	$5 - $100	$1
		$101 - $200	$3
		$201 - $400	$5
		$401 - $600	$8
		$601 +	$10
6	$25 - $500	$25 - $100	$1
		$101 - $500	$3
		$501 - $700	$5
		$701 - $1,200	$7
		$1,201 +	$10
7	$25 - $1,000	$25 - $100	$1
		$101 - $300	$3
		$301 - $600	$5
		$601 - $1,000	$8
		$1,001 +	$12
8	$25 - $2,000	$25 - $100	$1
		$101 - $300	$3
		$301 - $800	$8
		$801 - $1,200	$12
		$1,201 +	$20
9	$25 - $2,500	$25 - $100	$1
		$101 - $300	$3
		$301 - $500	$8
		$501 - $1,000	$12

		$1,001 +	$20
10	$25 - $3,000	$25 – 200	$2
		$201 - $400	$5
		$401 - $800	$10
		$801 - $1,200	$15
		$1,201 +	$25
11	$10 - $500	$10 - $50	$.50
		$51 - $200	$1
		$201 - $500	$3
		$501 - $800	$5
		$801 +	$10
12	$10 - $1,000	$10 - $50	$.50
		$51 - $100	$1
		$101 - $400	$3
		$401 - $800	$6
		$801 +	$10
13	$10 - $2,000	$10 – $50	$.50
		$51 - $100	$1
		$101 - $400	$4
		$401 - $700	$7
		$701 +	$10
14	$10 - $2,500	$10 - $40	$.50
		$41 - $75	$1
		$76 - $200	$3
		$201 - $500	$7
		$501 +	$10
15	$10 - $3,000	$10 - $100	$1
		$101 - $200	$3
		$201 - $400	$5
		$401 - $800	$10
		$801 +	$15
16	$100 - $1,000	$100 - $400	$2
		$401 - $800	$5
		$801 - $1,200	$10
		$1,201 - $2,000	$15
		$2,001 +	$20
17	$100 - $2,000	$100 - $300	$2
		$301 - $600	$5

		$601 - $1,000	$10
		$1.001 - $1,500	$15
		$1,501 +	$20
18	$100 - $2,500	$100 - $300	$3
		$301 - $600	$6
		$601 - $1,000	$12
		$1.001 - $1,500	$20
		$1,501 +	$25
19	$100 - $3,000	$100 - $300	$3
		$301 - $600	$7
		$601 - $1,000	$15
		$1.001 - $1,500	$20
		$1,501 +	$25
20	$100 - $5,000	$100 - $500	$5
		$501 - $1,000	$10
		$1,001 - $1,500	$15
		$1,501 - $2,000	$25
		$2,001 +	$50

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 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, or to complete a straight or flush. An iDEAL single deck specialty shuffler is used to shuffle the cards. Cards shall be manually shuffled and dealt by the card room dealer when requested by a player.

The hand rankings for Pai Gow Poker are as follows: The rank of each card used in Fortune Pai Gow Poker, shall be as follows: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five (5) cards of the same rank. Five (5) Aces is the highest ranked five of a kind and five (5) 2's is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five (5) cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.
Flush	A hand that consists of five (5) cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five (5) cards that are in

Fortune Pai Gow Poker

	consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.
High Card	A hand that consists of five (5) cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

The hand rankings for the Fortune Pai Gow Poker Bonus Bet 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	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
11th	Straight (Five cards of different suits ranked in order)

Fortune Pai Gow Poker

Dealing procedures:

- The casino dealer deals the cards into seven piles of seven cards face down. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table. The first card will be placed to the dealer's left and then additional cards will be dealt to the right until seven card lay in front of the dealer. The dealer will then deal another seven cards, starting with the card farthest to the dealer's right. Cards shall be dealt in this back and forth manner until each pile has seven cards. The Player-dealer selects which pile will be distributed to the first Player who is randomly selected. The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile.

- When dealing the seven (7) piles of seven (7) cards using an automatic shuffler, the automatic shuffler deals seven (7) piles of (7) seven cards each. The action button, which determines the first player to receive first action from the player-dealer, is placed on the first pile dealt by the automatic shuffler. Once the action button position is determined, the card room dealer shall distribute the seven (7) piles of cards, starting with the pile that has the action button and continuing clockwise. All seven (7) piles of cards shall be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.

- After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.

- Each pile of seven cards is distributed to each seat at the table, starting with the pile of cards that received the action button to the player that received the action position. The remaining piles, starting with the pile to the right of the action pile from the dealer position, shall be distributed to the remainder of the seats in a clockwise manner. The Dealer collects cards distributed to seats without a wager and places them in the discard pile.

Number of players in the game:

Fortune Pai Gow Poker

The game will be played on a standard pai gow poker table which accommodates a maximum of seven players including the player-dealer position for a total of eight seated positions.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow wager 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 Fortune Bonus wager.

The player-dealer may place a wager to cover some or all of the action on the table. Backline betting is permitted. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin. Additionally, each player's wager receives action in the ordered described above.

How winners determined and paid:

- Once the player-dealer's hands are set, according the 'House Way' chart below, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands, as described below, starting with the action button and moving clockwise from player to player:

- The standard base game wagers are settled (win, lose, tie/push) first, as follows:

- The base game wager wins if the two (2) card hand and the five (5) card hand held by the player ranks higher than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will pay all winning base game wagers.

- The base game wager loses if the two (2) card hand and the five (5) card hand held by the player ranks lower than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will collect all losing base game wagers.

Fortune Pai Gow Poker

- The base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the player's other hand ranks lower than the player-dealer's hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a 'push' and is returned to the player.

- If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

- Once the base game wagers are settled, the Fortune Bonus Bet wagers will be settled, as follows:

  The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.

  - The player-dealer will pay all winning Fortune Pai Gow Poker Bonus Bet wagers when the player's hand qualifies according to the chart below.
  - The player-dealer will collect all losing Fortune Pai Gow Poker Bonus Bet wagers when the player's hand does not qualify according to the chart below.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.

- A player must place a wager for the game of Pai Gow in order to place a Fortune Bonus bet.

- The Fortune Bonus bet may be less than, equal to, or greater than the Pai Gow Poker bet. However, the Fortune Bonus bet may not exceed the table limit.

- Only the player who placed wager on the first betting circle of the seat is eligible to place a Fortune Bonus bet.

- There is no collection fee taken when a player places a Fortune Bonus bet.

- The Fortune Bonus bet may win or lose independent of the outcome of the Pai Gow Poker bet.

- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.

Fortune Pai Gow Poker

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

Round of Play

- Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- The casino dealer will then follow dealing procedures and standards of play, as described above.
- 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.
- The standard Pai Gow wagers are settled first (win, lose, tie/push).
- In all winning bets, the players are paid 1 to 1 of their total wager to the extent the Player-dealer's wagers covers the action.
- The player-dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- Wagers shall be settled starting with the player with the action button, then proceeding to all other players in a clockwise manner, from player to player.

Fortune Pai Gow Poker

- Once the standared Pai Gow wagers are settled, the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus bet and/or the Envy Bonus. The Casino dealer then settles all Fortune Bonus bets and/or pays the Envy Bonus.
- 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 PAYTABLE

Joker Fully Wild	Pays	Envy
7 Card Straight Flush with no Joker	5,000 to 1	$5,000
Royal Flush + Royal Match	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
Five Aces	400 to 1	$250
Royal Flush	150 to 1	$50
Straight Flush	50 to 1	$20
Four of a Kind	25 to 1	$5
Full House	5 to 1	$0
Flush	4 to 1	$0
Three of a Kind	3 to 1	$0
Straight	2 to 1	$0

House Way Chart:

Pai Gow Poker "House Way"	
Hand Dealt	**Logical Way Hand Setting**

Fortune Pai Gow Poker

No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Joker Handicap	Put 1st and 3rd highest cards in the front unless the play has a queen, 8, 7, or less.
One Pair and a Joker	Pair-pair unless ace king with three of a kind 2's, 3's, or 4's.
Two Pairs	Please refer to the chart below.
Two Pairs and a Joker	Pair-trips, go three pair if the largest card is three points higher than the big pair.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back unless the front hand is a king and queen.
Three of a Kind – Kings	If three kings, put one king and the highest card in front and the pair of kings in the back unless the front hand is a queen and jack.
Three of a Kind – Queens or lower	If three queens or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put lower three of a kind in the back.
Three of a Kind with a Joker	Put the three of a kind in back and the pair in front.
Straight, Flush, or Straight-Flush with No Pair or and No Joker	Always play the complete hand (straight or flush) in the back and the remaining single cards in front.

Fortune Pai Gow Poker

Straight, Flush, or Straight-Flush with Joker and No Pair or with One Pair and No Joker	If the front hand has a queen or better, play the complete hand behind (straight or flush) in the back. If the front hand is not queen or better, play ace and a pair of jacks or better behind or else play as No Joker rule above.
Straight, Flush, or Straight-Flush with Two Pairs and No Joker	Play according to Two Pairs strategy if there is a qualifier of 6's or lower. Otherwise, split if you can't play two pair behind.
Straight, Flush, or Straight-Flush with Two Pairs with a Joker	Play a pair in the front and a complete hand in the back. Otherwise, play according to the No Joker rules above.
Natural Full House and No Joker	Play the pair in front and the three of a kind in the back unless the pair is 2's and the front hand can be ace, king.
Full House or Four of a Kind and a Pair	Play the highest pair in the front and the full house or the four of a kind in the back.
Full House and a Joker	Play the highest pair in front that will leave a full house in the back.
Four of a Kind – Aces and Kings	Always split and put the pair of kings in front and the pair of aces in the back.
Four of a Kind – Queens	Always split and put a pair of queens in front and a pair of queens in the back, unless you can play and ace and a king or an ace and a jack in the front, then keep the four of a kind in back.
Four of a Kind – Jacks and 10's	Always split and put a pair in front and a pair in the back, unless you can play an ace in the front, then keep the four of a kind in back.

Fortune Pai Gow Poker

Four of a Kind – 9's and 8's	Always split and put a pair in front and a pair in the back, unless you can play a king or higher in the front, then keep the four of a kind in back.
Four of a Kind – 7's	Always split and put a pair in front and a pair in the back, unless you can play a queen or higher in the front, then keep the four of a kind in back.
Four of a Kind – 6's or lower	Play the four of a kind in the back and the two highest remaining cards in the front.
Five of a Kind Aces with or without a Pair	Always put the pair of aces in the front unless Kings.

Two Pair Chart:

	22	**33**	**44**	**55**	**66**	**77**	**88**	**99**	**XX**	**JJ**	**QQ**	**KK**
AA	S	S	S	S	S	S	S	S	S	S	S	S
KK	AJ	AJ	AQ	AQ	S	S	S	S	S	S	S	S
QQ	A8	A9	AX	AJ	AK	AK	AK	S	S	S	4K	
JJ	A4	A4	A6	A8	AX	AQ	AQ	AQ	AK	4K		
XX	KQ	KQ	KQ	A3	A3	A6	AJ	AJ	4K			
99	KX	KJ	KQ	KQ	KQ	KQ	KQ	4K				
88	K4	K5	KJ	KJ	KQ	KQ	4K					
77	K4	K4	K6	KJ	KJ	4K						
66	QJ	K4	K5	K7	4K							
55	QX	QX	QJ	4K								
44	Q5	Q6	4K									
33	JX	4K										

*The "S" stands for split. "4K" means refer to Four of a Kind rule in the House Way chart. The shaded cells represent automatically split the pairs regardless of what they can play in the front hand.

Fortune Pai Gow Poker

*The chart shows the minimum two cards that must be played in the front, otherwise, the two pairs should be split and the lower pair played in the front hand.

*The letters in the chart corresponds to the following cards: A (ace), K (king), Q (queen) J (jack), X (10). All of the numbers in the chart correspond to the exact card with that number.

Glossary of terms used in the controlled game:

Action Pile The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

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

Action The player position where the settling of bets begins.

Copy When a players hand is ranked equally to the player-dealers hand.

Envy Bonus A payout that is made if a player wagers at least $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 paytable.

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

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

Push When a player wins either the high or the low hand and the player-dealer wins the other.

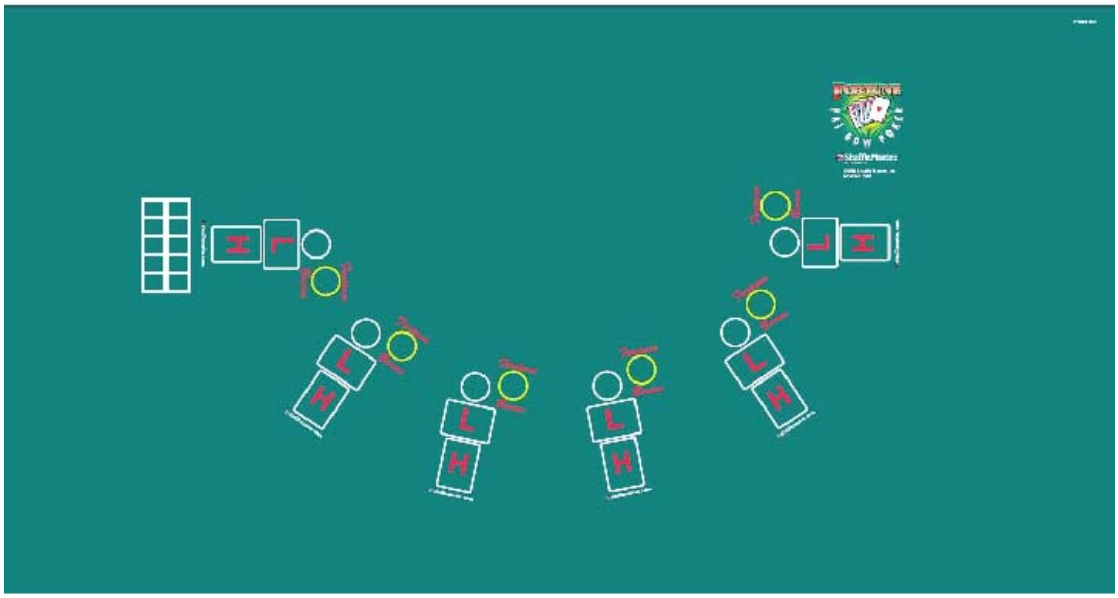
Collection Fees for this game:

The collection fees will be taken per hand from the based on a players total wager, including the Fortune Bonus bet, after the last bet is placed but before

Fortune Pai Gow Poker

the player-dealer reveals his/her cards. An additional collection fee will not be assessed to players when placing a wager on the Fortune Pai Gow Poker Bonus bet.

Schedule Option	Table Limit	Player Wager	Player Collection Fee
1	$10 - $500	$10 - $100	$1
		$101 - $200	$2
		$201 - $300	$3
		$301 – $400	$4
		$401 - $500	$5



**The above backline betting squares applies to all seated positions.

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

Standards of play:

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

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two 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 permitted for all 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.

Ultimate Texas Hold'em Paytables

	UTH-04	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 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

A collection fee shall be taken per hand from the player-dealer. There will be no additional collection fee required from a player when placing the Ante, Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected from the the Player-dealer and dropped by the house dealer after the wagers have been placed but before any cards are dealt.

Schedule Option	Table Limit	Total Table Action	Player-dealer Fee	Player Fee
1	$5 - $100	$5 - $100	$0.50	N/A
		$101 - $200	$1.00	
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 +	$4.00	
2	$5 - $200	$5 - $50	$0.50	N/A
		$51 - $100	$1.00	
		$101 - $300	$2.00	
		$301 - $500	$4.00	
		$501 +	$5.00	
3	$5 - $300	$5 - $50	$0.50	N/A
		$51 - $100	$1.00	
		$101 - $300	$2.00	
		$301 - $600	$5.00	
		$601 +	$7.00	
4	$5 - $400	$5 - $40	$0.50	N/A
		$41 - $75	$1.00	
		$76 - $200	$2.00	
		$201 - $500	$5.00	
		$501 +	$8.00	
5	$5 - $500	$5 - $100	$1.00	N/A
		$101 - $250	$3.00	
		$251 - $400	$5.00	
		$401 - $600	$8.00	
		$601 +	$10.00	

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.

Commission-Free

Baccarat
Dragon Bonus

Commission-Free Baccarat Dragon Bonus

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in Commission Free Baccarat Dragon Bonus shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Commission Free Baccarat Dragon Bonus, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Player Dragon Bonus Bet, and the Banker Dragon Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted on any wagers.

Method used to Determine Action and Distribution of Cards

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

Commission-Free Baccarat Dragon Bonus

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

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

Commission-Free Baccarat Dragon Bonus

How Wagers are Paid, Collected and Pushed

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- A wager placed on the Tie Bet must be within the posted table limits.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

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

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

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

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

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

Commission-Free Baccarat Dragon Bonus

Wagering Limits and Collection Fees

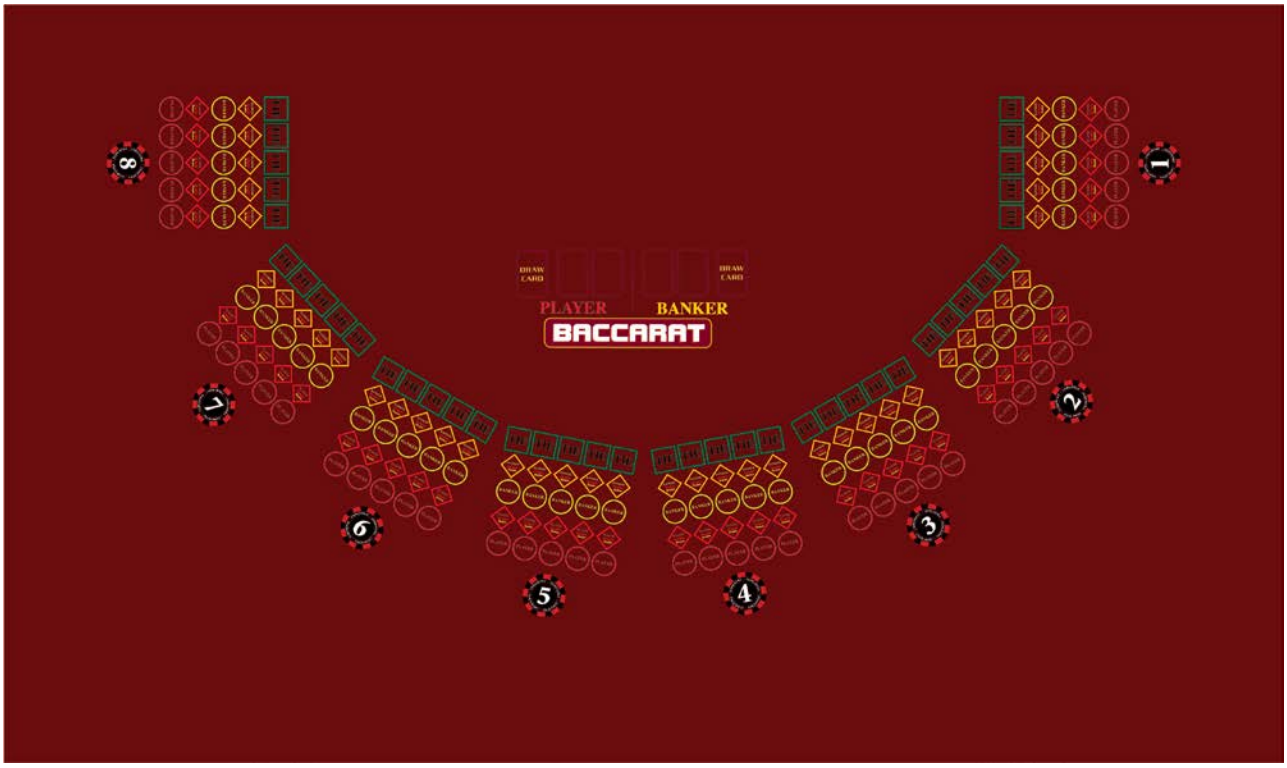
For **schedule option 1-12**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, prior to cards being dealt or any round of play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

Schedule Option	Table Limit	Total Table Action	Player-dealer Collection Fee	Player Collection Fee
1	$5 - $500	$5 - $100	$0.50	$0.00
		$101 - $200	$1.00	
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 +	$5.00	
2	$5 - $750	$5 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $5000	$3.00	
		$501 - $1000	$4.00	
		$1001 +	$7.00	
3	$5 - $1000	$5 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $5000	$3.00	
		$501 - $1,000	$5.00	
		$1001 +	$10.00	
4	$5 - $2000	$5 - $200	$1.00	$0.00
		$201 - $400	$2.00	
		$401 - $600	$5.00	
		$601 - $1,000	$8.00	
		$1001 +	$12.00	

Commission-Free Baccarat Dragon Bonus

5	$10 - $1000	$10 - $100	$0.50	$0.00
		$101 - $200	$1.00	
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 +	$7.00	
6	$10 - $1500	$10 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1000	$4.00	
		$1001 +	$7.00	
7	$10 - $2000	$10 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1000	$5.00	
		$1001 +	$10.00	
8	$10 - $2500	$10 - $200	$1.00	$0.00
		$201 - $400	$2.00	
		$401 - $600	$5.00	
		$601 - $1,000	$8.00	
		$1001 +	$12.00	
9	$25 - $1000	$25 - $100	$0.50	$0.00
		$101 - $200	$1.00	
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 +	$7.00	
10	$25 - $1500	$25 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1000	$4.00	
		$1001 +	$7.00	

Commission-Free Baccarat Dragon Bonus

11	$25 - $2000	$25 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1000	$5.00	
		$1001 +	$10.00	
12	$25 - $2500	$25 - $200	$1.00	$0.00
		$201 - $400	$2.00	
		$401 - $600	$5.00	
		$601 - $1,000	$8.00	
		$1001 +	$12.00	

ACTUAL TABLE LAYOUT WILL NOT HAVE CIRCLES FOR BACKLINE BETTING