21st Century Blackjack Rules

A. Casino Management.

1. Hustler Casino management reserves the right to make decisions in the best interests of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may vary the decision.
2. Hustler Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player plays against, or makes a wager against, the Hustler Casino.
3. By taking a seat in a game at the Hustler Casino, you agree that the decision of the management is final.
4. No decision on a hand may be rendered by a floorperson once the next hand has begun.

B. General.

1. The standard Blackjack shoe is composed of 8 regular decks of cards with 1 Joker per deck. In the case of Automatic Shuffling Devices, the number of decks may vary, but there will be one Joker per deck in all cases.
2. A 'Natural 22' beats all other hands. A Natural is:
   a) Two Jokers
   b) Two Aces
   c) One Ace and one Joker
3. Two Jokers pays 2 to 1 to the extent that money covers.
4. All cards have face value.
5. A Joker with any card is a Hard 21. Players may not draw any further.
6. Aces have a value of 1 or 11.
7. All face cards have a value of 10.
8. The value of each hand is the sum of its cards.
9. Players' hands are compared with the player/dealer's hand.

C. Objectives of The Game.

1. Players have two objectives:
   a) Form a hand whose sum does not exceed Natural 22 points.
   b) Form a hand whose value is greater than the player/dealer's hand.

D. Game Rules.

1. If a player's total is more than Natural 22 and the player/dealer's total is Natural 22 or less, the player/dealer wins.
2. If a player's total is Natural 22 or less and the player/dealer's total is more than Natural 22, the player wins.
3. If the player and the player/dealer's total is above Natural 22:
   a) Player/dealer is closer to Natural 22, player/dealer wins.
   b) If player is closer to Natural 22, it is a push.
   c) Player/dealer wins all ties over 22.
4. If the player and the player/dealer have totals below Natural 22, the hand closest to Natural 22 wins.
5. If the player and the player/dealer both have a Natural 22 it is a push.
6. If the player/dealer's up card is a Joker there is now draw.

E. Betting Rules.

1. Each player who places a wager must pay a separate collection. Players are not allowed to add money to the bets of other players.
2. Each table has a posted sign indicating the minimum and maximum bets and the appropriate collections.
3. Each 'seat' has six 'spots' for the placement of wagers. Up to 6 wagers can be made at each seat, and one collection paid for each bet.
4. All cash must be exchanged for chips. Cash wagers do not play.
5. Bets over the posted maximum limit do not play. The overage amount will be returned to the player.
6. Except in the case of double-downs or splits, players may not add or remove wagers prior to the completion of the hand.
7. Players may bet on the hands of other players (back-line betting) providing betting spots are open. A seated player cannot refuse a back-line bet.

F. The Deal.

1. Cards are dealt from left to right starting at the first seat with a valid wager and proceeding in a clockwise direction.

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2. The player/dealer receives one card face-up and each seat with a valid wager receives two cards face-up.
3. When the player/dealer's first card (face-up) is a Joker there is no draw.

G. Player Options – Decision.

1. The seated player will make final decision in playing of hand. If playing on empty seat, first wager will make decision.

H. Player Options – Stand.

1. Players who want to stand must signal their intentions to the dealer with a hand signal. The accepted signal to stand is a wave of the hand above the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. *If the player makes no response to the dealer's prompt*, and the player's total is 12 or more, the dealer can assume the player wishes to stand.
   a) When the dealer points to a player's hand, and pauses, it will be assumed that the player has been given an opportunity to act, or at least to signify his intentions.
   b) If the dealer then moves on to the next active hand, and action takes place, it is assumed that the previous player has accepted the action and has no more valid options.
3. Players must stand with any hand that contains a Joker.
4. Players have no more options on any hand that totals 22 or more.

I. Player Options – Hit.

1. Players who want to 'hit' a hand may do so by signaling to the dealer with a scratch on the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. *If the player's total is less than 11 and no signal is given, or the player does not respond to the dealer prompt*, the dealer may automatically hit the hand.
3. Players may not double or split after taking a hit card, nor may they surrender any hand containing more than two cards.
4. Players may draw multiple hit cards.

J. Player Options – Double-Down.

1. Players may double their wagers on any two cards not containing a Joker.
2. The player who has paid a collection and has most money in action will make the decision of doubling. Other players with wagers in the same seat can double their wagers or allow the hand to be played as 'double for less,' but they cannot take more hit cards. Only one card will be dealt on a double-down bet.
3. No additional collection is charged on double-up wagers.
4. Players signal their intentions by placing a second wager behind the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a double.
5. The dealer will announce 'Double-down,' and will deal one card placed face-up and at a horizontal position.
6. Players may double-down for less money than the original wager, but may not double-down for more money than the original wager.

K. Player Options – Splitting.

1. Players may split any two cards of equal rank other than Joker-Joker or Joker-Ace.
2. The player who has paid a collection and has most money in action will make the decision to split. If another player in the same hand does not want to split, his/her hand will be played as the first split hand. The player who did not split the first time will lose all options on the second split hand.
3. No additional collection is charged on split wagers.
4. Players signal their intentions by placing a second wager of equal amount beside the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a split.

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5. Players may split hands to a maximum of three playable hands. In other words, they may split twice only.
6. Players may double-down on any split hands.
7. Players may surrender a split hand that contains no more than two cards.
8. In the case of splitting Aces, the player will receive *one card only* on each hand, dealt horizontally. After splitting aces surrender is not a valid option.

L. Player Options – Surrender.

1. Players may surrender any two-card hand and the dealer will return half the original wager.
2. Cards will remain face-up on the table until completion of the deal, with the surrendered amount of chips placed on top of the cards.
3. The signal for surrender is for the player to draw a line on the table or to push the bet forward with a slight push. A verbal announcement of surrender will be followed by the dealer's confirmation.
4. As mentioned previously, the player may surrender any two-card hand. It is therefore possible for a player to split a hand and surrender one or both hands after taking the first hit. *(Split Aces are not eligible for surrender.)*
5. If more than one player is betting a seat, one of the players may surrender while the other player continues to play out the hand.

M. Player/Dealer Options.

1. The player/dealer has no options. Hands of Soft 17 or less must be hit, and any totals of Hard 17 or greater will stand.
2. The player/dealer cannot add or remove chips from the bank after the first card is dealt, but may add or remove chips from the bank between dealing rounds.
3. If the player/dealer's first card is a Joker the hand is over and there are no draws.
4. If the player/dealer's hand is a natural all double-downs and splits have no action. Surrenders will play 'as is' and players will have already received half their original wagers.

N. Action Button.

1. The player/dealer's second card (hole card) will determine the beginning of the action and the placement of the action button, according to the following chart:

Player/Dealer's Hole Card	Relative Position of Action Button
Ace or 8	1st Position from Bank
2 or 9	2nd Position from Bank
3 or 10	3rd Position from Bank
4 or Jack	4th Position from Bank
5 or Queen	5th Position from Bank
6 or King	6th Position from Bank
7 or Joker	7th Position from Bank

O. Player/Dealer Rules.

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals.
2. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
3. The player/dealer does not have to cover all bets. In the event that money does not cover, the action button will be used to determine which bets will be paid.
4. A seated player does not have to bet the hand before acting as player/dealer.
5. Only a seated player may act as player/dealer.
6. No player may act as player/dealer on an empty seat.
7. The player/dealer may not play any other hand during his deal.

P. Kum-Kum Banks.

1. Players may pool their resources in order to act as player/dealer. Two or more players may pool to form a kum-kum bank.
2. The Hustler Casino takes no responsibility in settling disputes between players involved in a kum-kum bank.

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Q. Errors – Single Cards.

1. A card dealt off the table is live.
2. A boxed card is treated as a piece of paper.
3. When cards are dealt to a position with no wager, those cards are dead and are treated as pieces of paper.

R. Errors – Misdeals.

1. One position with a wager received only one card after the initial deal.
2. One position received three cards.
3. One position received no cards.
4. Two boxed cards appeared in one round.

S. Errors – Initial Deal.

1. If a player does not receive the first card, the cards will be backed up providing no other player has already received a second card.
2. If a card is dealt to a position with no wager, the cards will be moved forward if no player has already received a second card.

T. Errors – The Draw.

1. If a card is exposed before the player has acted, the exposed card plus 3 additional cards will be burned and placed in the discard rack. No exposed cards can be moved forward or backwards in any circumstances.
2. If a player is passed and not given an opportunity to act in turn, that player will have a chance to complete his draw last, providing the player/dealer has not already acted.
3. If a player is passed *after the dealer has pointed or prompted,* the hand will play out as a 'standing' hand.
4. If the draw is started in the wrong seat, and one card only is exposed, that card and three additional cards will be burned and action returned to the correct seat.
5. If the draw is started in the wrong seat, and more than one card has been exposed, the draw will continue around the table in order. The passed player will have an opportunity to act on his hand before the player/dealer receives cards.
6. If a player coerces the dealer to expose a card from the shoe, the player must accept the exposed card.
7. If cards run out prior to the completion of all hands, the entire round is declared a misdeal and players receive free collections. The entire shoe is to be reshuffled prior to the next round.

U. Supervisor Decisions.

1. The act of backing up cards can only be done by a supervisor.
2. Management reserves the right to make decisions which are in the best interest of the game, and under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI GOW POKER

Description

Management has the final word on who may play and the manner in which play is conducted. Discourteous behavior or abusive language will not be tolerated.

Management is not responsible for the conduct of any player, but will retain the right to refuse the use of the facility to any player.

The HUSTLER CASINO is not responsible for chips or cash left on the table.

Pai GOW poker is a simple game to play. It is played with a 53-card deck, which includes the joker. The joker can be used as an ace or as any card that completes a straight or flush.

The house dealer deals the cards into seven hands of seven cards. Six of the hands go to players and one hand goes to the player/dealer. The player/dealer shakes the dice cup, which contains three dice, and the total on the dice determines who receives the first set of cards and where the action begins. The player/dealer position is always 1, 8, and 15. Out of the seven cards each player receives, the player creates a two-card hand (sometimes called the front hand) and a five-card hand (sometimes called the back hand). The two-card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both higher than the two hands made by the player/dealer. Pal GOW poker uses the same ranking of hands as in other high poker games.

All bets are against the player/dealer. The player wins if both of his or her hands rank higher than those of the player/dealer. A tie (push)-occurs if one hand is higher and the other is lower; no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand wins the player/dealer pushes in all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand loses.

The designated dealer button rotates, and any player may take a turn being the player/dealer for two consecutive hands.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. You may not show your hand to or discuss your hand with, any other player at any time while the game-is in play.

3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the player/dealer as number 1 and proceeding clockwise. The player/dealer position is always 1, 8, and 15, no matter how many players are seated. Examples: If the dice points total 9, the player immediately to the left of the player/dealer receives the first hand. If the dice points total 15, the player/dealer receives the first hand.

4. The point total of the dice also determines the position of the action button, except when the player/dealer position is indicated; in those cases, the first player to the left (clockwise) of the player/dealer receives the action button.

5. The player/dealer's hand will not be opened until all other hands have been set. In the case in which the player/dealer's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.

6. A misdeal will be declared if:

   A. The joker or an ace is boxed or exposed.

   B. Two or more cards are boxed or exposed on the deal.

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

8. The joker may be used as an ace or to complete a straight or flush.

9. You are responsible for the final setting of your hands. The house dealer may assist in setting your hand or otherwise offer advice upon your request, but cannot be held responsible for the final decision.

10. Statements regarding the value of your hand are not binding. The cards read for themselves.

11. If you set your hands in such a way that the two-card hand ranks higher than the five-card hand, your hand is fouled and the wager is forfeited to the extent that money covers.

12. If you put three cards in one hand and four in the other, or one card in one hand and six in the other, your hand is fouled and the wager is forfeited to the extent that money covers.

13. The house dealer may set more than one player's hand on any one deal according to the logical way.

14. You may look at only one hand, regardless of the number of hands on which you have wagered. You can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which you have wagered.

15. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the house dealer.

16. High Limit Room and Main Floor:

    A. Only the player/dealer can request a deck change. A player may request a deck change only if the player/dealer agrees

    B. Once the shuffle has begun, it is too late to ask for a change equipment, i.e. Deck, Dice Cup, or Setup.

17. A hand that is misread by the house will play at true value if it can be retrieved intact.

18. When the player/dealer asks the house dealer to help set the hand, the house dealer cannot allow the player/dealer to set the hand fouled. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "logical way" and play will continue. A player/dealer's hand can never be set fouled.

19. If the player/dealer hand is open a players with a wager loses (or thinks he/she loses), and pushes his wager on top of his/her cards (technically surrendering). 'If the player pushes the money on top of his cards, and that hand wins or pushes (or loses), Dealer should immediately call the floorperson - Floorperson will warn the player that any future occurrence will result in that hand losing automatically. If there are BACKLINE bets on that hand these players (who are innocent of any wrong doing) will be allowed to play the hand as is (win, lose, or push).

20. Main Floor: Player/dealer may not ask for and receive an additional shuffle whenever he/she wants one. The dealer is to shuffle the card according to HUSTLER CASINO procedure only.
    High Limit Room. Player/dealer may ask for and receive an additional shuffle.
    High Limit Room. It is required that a seated player bet 6(six) times per round.

21. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

SUPER PAN 9

Description

Super Pan 9 is a fast-paced game that resembles baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7s, 8s, 9s, and 10s. The house dealer deals three cards to each player, including the player/dealer. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand beat the player/dealer's hand.

In Super Pan 9, all picture cards have a value of zero. The value of the hand is the value of the "ones" column in the total of the hand. For example, a player receives 6, 4, 3 in the first three cards. This hand totals 13, but the hand has a value of three. The player draws a 5. The hand totals 18, but the value of the hand is now eight.

The player/dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against that of the player/dealer and which player is dealt too first. The total count of the dice determines which seat is the action spot. The player/dealer's position is always 1, 9, and 17, regardless of how many players are seated.

The draw begins clockwise from the player/dealer, which makes the player/dealer the last player to draw. All hands play against the player/dealer's hand to the extent that money covers.

SUPER PAN 9

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. You may not show your hand to, or discuss your hand, with any other player at any time during play.

3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The player/dealer's position is always 1, 9, and 17, no matter how many players are seated. Examples: If the dice points total 8, the player to the player/dealer's right will receive the first card and has first action.

   On the draw, the first player to the player/dealer's left is offered the option of one additional card. The option continues until the player/dealer has the option of drawing the last card.

4. You may look at only one hand, regardless of the number of hands on which you have wagered.

5. A misdeal will be declared if:

   a. It has been determined before the deal is complete that cards have gone to the wrong spot.

   b. The player/dealer has the wrong number of cards.

   c. A foreign card appears on the table.

6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player/dealer has acted on his or her hand and before the players hands are read. (An exposed card is defined as one that lands face up on the table.)

7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.

9. Statements regarding the value of your hand are not binding. The cards read for themselves.

10. Each player who wishes a fourth card must request a card in turn.

11. When the player/dealer's three-card hand totals 4 or less, the house dealer automatically draws a card for the player/dealer.

12. When the player/dealer's three-card hand totals 7, 8, or 9, the hand, automatically stands (plays as is).

13. When you request assistance on the play of a hand, the house dealer plays the hand according to HUSTLER CASINO Rules.

    a. Draw on 5 or less, and

    b. Stand on 6 or more.

    After the player/dealer's hand has been opened and set, the a hand that has been set in the "logical way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.

14. Once the player/dealer's hand is open, no one else may act on his or her hand.

15. After the announcement "All hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money covers.

16. If you miss your opportunity to draw, the house dealer will back up the draw cards in order for you to receive the proper draw card, as long as the player/dealer's hand has not been opened. If you change to a hit from a no hit or vice versa, your hand will be played the logical way with the exception of 5 or 6, which will be played in the original position it was set.

17. If the player/dealer has not drawn a card, the house dealer must determine that the player/dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.

18. A misdeal will not be declared after the draw has commenced, except when the player/dealer's hand does not have three cards.

19. If a card has been removed from the shoe at the request of an active player, it must play.

20. If a card has been removed from the shoe because of dealer error, the card will be placed directly under the shoe, and will be the next card in play.

20. A boxed card out of the shoe never plays.

21. All players are responsible for protecting their own hands. If you foul your hand through your carelessness with other cards, your wager is forfeited to the extent that money covers.

23. If you have an incorrect number of cards, you have a fouled hand. It is your responsibility to notify the house dealer of a problem before the draw commences.

24. A player/dealer partnership may consist of no more than three active players at the same

time.

25. Your hand must remain in view of the dealer at all times, or you risk a fouled hand and forfeiture of your wager.

26. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

PAI GOW TILES

Description

The game of PAI GOW comes to the United States from Asia. The game's playing pieces are dominoes, commonly known as tiles. Each Player receives four tiles and makes two hands of two tiles each, a high hand and a secondhand. The house dealer shuffles the tiles and the player/dealer shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as circle) at the table. The player/dealer's hand is pushed toward the player's spot who is acting as the player/dealer. The hand is then "capped" and brought back in by the house dealer for safe keeping until all the players hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the player/dealer. The player wins if both his or her hands rank higher than those of the player/dealer. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand wins. The player/dealer pushes all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand loses.

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW TILES

Rules

1. All action proceeds in a counterclockwise direction starting with the action button.

2. All tiles (dominoes) must be kept on the table. You may not show your tiles to, or discuss your tiles with, any other player at any time while the game is in play.

3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.

4. All bets must be placed before the dice cup is opened.

5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the player/dealer being number I and proceeds counterclockwise The player/dealer's position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player' immediately to the left of the player/dealer receives the first four tiles. If the dice points total 17, the player/dealer receives the first four tiles.

6. The point total of the dice also determines the position of the action button. An exception is when the player/dealer position is indicated. In this case, the player/dealer will receive the first four tiles, but the first player to the right (counterclockwise) of the player/dealer receives the action button.

7. The house dealer deals four tiles to every spot, regardless of whether a bet has been made at each spot. The house-dealer returns the tiles from all empty spots to an area in front of the house-dealer's tray.

8. You receive four tiles and set-them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of your bet. You may, if you wish, leave all four tiles in one stack, in which case the house dealer sets them in "logical" way.

9. The player/dealer's tiles must be covered by a button until all the player's hands have been set. At that point, the player/dealer sets his or her hand.

8. When the player/dealer's hand is set, the house dealer opens each players' hand, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.

9. If a player loses, the house dealer brings the losing-bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles.)

10. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet the on spot.

11. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

13-CARD
CHINESE POKER

Description

The game of 13-card combines elements of PAI GOW poker and poker. Many variations of this game are played around the world, and its origin is claimed by many countries.

13-card uses a standard 52-card deck. The game uses no jokers or wild cards. The game is played with two, three, or four players, each one taking turns at dealing or being in the dealer position. Each player is dealt 13 cards, which the player arranges into three separate poker hands: one three-card hand in front and two five-card hands. Each hand must rank higher than the hand before it. Of the three hands, the back five-card hand must be the best hand.

Example:	3-card hand: 6– 6– A	Front
	5-card hand: 10– 10– 10– 3– 4	Middle
	5-card hand: 5- 6- 7- 8- 9	Back

The goal of the game is for-all three, of the player's hands to rank higher than the opponent's hands. -13:card uses the same ranking-of-hands as in other high poker games.

Each player's set of hands competes separately and one at a time against each other player's set of hands. One unit is wagered on each of the three poker hands. In each matchup, the front three-card hand is compared to the front three-card hand of the opponent, the middle five-card hand is compared to the middle five-card hand of the opponent, and the back five-card hand is compared to the back five-card hand of the opponent. Each winning hand receives one unit from the other player. Thus, in each set of three matchups, four possibilities exist (discounting ties):

a. The challenger wins all three matchups, winning three units.

b. The challenger wins two matchups and loses one, for a net win of one unit.

c. The challenger wins one matchup and loses two, for a net loss of one unit.

d. The challenger looses all three matchups, losing three units.

Ties in any matchup result in no win or loss of units.

In this context, a unit is the betting limit for the particular game in which you are playing.

In addition, when certain hard-to-achieve hands are made, they reverse a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back:	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

13-CARD
CHINESE POKER

Rules

These are the ranking of hands in descending order of strength:

Royal flush

Straight flush

Four of a kind

Full house Flush

Straight

Three of-a kind

Two pair

One pair

No pair

The betting structure is a fixed limit. One unit is wagered on each of the three poker hands, with this exception: When certain hard-to-achieve hands are made, they may receive a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

In this context, a unit is the betting limit for the particular game in which you are playing.

The game is played for table stakes.

A buy-in is equivalent to 25 times, the limit condition.

No short buy-ins are allowed; however, at anytime you may add to your stack between hands.

Playing behind is not allowed except in a cash exchange for chips.

To receive a hand, you must have at least three betting units for the particular game in which you are playing.

Action starts with-the player to the right of the dealer button and proceeds around the table counterclockwise, with each player competing separately and one at a time against each other player.

The following situations result in a fouled hand:

a. The middle poker hand is not ranked higher than the three-card hand.

b. The back hand is not ranked higher than the middle hand.

c. Any hand has the wrong number of cards.

HUSTLER CASINO BLACKJACK

Introduction:

Hustler Casino Blackjack is a game in which the object of the game is to get a hand closer to NATURAL than an opponent's hand without going over. This game still offers the opportunity to push if both you and your opponent's hands exceed 21 points.

Hustler Casino offers the opportunity to be a Player or the Player/dealer on any given hand.

Hustler Casino offers a variety of choices in which a Player has the opportunity to increase a wager by doubling down and splitting pairs yet allowing a Player to decrease a wager by surrendering a hand.

Hustler Casino is played with a 6 Deck shoe containing 1 Jokers per deck.

Card Ranking Chart:

(A)

ACE	=	1 or 11
JOKER	=	Wild
FACE CARDS	=	10
OTHERS	=	FACE VALUE

(B)

1ST	-	Two Jokers
2nd	-	21 (Total of any number of cards)
3rd	-	20 (Total of any number of cards)
4th	-	19 (Total of any number of cards)
5th	-	18 (Total of any number of cards)
6th	-	17 (Total of any number of cards)
7th	-	16 (Total of any number of cards)
8th	-	15 (Total of any number of cards)
9th	-	14 (Total of any number of cards)
10th	-	13 (Total of any number of cards)
11th	-	etc.
12th	-	etc.

(C) INSTRUCITONS:

1. A hand that is closer to NATURAL than an opponent's hand wins.
2. A hand that is under 21 wins if an opponent's hand that exceeds 21.
3. If both hands exceed 21 and the player/banker is closer to 21, the player/banker wins.
4. If both hands exceed 21 and the player is closer to 21, it is a push.
5. A Natural hand for the Player (Two Jokers) WILL BE PAID DOUBLE THE ORIGINAL BET to the extent that money covers.

(D) RULES:

1. The Player must hit a hand of 11 or less.
2. The Player has the option to hit a hand of 12 through 20.
3. A player may double down on any hand as long as it does not contain a Joker.
4. A player may double down for an equal or lesser amount of the original wager.
5. A player may split pairs for an equal amount of the original wager.
6. A player may surrender half of the original wager on the first two cards only.
7. The player/dealer must hit soft 17 and less.
8. The player/dealer must stand on hard 17 and more.
9. Players may not bet on top another player's wager.
10. If a seated player accepts a backline wager(s), the player with the most money in action makes the final decision on the play of the hand.
11. All cards must stay on the table including the checking of the player/dealer's hand.
12. Players may not touch cards at any time.
13. Collections are taken before cards are dealt.
14. All cash must be changed to chips before the cards are dealt.

<u>Player/Dealer</u>- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an

intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

21st CENTURY BACCARAT

Baccarat is played with a shoe that contains eight standard 52 card decks plus eight Jokers. A Joker may have any numerical value from "0" to "9". The total number of cards in a shoe is 424.

HOW TO PLAY

1. All cards have their face value with the exception of the Joker that can be played as a wild card.

2. Face cards have the value of"0".

3. Value of each hand is determined by adding the numerical values of the cards of the hand.

4. The object of the game is to obtain a hand that the sum of its cards is "9" or closer to it.

5. Players will receive two cards starting with the action button.

6. Players have the option of drawing one card.

7. A hand that contains a Joker automatically has the value of"9".

8. A hand that contains two Jokers is a natural "9" and is better than all other non-natural "9's".

9. If the sum of cards in a hand is more than "10", the value of that hand is the sum of the hand minus multiple of "10, for example: 10+3+8=1.

10. Players must position their hands in the proper "HIT" or "Stand" box in order to receive or not receive a draw card.

11. Each player has the option to be the player/dealer for two consecutive hands on any betting position.

12. The player/dealer must shake the dice to randomly pick a position for the start of the action.

13. Player/dealers holding a natural "9" will automatically win all hands to the extent that money covers with the exception of other natural "9's" held by players.

14. All players including the player/dealer must draw on "0"s, "1's", "2's", "3's", and "4's".

15. All players including the player/dealer must stand on "7's", "8's", and "9's.

16. All players have the option to HIT or STAND on "5's" but must STAND on "6's".

17. Player/dealer has the option of HIT or STAND on "5's" and "6's".

18. Settlement of all hands start with the action button.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.

20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.

21. All pay-offs start with the action button.

22. All pay-offs extend to the amount that the player/dealer's wager covers.

23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.

2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).

3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.

4. In case of inadvertent misplay of a "House Way' hand, the draw cards will be readjusted to their correct playing position.

5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.

6. A misdeal is declared when:

    a) The deal is out of position and two or more hands are looked at.
    b) The deal is out of position and the player/dealer's hand is looked at.
    c) Two or more players receive incorrect number of cards and the cards are not retrievable.
    d) The player/dealer doesn't have correct number of cards.

7. A misdeal is not declared when the pay off is commenced.

8. Seated players may not prohibit anyone from backline wagering.

9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so

the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.

2. Players must wager at least the minimum bet of the table limit.

3. All cash must be changed to chips.

4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.

5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.

6. All cards must stay on the plane of the table.

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

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

9. The floor personnel's decision is absolutely final.

10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use exactly two of the four holecards in your hand and three cards on the board to make a valid hand.

2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.

3. All the rules governing "kill pots" are listed in the section on kill pots.

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

Rules of Omaha High-Low Split (8-or-Better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).

2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.

3. If there is no low hand, the high hand wins the entire pot.

4. You can use one combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.

5. All other Hold'em rules apply.

PINEAPPLE

Rules for Pineapple

Pineapple is similar to Hold'em, except each player is dealt three downcards instead of two, and one of the three downcards must be discarded after the initial round of betting but before the first three community cards (the Flop) are turned up. If a player fails to discard a card before the Flop, then that player's hand is dead. All other Hold'em rules apply.

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an -open pair on the fourth card, any player has the option of making the smaller or larger bet.

Rules of Seven-card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

2. The player with the forced bet has the option of opening for a full bet.

3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in $15-$30 stud, the low card opens for $5. The next player to act brings the bet to $15 (completion of the bet). Three raises are then allowed.

4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example, in a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $1 0. If you bet $5, any succeeding player has the option to call $5, raise **$5,** or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of 10- 20 and higher, dealers do not announce possible straights or flushes.

6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.

7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

8. If you fold a hand after making a forced bet or fold when there is no wager, your seat will continue to receive cards until a bet is made.

9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, the maximum bet, or fold the hand.

10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper lowcard, if at all possible. The true lowcard must bet, and the improperly designated lowcard may take back the incorrectly forced wager.

11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.

12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and plays resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.

15. You must have seven cards to win at the showdown.

16. A card dealt off the table must play and it is treated as an exposed card.

17. If the dealer turns the last card faceup to any player, the following rules apply:

A. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.

B. If there are only two players and the first player's downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

RAZZ

The lowest hand wins the pot. The format is similar to seven-card stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is *5-4-3-2-A* (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is *5-4-3-2-A.*

2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

4. Dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.

5. All seven-card stud rules apply in razz except as otherwise noted.

SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven card stud high-low split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not effect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.

2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.

5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6. *Splitting of pots is only determined by the cards and not by agreement among players.*

7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

9. All rules for seven-card stud apply to seven-card stud high-low split (8-orbetter) except as otherwise noted.

LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hand with new cards. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of lowball are ace-to-five lowball (also known as California lowball), and deuce-to-seven lowball (also known as Kansas City lowball). In ace-to-five lowball, the best hand is *5-4-3-2-A* and in deuce-to-seven lowball, the best hand is *7-5-4-3-2,* not of the same suit. For a further description of the forms of lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "Kill Pots" are listed in the kill pots section.

1. *Cards Speak* Cards read for themselves. However, a *verbal declaration concerning a player's hand is binding.* Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multihanded pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*

2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. If two or more hands remain intact, the best hand wins the pot.

3. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.

4. The joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:

   A. To wait for the big blind.
   B. To kill the pot (double the limit for that hand by posting double the amount of the blind).

6. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.

7. In single-blind games, half a blind or more constitutes a full blind.

8. In single or multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position in relationship to the blinds entitles you to a hand.

9. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed, This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

10. Any player may draw up to five consecutive cards.

11. Five cards constitute a playing hand; more or less than five cards after the draw constitutes a fouled hand. Before the draw, if you have less than five cards in your hand, you may receive additional cards, providing no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

12. You may change the number of cards you wish to draw, providing:

A. No cards have been dealt off the deck in response to your request (including the burn card).
B. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

14. In limit play, a bet and six raises is allowed in all multi-handed pots.

15. In limit play, check-and-raise is not permitted.

16. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a $30-$60 limit game where, the blinds are $10, $20, and $30, you may open for $30 or $60 before the draw.

17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

19. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

KILL POTS

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

2. In lowball the betting limits before and after the draw is doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).

3. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also, kill the next pot.

4. The kill button is neutral (belonging to no player) if:

   A. It is the first hand of a new game.

   B. The winner of the previous pot has quit the game.

   C. The previous pot was split and neither player had the kill button.

5. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.

6. When a player wins both the high and the low pot in a split-pot game ("scooper"), the next hand will be killed *only* if the pot is at least five times the size of the upper limit of the game.

7. In lowball, a player may look at two cards and randomly kill the pot. The pot may no longer be killed if any player in the game has received a third card. If you kill the pot in a voluntary kill situation, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.

8. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot (as described in rule No. 2 or in rule No. 6) with the kill button faceup, you must complete the bet or forfeit any bet.

9. Only one kill is allowed per hand. In lowball, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, providing no one objects.

10. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.

11. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.

12. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

DRAW POKER (JACKS-OR-BETTER)

All five-card jacks-or-better draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all draw poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multihanded pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces are the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.

2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.

3. Any player who has legally declared the pot opened must prove openers in order to win the pot.

4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.

5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.

6. An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.

7. Any player may request the opener to retain the opening hand and show it after the winner of the pot has been determined.

8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.

9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).

10. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back.

11. The joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.

13. Any player may draw up to five consecutive cards.

14 Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, providing no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand on the draw.

15. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

16.You may change the number of cards you wish to draw, providing:

a. No cards have been dealt off the deck in response to your request.

b. No player has acted in any way on his or her hand based on the number of cards you have requested.

17. Cards that are exposed faceup by the dealer before the draw must be kept.

18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.

19. Check-and-raise is permitted.

20. A maximum of a bet and six raises is permitted.

21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

23. Even if you are all in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you should buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.

24. You have the right to pay the ante (whether single or multiple.) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips and money on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips and money.

MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first tow cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Rules for Mexican Poker

1. The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes, and Straights.

2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.

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

4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.

5. The following hands are considered the same as a straight due to the removal of 8's, 9's, and 10's from the deck:

   "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. Because cards on 3rd, 4th, or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

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

9. A card will be burned on each round, following the second round.

10. Check and raise is permitted.

11. All raises must be at least equal to the size of the last bet.

12. Cards speak – hold your hand until you are sure of what your opponent has.

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

14. No string bets or raises.

15. One short buy is allowed for every full buy-in.

16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.

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

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

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

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

21. All Hustler Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

CARIBBEAN STUD POKER

GLOSSARY

ANTE.....	The mandatory wager that players make to get their five cards.
BET.....	An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.
PLAYER/DEALER.	A player, collection of players or an organized player base that acts as the bank in the game.
SURRENDER...	Forfeiting the original Ante, after players see their five cards.
TIE HANDS...	The hands that have the same valued cards in them, irrespective of their suits
PUSH.....	When two tie hands appear between a player and the player/banker.
QUALIFY.....	When the player/dealer has an (Ace / King) or higher in his/her hand.

HOW TO PLAY

In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore bluffing is always a viable options for the players. Collections and Jackpots are collected in advance.

BASIC CONCEPT AND STRUCTURE

1. A standard 52- card deck is used.
2. The game is played on a blackjack type table with up to eight players.
3. The object of the game is to make the highest possible poker hand.
4. High poker hand ranking is used to determine the comparative values of the hands. Royal flush is the highest rank and no pair is the lowest.
5. In front of each player's position two betting spots exist: ANTE and BET.
6. Two back-line betting is allowed in each position.
7. Players must place an ANTE prior to receiving their cards.
8. Each player will receive five cards.
9. No drawing or discarding will take place during the game.
10. Player/dealer receives four face-down cards and one face-up card.

11. The player/dealer's last card is used to determine the action position.
12. Players will examine their hands and decide whether to call or fold.
13. Player may fold and forfeit their entire ANTE.
14. Otherwise, they must call by placing a "BET" in the appropriate circle. Without exception, the BET must be double the ANTE.
15. All players must put their cards face down on the table.
16. The player/dealer hand must qualify to play. Ace / King is the only qualifying hand.
17. If the bank does not qualify, all players who called will be paid even money on their ANTE bets and their BETs are returned. The values of the hands are irrelevant.
18. If the player/dealer's hand qualifies, then players' hands must be compared with the dealer's hand.
19. Hands with higher values win and hands with equal values push.
20. The Third Proposition Players, as prescribed by law, are permitted to play and hold the player/dealer position.

LIMITS AND RATES

The rates and limits may be changed or altered under management's discretion with or without prior notice.

GAME LIMIT	COLLECTION FEES		BETTING LIMITS		JACKPOT FEES
	PLAYER	PLAYER/DEALER	ANTE	BET	
$5 to $50	$0.50	$1	$5 - $25	$10 - $50	$1
$10 to $100	$1	$2	$10 - $50	$20 - $100	$1
$50 to $300	$2	$3	$50 - $150	$100 - $300	$2

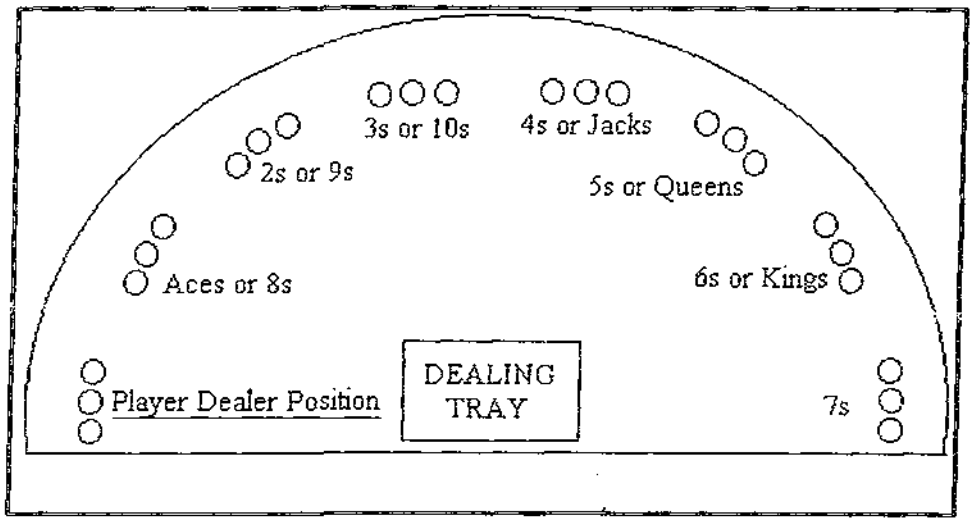
DEALING PROCEDURES

1. Deal eight piles of cards consisting of five cards per each pile.
2. The piles are formed in the Pai Gow Poker dealing style. Start from the left and move to the right by placing one card from the top of the deck for each pile.
3. After placing the eighth card, return to the first pile and continue the above procedure until completion.
4. While dealing, ask and inform the player to place their collections and Ante bets.
5. Return the stub to the discard holder.
6. Announce the last chance for betting and take collections from one side to the other.
7. Antes and collections are determined according to the table limit.
8. Post the appropriate collection and drop the jackpot fees.
9. The piles are dealt by giving the first pile to the first betting position, clockwise from the player/dealer.
10. After delivering all hands, turn open the top card of the bank's hand and protect the entire

hand with a dealer button.

11. At this time, players must act in turn by exercising one of the following options:
    a) Surrender by forfeiting their wagers (Ante); or
    b) Continue playing by placing an additional Bet wager. The Bet wager must be exactly double the amount of the Ante bet.
12. A player surrendering must leave his/her cards face down on the table; the dealer then places the Ante bet on top of the surrendered hand.
13. When a player calls, he/she must post another wager in the Bet circle and leave his/her cards face down on the table.
14. After all players acted, expose the remaining of the player/dealer's hand one card at a time.
15. Place the action button where the last card of the bank's hand indicates. The following figure indicates the action positions in respect to the player/banker's positions.

NOTE: The player/dealer's position is always "0"



16. Once the action is determined, drop any jackpot fees and arrange the player/dealer's cards in a descending order from left.
17. If the bank's hand contains an (Ace / Queen) or lower, the bank does not qualify; if the bank's hand contains an (Ace / King) and higher it qualifies for further play.
    A) When the bank does not qualify:
    - Announce: Bank does not qualify.
    - Starting from action button ignore the surrendered hands and proceed to the hands with Bets.
    - Return all of the called Bets to players and turn those players' hands open (do not compare).
    - In this situation, the contents of players' hands are irrelevant to the payoff.
    - When completed, return to the action hand and pay off according to the proper payoff procedures.
    - Collect the discards and prepare for the next hand.
    - Drop the collections.

    B) When the bank qualifies:

- Announce the value of the bank's hand.
- Beginning from the action button, proceed to those hands that have called Bets.
- Open the player's hand and compare with the player/dealer's hand.
- If the hand wins, leave it face up. If it looses, keep it face down and place the losing bets on top of it.
- When completed, return to the action spot and pay off according to the proper payoff procedures. Be sure to understand and make the proper odd pay offs.
- Collect the discards and prepare for the next hand.
- Drop the collections.

18. When a "Commercial Banking Player" is banking alone, it is sufficient to collect all of the losing wagers and payoff the winning bets.
19. All tie hands will push and no action will take place.
20. Bets are collected or paid to the extend that the player/dealers' wagers cover.
21. The order of the payoff is from the action button moving clockwise. In any given betting position the order is: Front bet (Ante Bet), and the back Bet (Call Bet).
22. Players not receiving action will not be issued a free collection button.
23. Without exceptions, all of the Antes are paid 1 to 1.
24. Under normal circumstances Call bets are paid 1 to 1, however, special hands have different pay out schedule. The following is the Bonus Schedule:

WINNING HAND	ODDS PAYOUT
1) Pair of Aces or less	1 to 1
2) Two pairs	2 to 1
3) Three of a kind	3 to 1
4) Straight	5 to 1
5) Flush	6 to 1
6) Full house	7 to 1
7) Four of a kind	8 to 1
8) Straight flush	9 to 1
9) Royal Flush	10 to 1

ELIGIBILITY FOR THE JACKPOT PRIZE

Only patrons participating in the first Player-Dealer position are eligible to win the Jackpot Prize. If there is more than one player with a wager in the first player-dealer position, the Jackpot Prize will be divided pro-rata based on the amounts of their respective wagers between the players. All players in the player position, who have made a wager and have paid the table fee for any betting circle, regardless the amount wagered, are eligible to win and share the Jackpot Prize. Eligible players in the player position will share the Jackpot Prize in equal shares regardless of the amount of their wagers.

- A minimum of four players is required to qualify for the jackpot game.
- Only the player in the first player/dealer position pays the Jackpot fees.
- When there is more than one player participating in the first Player-Dealer position, the player who has the most money in action will be responsible for posting the full Jackpot fee.

QUALIFYING HANDS

To increase or decrease the frequency (odds) of the Caribbean Stud Poker Jackpots Qualifying Hands, management reserves the right to adjust, the Qualifying Hands. The management will also give ample advance notice to all patrons of any changes to the Qualifying Hands.The Qualifying Hands for the three types Caribbean Stud Poker Jackpots are:

A) BAD BEAT JACKPOT:

- Any flush losing to another flush or higher hand.
- After the winning hands are confirmed, the losing player with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize.
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand

B) SUPER JACKPOT:

- A full house beaten by the higher full house or better.
- After the winning hands in a Super Jackpot are confirmed, the player who lost with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand.

C) ROYAL JACKPOT:

- A Straight or less beaten by a Royal Flush.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.

20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.

21. All pay-offs start with the action button.

22. All pay-offs extend to the amount that the player/dealer's wager covers.

23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.

2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).

3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.

4. In case of inadvertent misplay of a "House Way' hand, the draw cards will be readjusted to their correct playing position.

5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.

6. A misdeal is declared when:

    a) The deal is out of position and two or more hands are looked at.
    b) The deal is out of position and the player/dealer's hand is looked at.
    c) Two or more players receive incorrect number of cards and the cards are not retrievable.
    d) The player/dealer doesn't have correct number of cards.

7. A misdeal is not declared when the pay off is commenced.

8. Seated players may not prohibit anyone from backline wagering.

9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

   The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.

2. Players must wager at least the minimum bet of the table limit.

3. All cash must be changed to chips.

4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.

5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.

6. All cards must stay on the plane of the table.

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

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

9. The floor personnel's decision is absolutely final.

10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

11. Hustler Casino management reserves the right to make decisions which are in the best interest of the games. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

LA BLACKJACK

LA Blackjack uses a six deck shoe. Each deck has 52 cards and up to 4 "Jokers" depending on the game. Aces have a value of 1 or 11 while the "Jokers" count as 2 or 12. All cards are dealt face up except for the player/dealer's hole card. Each player is dealt two cards and may hit (Draw additional cards.) Cards are always dealt clockwise, starting from the first seat position. The player/dealer receives their cards last. Two aces on the first two cards, or a Joker and a card value of 10 is a "Natural".

The object of L.A. Blackjack is to beat the opposing player. (Player verses player/dealer). The closest total to 22 without going over is the best hand. If both hands are over 22, the lowest point total closest to 22 wins. If both player and player/dealer hands total the same, the hand is a push* (*With the exception of 18: If both player/dealer and player hands total 18, this is NOT a push, player/dealer wins).

- All cards have face value.
- Jokers count as 2 or 12.
- Aces have a value of 1 or 11.
- The value of each hand is the sum of its cards.
- All Player's hands are compared with the player/dealer's hand
- Cards are dealt face up except for the player/dealer's hole card.
- Players may not touch cards at any time.
- Player/dealer can win or lose up to the amount bet.
- Player/dealer wins ties on 18.
- The position of player/dealer rotates. Each position may act as player/dealer twice.
- Players may not act as player/dealer unless they have made a bet as a player during the last round.
- Player/dealer MUST hit soft 18 and lower.
- Player/dealer MUST STAND on hard 18 and higher.

L.A. BLACKJACK RULES

Player/dealer hole card was dealt to player opposing player/dealer:

This is ALWAYS a misdeal

Player/dealer was not dealt a hole card and draw began:

This is ALWAYS a misdeal.

One position with a wager received only one card:

If the draw has NOT begun it is a MISDEAL. If the draw has begun, the hand will be dead and money will be "Washed" deducted from the player/dealer.

Position received 3 cards:

Before the draw it is a misdeal IF the cards cannot be backed up or forwarded to the correct players without exposing the planer/dealer hole card.

After the draw the hand will be dead and money will be "Washed", deducted form the player/dealer.

Position with wager dealt no cards:

Before the draw, it will be a misdeal.

After the draw, dealer will deal to the existing hands and player who was dealt no cards will receive collection back.

Player/dealer's hole card is exposed:

The hand will play as dealt. It will NOT be a misdeal.

Draw starts in the wrong spot:

If only 1 card is exposed, then burn that card and 3 additional cards (Face down) and continue.

If 2 or more cards are dealt, it is too late and the draw will continue around the table.

A player who requests a hit is skipped:

If player/dealer hand has NOT been opened, the player will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has NOT been opened, the player/dealer will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has been opened and drawn a card, the money will be "Washed".

A player overhits a hand:

We will burn that card and three additional cards.

A card is inadvertently exposed without a proper hand signal:

We will burn that card and 3 additional cards. NEVER ADVANCE AN EXPOSED DRAW CARD.

Boxed cards:

A card found face up will not be used and will be placed in the discard rack. The card will be treated merely as a piece of paper and deal or draw will continue.

Advancing an exposed draw card:

****WE WILL NEVER ADVANCE AN EXPOSED DRAW CARD***

House way:

THERE IS NO "HOUSE WAY'
Since we do not have a house way, we cannot have a no action hand. If the player/dealer wants to lock up a seat in order to act as player/dealer, he cannot. If the player wants to lock up a seat in order to act as player/dealer, he cannot. The seated player will be permitted to act as player/dealer even if there has not been a wager in that spot on the previous hand.

Players options:

$10-100: 12 and lower – must hit
13 through 17 – optional
soft 18 – must hit
hard 18 and higher – MUST STAND
(Player has no option on soft 19 – must stand)

$2-10 12 and lower – must hit
13 through soft 19 – optional
hard 19 and above – MUST STAND

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing

players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

21st CENTURY BLACKJACK

SECOND CHANCES

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural ". This hand pays 2 to 1.)
- A "Natural " beats all other hands.
- A Joker is a "1 or 11"
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks. Minimum of 2 and maximum of 8 jokers must be used.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural ".
- Any two cards consists of any ace with any face card is also the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- An Ace has a value of either 1 or 11.
- Jokers are 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

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

2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 cards and to a maximum of eight decks totaling 424 cards.

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

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

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

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

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

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

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

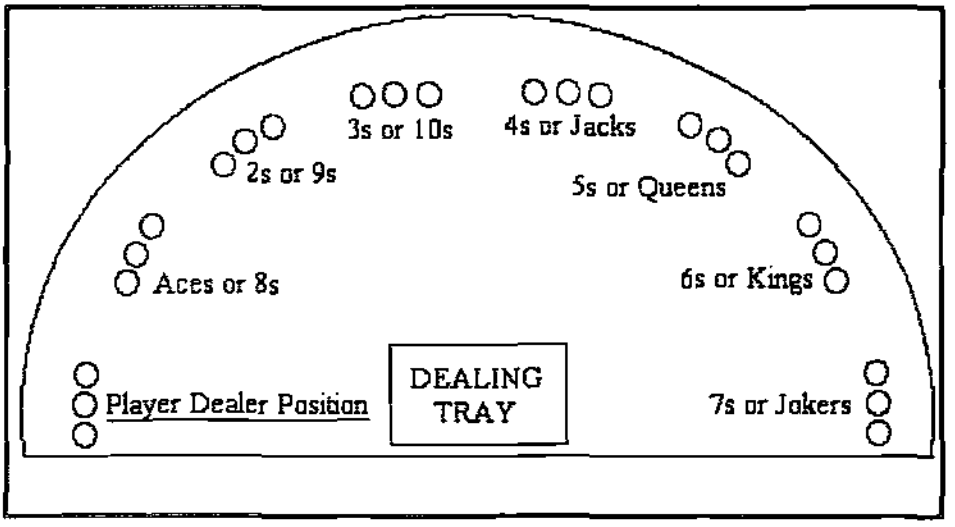
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

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

Natural		**16** **17** **18** **19** **20**

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the the house dealer will turn over player/Dealer hole card. This card will determine where the "action button" will be placed.

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

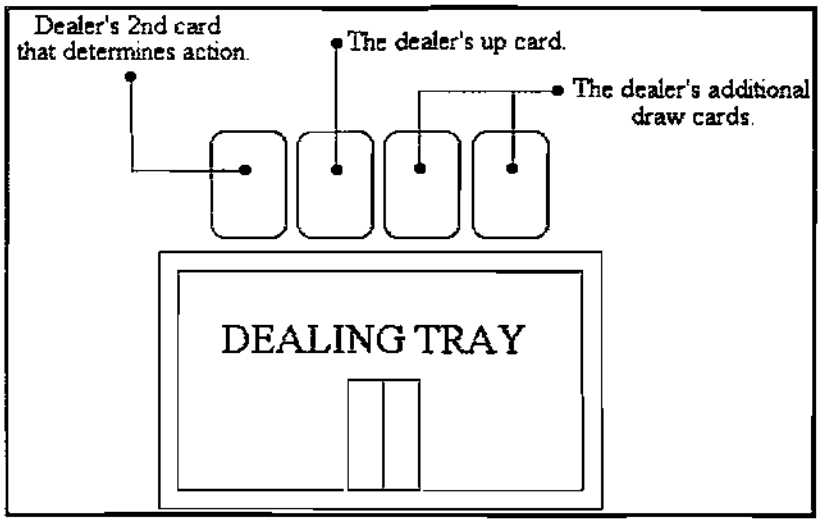


The payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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

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

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



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

Rules for Player/Dealer

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

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

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

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

GAME RULES

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

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

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

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

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

   1) If the Player/Dealer is closer to a "Natural ", the Player/Dealer wins the hand.

   2) If the player is closer to a "Natural " the player lose with the exception of if player hand totals twenty three or higher, the player will " push" with the player /dealer hand when the player /dealer has a 3-card with value of hard 22 thru 25.

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

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

10. Two cards 21(blackjack) beat all other hands. With the exception of two jokers (Natural)

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

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

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

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

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS INSURANCE

DOUBLE-DOWN-Players can double-down on any two cards at anytime with the exception of all Natural hand and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

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

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

Multiple splitting of cards is permitted.

SURANDER Players can surrender at anytime if they does not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

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

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

ODDS Player's Joker-Joker or "Natural " pays 2 to 1.
Any blackjack hands pays 6 to 5

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

INSURANCE

When the dealer has an Ace showing, players can take insurance by betting 1/2 of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.

LEGAL

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

21st Century Blackjack

Collection

Table Limits	Player/dealer	Player
$2- $20	25cents	25cents
$ 5-$ 50	50 cents	50 cents
$ 10-$100	$ 1	$ 1
$ 50-300	$ 2	$ 2

SECTION III – GAME INFORMATION/SPECIFICS

1. **Name of the controlled game.**

   FastDeal Poker - Texas Hold 'Em

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

   Please see attached literature.

3. **A detailed description of the rules of the controller game must be attached; to be included:**

   a. Standards of play

   This type of Poker is based on 5 card hands. These hands are ranked in order of the difficulty in achieving these specific combinations of cards.

   Cards from a standard playing deck are numbered 2-10, J, Q, K, A, from lowest to highest value. Each card also has one of four different "suits" -- hearts (h), clubs (c), spades (s), and diamonds (d).

   Specific combinations of these cards represent the Poker Hands, and are listed here in descending order of rank:

   Royal Flush – 10 through Ace, of the same suit
   Straight Flush – 5 Consecutive ranks, same suit
   Four of a Kind – Four cards of the same rank
   Full House - Three of the same rank accompanied by a pair
   Flush – Five cards of the same suit
   Straight – Five consecutive ranks
   Three of a kind - Three cards of the same rank
   Two Pair - Two Pair of cards with the same rank
   Pair- Single pair of cards with the same rank
   High card- Highest card in rank out of all hands shown

   Examples:

Royal Flush:	10s-Js-Qs-Ks-As
Straight Flush:	2h-3h-4h-5h-6h
Four of a Kind:	As-Ac-Ah-Ad-X
Full House:	As-Ac-Ah-10h-10c
Flush:	2c-5c-9c-Ac-Jc
Straight:	2s-3d-4h-5c-6s
Three of a kind:	9h-9s-9c-X-X
Two Pair:	AS-Ah-Jc-Jh-X
One Pair:	Kh-Ks-X-X-X

High Card: As-Kh-2c-Qs-3d

X = any card

Texas Hold'Em Rules

- The game usually involves a table of about 10 players. One player is arbitrarily labeled the "dealer" (or "button"). Play starts to the left of the "dealer", and continues in a clock-wise order.

- After each hand, the "dealer" designation moves one position to the left. So every player at the table has his fair share as "dealer". Note: in a casino, there is a designated dealer who physically deals the cards... but this naming convention remains to allow everyone to have a fair turn in the "dealer" position. The "dealer" position is advantageous because that player is the last to act during betting. Everyone else must either bet or fold before the "dealer" has to act.

- Each player is dealt two cards face down. These are the player's private cards and should not be shown to anyone else. Each player looks at their cards and a round of betting ensues. As always, play stars to the left of the dealer and each player can either "bet", "raise", or "fold" depending on how strong they feel their cards are.

- If a player "raises" by increasing the bet, then subsequent players must either match that raise ("call") or fold (put down their cards). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".

- The Flop

    - Once the initial round of betting has finished, then three cards are dealt from the deck face-up in the middle of the table. These three cards are known as "The Flop" and represent community cards shared by everyone at the table. At this point, each player has a 5 card hand composed of two private cards and the three community cards.

        Another round of betting/raising/folding ensues.

- The Turn
    - After everyone has bet on The Flop, a 4th community card is dealt -- called "The Turn". Another round of betting ensues.

        Another round of betting/raising/folding ensues

- The River
    - After betting, a final community card is dealt -- called "The River". A final round of betting ensues. And once this is complete, players reveal their two private cards.

- The player with the best possible hand out of their set of cards is the winner and wins the money from the pot. If at any point during the betting rounds described above, only one person remains betting, while all other people have folded, then that one person wins the pot by default.

Blinds:

One additional rule that helps keep the game moving is the concept of "Blinds". The two players to the left of the dealer are known as the small and big blinds, respectively. These two players must put money into the pot before they see their first two cards (hence the name "blind"). This is to make sure there is always someone who has contributed to the pot so that there is always someone playing in each hand.

The small blind has to bet 1/2 of the minimum bet at the table, while the big blind has to bet equal to the minimum bet.

b. Is a "Standard" 52-card deck or other type of card deck used?

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

c. Describe dealing procedures.

A FastDeal table dealing procedure is exactly the same as a live table; it just does everything in a computerized, electronic format. Each player is electronically dealt two cards face down to their private LCD screen. By touching the screen over the cards, the player can look at their personal (hole) cards and a round of betting ensues. As with a live game, the "deal" is rotated around the table. A small white "button" with the letter "D" on it will denote the current dealer.
Action before the "Flop" is started by the small and the big blinds just like live game. Play always starts to the left of the current "dealer" and each player can either "bet", "raise", or "fold" depending on how strong they feel their cards are.

If a player wishes to raise the wager on their hand being the best, they can raise their bet by using the chips on their LCD screen. Then subsequent players must either match that raise ("call") or fold (put down their cards, using the "fold" button). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".

The Flop

Once the initial round of betting has finished, then three cards are electronically dealt face up onto the LCD screen in the center of the table. These three cards are known as "The Flop" and represent the first three community cards shared by everyone at the table. At this point, each player has a 5 card hand composed of two private cards and the three community cards.

Another round of betting/raising/folding ensues via the touch sensitive LCD screens in front of each player.

The Turn

After everyone has bet on The Flop, a 4th community card is electronically dealt to the center screen– this card is called "The Turn". Another round of betting ensues.

The River

After betting, a fifth and final community card is dealt to the center LCD screen – it is often called "The River". A final round of betting ensues. And once this is complete, players reveal their two private cards.

The player with the best five card poker hand is deemed the winner of this round.

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

d. Number of players in the game.

The table can hold a maximum of ten players at one time.

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

The drop rules will vary from card room to card room, but many follow similar rules where the drop amount changes depending on the amount of players being dealt a hand, regardless if they fold pre-flop. The key is "being dealt a hand", which means seated but logged out does not count. The Fast Deal system allows full

flexibility for the card room to implement their particular drop rules for any limit game.

Below is an example of a typical drop on a 3-6 Limit Hold 'Em game

The drop will be as follows:

Active Players	Drop	Total	
1-3	$1.00	$1.00	
4-5	$2.00	$2.00	
6	$3.00	$3.00	
7-10	$4.00	$4.00	**Maximum**

The casinos will be able to set the drop rules indicating how much they will charge on a hand and what the maximum drop will be. The variations are as follows:

Charge if there is no flop?
How Many players to the flop?
Is the amount a set amount or a percentage?
What is the maximum amount that can be dropped?

Poker Automation will lease the tables to the card rooms for a preset amount per month and each card room will have the ability to set up their own drop rules.

f. Betting Limits

Betting limits will be set for the type of game being played. Again control of the betting limits will be determined by what game the house sets up on the table in question.

The two common betting limits can include, but are not limited to:

- No Limit Tables – No limit is placed on the amount a player can bet after the Big and Small Blinds bets are placed.
- Limit Table – A cap is placed on how much can be bet per each hand. A cap requires a bet and three raises Just as with a "live" Hold'Em table, the betting limits is set by the house.

g. Betting Scheme

1. Checking and raising is permitted in all games.
2. In limit poker, all games allow a maximum of a bet and three raises in pots involving three or more players who are not all in. In no-limit there is no maximum number of raises.
3. In heads-up play, there is no maximum number of raises. This applies any time the action becomes heads-up before the raises have been capped. Once the raising is capped, it cannot be uncapped on that round of betting.
4. In limit play, an all-in wager of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An ail-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.
5. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all in.
6. In all games that utilize multiple blinds, all players must meet the total amount of their blind obligations every round they play. The button always moves forward and the blinds adjust accordingly.

h. How the winners are determined and paid.

The winner is determined by whichever active player (hasn't folded) has the best five-card hand after the fifth community card has been dealt and the final round of betting has been completed, or by an individual being the only active player left (everyone else folds their hands).

Payments are transferred automatically to the winning individual's account, and the system keeps a running total of all losses or winnings for all players. When a player wishes to leave the table and "cash out" their winnings or remaining monies, they select "Leave the Table" on their private LCD screen. The player then returns to the Poker Automation Kiosk where they created their player account. The player will swipe their card and log in using their player account password. From the main screen they have the option of printing out a ticket they can take to the cashier's cage window to receive their winnings or remaining monies.

4. Describe a "round of play"

After a set amount of people sit down at a table (house discretion), the floor manager will "start" play on that table by activating it on his tablet PC. In most cases this will mean after ten people have sat down at a table. The casino / floor manager also have the ability to allow a game to start with two to nine people at a table.

All players will swipe their cards in the card slot at the top of their LCD. The screen will ask them to enter their account password, and log them into the terminal.

After everyone as logged in, game play can begin.

Each player is dealt two cards to their personal LCD. After reviewing their cards, a player can either bet or fold.

All players who decide to stay in must bet or check, as play describes at that moment.

Once the first round of betting is complete, the computer (the dealer) will deal the 3 face up, community cards, also known of as the "flop". The second round of betting / raising /folding will now ensue.

After the second round of betting is complete, the computer will deal the fourth community card face up, also known as the "turn". The third round of betting / raising /folding will now ensue.

After the third round of betting is complete, the computer will deal the fifth and last community card face up, also known as the "river". The final round of betting will now ensue. Upon the completion of the final round all players' private cards will be shown on the community screen (process is known as "showdown") and the pot will be awarded to the player with the best hand combination and ranking.

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

The FastDeal table resembles a standard green poker table, minus the area usually reserved for a dealer. There are ten, 12 inch (diagonal dimension) LCD screens with a slide-in / slide-out card reader at the top, one for each player, and a 40 inch LCD screen in the center of the table. Addendum II includes visual representations of the FastDeal table.

6. List other equipment used.

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

Glossary

ACTION: A fold, check, call, bet, raise, or showdown.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or a raise.

ALL IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest blind in a game.

BLIND: A required bet made before any cards are dealt.

BLIND BET or BLIND RAISE: A wager made prior to looking at any of your cards.

BLIND GAME: A game, which utilizes a blind.

BLUFF: To bet an inferior hand, attempting to eliminate all opponents.

BOARD: 1. The board on which a waiting list is kept for players wanting seats in specific games. 2. The five communal cards in Hold'em-format games.

BOARDCARDS: The community cards in the center of the table in Hold'em or Omaha. Also called board.

BOARDPERSON: A casino employee who puts names of players who are waiting for a game on the board.

BROKEN GAME: A game no longer in action.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round has been reached.

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

CHECK-AND-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

DROP: A fee charged for each hand dealt.

COMMUNITY CARDS: The cards dealt face up in the center of the table can be used by all players to form their best hand in the games of hold*em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit poker.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Often called *"the button."*

DECK: A collection of playing cards. In these games, the deck consists of:

1. 52 cards in seven-card stud, Hold'em, and Omaha.
2. 52 cards (including the joker) in ace-to-five lowball and draw poker.

DOWNCARDS: Cards that are dealt facedown in stud-format games.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The second upcard in seven-card stud or the first boardcard after the flop in Hold'em (also called the turn card).

FLUSH: A poker hand consisting of five cards of the same suit.

FORCED BET: A required wager to start the action on the first betting round.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: 1. Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. 2. A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

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

KILL OR KILL BLIND: 1. A blind doubled in amount in some lowball games required after you win two pots in a row. 2. An oversized blind increasing the stakes in some high-low split games required from a player who wins both the high and the low end of a pot of a prescribed size. 3. A voluntary blind doubled in amount used to increase the stakes in some lowball games.

KILL BUTTON: A button used in a lowball game to indicate a player who has won two pots in a row and is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game. (Some pots can be voluntarily killed.)

LEG UP: Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

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

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck *andcards* that players have discarded, gathered facedown in the center of the table by the dealer.

NO-LIMIT: A betting structure where players are allowed to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PAT HAND: A complete five-card hand (such as a straight, flush, or full house).

PICTURE CARD: A king, queen, or jack, also called a facecard or a paint.

PIP: The symbol used to represent the rank or suit of a card.

PLAYING THE BOARD: Using all five community cards for your hand in Hold'em.

POSITION: 1. The distance from the blinds or the button for any hand. 2. The order in which you act in a particular hand.

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

PUBLIC RELATIONS PLAYER: A casino employee who plays in games using his or her own money for the purpose of keeping a short-handed game from breaking up, or to start a new game. Also called prop or proposition player.

RAISE: To call a previous bet while making an additional bet simultaneously.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game.

SCOOPER: A player who wins both the high and the low portions of a pot in a split-pot game.

SET: Three of a kind, also called trips.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

STRAIGHT: Five consecutive ranks of any suit.

STRAIGHT FLUSH: Five consecutive ranks of the same suit.

STREET: Cards dealt on a particular round in stud-format games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

TABLE STAKES: 1. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand. 2. The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

TOURNAMENT: A competition for players to determine who is the best player.

TURN CARD: The fourth street card in Hold'em or Omaha.

TRIPS: Three of a kind, also called a set.

UPCARDS: Cards that are dealt face up for opponents to see in stud-format games.

WAGER: A bet or raise.

RULES FOR
TEXAS STUD POKER

NO LIMIT

(LIKE HOLD'EM, EXCEPT)

1st round:	three cards down	1st bet
2nd round:	first center card up	2nd bet
3rd round:	second center card up	3rd bet
4th round:	third center card up	4th bet
5th round:	fourth center card up	5th bet

LIMIT POKER

(LIKE HOLD'EM EXCEPT)

1st round:	three cards down	Small bet
2nd round:	first center card up	Small bet
3rd round:	second center card up	Big bet
4th round:	third center card up	Big bet
5th round:	fourth center card up	Big bet

Texas Stud Poker is dealt like Hold'em except as described above.

RULES

RULES FOR TEXAS STUD POKER ARE LIKE HOLD'EM, EXCEPT FOR THE FOLLOWING:

- 3 cards down for each player, to begin game
- 4 community cards are dealt instead of 5
- The 4 community cards are dealt one at a time
- There is no 3 card flop
- 5 betting rounds instead of 4:
- Texas Stud Button is used instead of a dealer button:
- Use 1, 2 or 3 down cards with 2,3 or 4 community cards instead of 0, 1 or 2 cards with 3, 4 or 5 community cards (to make the best 5 card poker hand)

THE SEQUENCE FOR PLAYING TEXAS STUD POKER IS:

1. Move the Texas Stud Poker button
2. Small blind / big blind
3. 3 cards dealt face down to each player
4. 1st BETTING ROUND (known as round one)
5. 1st community card dealt face up in center of table
6. 2nd BETTING ROUND (known as round two)
7. 2nd community card dealt face up in center of table
8. 3rd BETTING ROUND (known as round three)
9. 3rd community card dealt face up in center of table
10. 4th BETTING ROUND (known as round four)
11. 4th community card dealt face up in center of table
12. 5th BETTING ROUND (known as round five)
    (Best 5 card poker hand wins)

Texas Stud Poker Collection Fees

Limit	# of Players	Blinds	Jackpot Collection	Designated Table Fee*	Regular Table Fee (per Hand
$2 / $4	7+	$1.00 / $2.00	$1.00	$1.00	$2.00
	6				$2.00
	5 or less				$1.00
$3 / $6	7+	$1.00 / $3.00	$1.00	$1.00	$3.00
	6				$2.00
	5 or less				$1.50
$4 / $8	7+	$2.00 / $4.00	$1.00	$1.00	$3.00
	6				$2.00
	5 or less				$1.50
$6 / $12	7+	$2.00 / $6.00	$1.00	$1.00	$4.00
	6				$3.00
	5 or less				$2.00
$8 / $16	7+	$2.00 / $8.00	$1.00	$1.00	$4.00
	6				$3.00
	5 or less				$2.00

- No Jackpot Collection when a nine (9) handed game becomes four (4) handed or less.
- No Jackpot Collection when an eight (8) or seven (7) handed game becomes three (3) or less.

Ultimate Texas Hold'em™
California Card Room Procedures

Basics and Procedures

- The object of Ultimate Texas Hold'em is to beat the player/dealer in a Texas Hold'em game. Traditional poker rankings apply.
- Ultimate Texas Hold'em is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make equal wagers on the Ante and Blind.
- Players receive two cards face down.
- The player/dealer also receives two cards face down.
- Once players inspect their hole cards, they have an option:
    - Make a Play bet of 3-4 times the amount of their Ante; or
    - Check.
- The dealer then reveals the first three community cards.
- Players that have not bet have an option:
    - Make a Play bet of 2 times the amount of their Ante; or
    - Check.
- The dealer then reveals the first three cards.
- Players that have not yet bet have an option:
    - Make a Play bet of equal to their Ante; or
    - Fold and surrender their Ante and Blind.
- The dealer then reveals his hole cards and announces his hand.
- The player/dealer needs Ace-high to qualify. If the player/dealer does not qualify, he returns the Ante and blind bet of each player that has not folded, the bonus bet loses, and the play bet receives action.
- The dealer then settles each player's hand against the player/dealer's.
- If the player wins, the Play and Ante win even money.
- If the player loses, the Play and Ante lose.
- Ties push.
- The Blind pays even money if the player has at least three of a kind and beats the player/dealer.

Ultimate Texas Hold'em™
California Card Room Procedures

- The Blind pushes if the player has less than three of a kind and beats the player/dealer.
- The Blind loses if the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

BONUS HANDS

- Players may participate in the optional Bonus Hand feature by placing a fifty-cent wager only. All funds collected for the bonus hands would be distributed only to patrons that receive qualifying bonus hands.

- Third Party Providers of Proposition Player Services, as defined by Section 19980 of the California Business and Professions Code, their agents and employees ("Prop Player") are also eligible to win any of the Bonus Hand prizes.

Hand	Bonus*
Royal flush	$1,000
Straight flush	$200
Four of a kind	$100
Full house	$25

COLLECTION FEES

Table Limit	Jackpot Collection Fee	Designated Table Fee (Each Player)	Player/dealer Fee
$5 - $25	$1.00	$0.50	$1.00
$10 - $100	$1.00	$1.00	$2.00
$25 - $100	$1.00	$1.00	$2.00
$50 - $300	$1.00	$2.00	$3.00
$100 - $500	$1.00	$3.00	$4.00

Ultimate Texas Hold'em™
California Card Room Procedures

Glossary:

Ante and Blind: The mandatory wagers players make before seeing their hand.

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

Play: An optional bet that players make after seeing their cards. The earlier the player makes the Play bet, the more he can bet.

Player/Dealer & Deal

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guideline from the Division of Gambling Control with respect to the operation of a controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/dealer's are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wagers placed in the game.

Let It Ride or Let It Ride Bonus

Standards of play:

Let it Ride (LIR) is a five 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 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 pair of 10s to the best hand; a Royal Flush. All hands that are a pair of 9s and below are losing hands.

Type of gaming table utilized for this game:

Let It Ride shall be played on a table having seven (7) 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 Let It Ride table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled '1', '2', and '$' for the placement of bets. In addition there will be a separate circle for the placement of a bonus bet.

Number of players in the game:

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

Type of card deck used:

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

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

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

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

Let It Ride or Let It Ride Bonus

Hand Rankings

The permissible poker hands at the game of let it ride poker, in order of highest to lowest rank, shall be:

Rank	***Combination of Cards***
1st	"Royal flush" is a hand consisting of an ace king, queen, jack and 10 of the same suit
2nd	"Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking
3rd	"Four-of-a-kind" is a hand consisting of four cards of the same rank
4th	"Full house" is a hand consisting of "three-of-a- kind" and a "pair"
5th	"Flush" is a hand consisting of five cards of the same suit
6th	"Straight" is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three)
7th	"Three-of-a-kind" is a hand consisting of three cards of the same rank
8th	"Two pairs" is a hand consisting of two “pairs”
9th	"One pair" is a hand containing two cards of the same rank

The rank of the cards used in let it ride poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five. All suits shall be considered equal in rank.

Betting scheme:

1. All wagers at Let It Ride 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 three (3) equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as provided in the *Round of Play*.

4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

5. Each player at a Let It Ride table, who has placed the three wagers 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*.

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

Let It Ride or Let It Ride Bonus

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 three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”

3. 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 inturn to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face up or face down and shall place each stack behind the bets in the player’s betting area. The stack given to the player/dealer shall be delivered as follows:

    a. The stack shall be placed to the right of the area designated for placement of community cards.
    b. The dealer will then slide the top card (face down) over to the left rectangle, then the next card over to the right rectangle.
    c. The remaining third card (the bottom card of the stack) shall be burned by placing it into the discard rack, without the dealer exposing it.

4. 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 or her cards.

2. Each player who wagers at let it ride poker shall be responsible for his or 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 or her three cards in full view of the dealer at all times.

3. After each player has examined his/her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.

    a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for bet number one toward the player who shall then immediately remove the gaming chips from the betting area.

Let It Ride or Let It Ride Bonus

4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.

5. After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning bet number one.

    a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for bet number two toward the player who shall then immediately remove the gaming chips from the betting area.
    c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.

6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.

7. The two (2) community cards shall be used by each player in conjunction with his/her three (3) cards to complete a five card hand.

8. After the second community card is turned face up, the dealer shall, beginning with the player farthest to his or her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.

9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.

10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and on the attached payout table.

11. All payouts are limited to the amount of the player/dealer's wager. A player/dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

12. After all winning wagers are paid, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

13. 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.

Let It Ride or Let It Ride Bonus

3 Card Bonus Bet:

3 Card Bonus is an optional side bet for Let it Ride and Let it Ride Bonus. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets may only be made in the amount of $1 to qualify for a Bonus Bet payoff.
3. The Bonus Bet considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
5. If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
6. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. The player plays the base game as usual. The bonus bet is resolved at the end before the base game is resolved.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

<u>How and when are house fees collected:</u>

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

Let It Ride or Let It Ride Bonus

Let it Ride

Basic Game Paytable Summary

Royal Flush	1000
Straight Flush	200
Four of a Kind	50
Full House	11
Flush	8
Straight	5
Three of a Kind	3
Two Pair	2
10s or Better	1

3 CARD BONUS PAYTABLES

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Let It Ride or Let It Ride Bonus

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

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

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	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position is/are also referred to as the player/dealer.
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 seven 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.

Let It Ride or Let It Ride Bonus

Let It Ride Bonus Collection Table

Table Limit	Designated Player Collection Fee	Player/Dealer Collection Fee
$5 - $25	$0.50	$1.00
$10 - $100	$1.00	$2.00
$25 - $100	$1.00	$2.00
$50 - $300	$2.00	$3.00
$100 - $500	$3.00	$4.00

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 labeleed ‘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 one deck, consisting of a 52 card deck.

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. 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. There is no collection fee taken for placing a bonus bet wager.

4. The Bonus Bet only considers the three cards each player receives. 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. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

7. 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

How and when house fees are collected:

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

Table Limit	Player Wager Amount (per spot)	Player Collection Fee (per spot)	Table Action	Player/Dealer Collection Fee
$2 - $50 ($300 Max/Seat)	$2 - $4	$0.25	$2+	$1.00
	$5 - $50	$0.50		
$5 - $50 ($600 Max/Seat)	$5 - $50	$0.50	$5 - $100	$1.00
			$101+	$2.00
$10 - $100 ($1,000 Max/Seat)	$10 - $100	$1.00	$5 - $100	$1.00
			$101+	$2.00
$50 - $300 ($2,000 Max/Seat)	$50 - $300	$2.00	$50 - $100	$1.00
			$101 - $500	$3.00
			$501+	$5.00

Glossary of terms used in the controlled game:

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

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(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
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.

21st CENTURY

BACCARAT

8.0 Version

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

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

Type of Gaming Table Used

The game 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 game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

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

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

a. Player line which pays 1 to 1
b. Dealer line which pays 19 to 20 or 9 ½ to 10
c. Tie bet which pays 8 to 1

5. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

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

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

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

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

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Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the players third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager (minimum of $5.00, maximum of $500.00). There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards.

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An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of $5.00, maximum of $500.00) on the designated DB spot located next to each player's position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Dealer Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Dealer Dragon Bonus Bet circle, or both.
4. There is no collection for the DB bet.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.
6. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing 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 will be returned to the players.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

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Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

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Table Limits & Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$5	$ 3

Fortune Pai Gow Poker

*Fortune Pai Gow 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:

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 an 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.

The hand rankings are as follows:

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

Fortune Pai Gow Poker

14th	High Card

Dealing procedures:

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

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.

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when house fees are collected:

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

Betting scheme:

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

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

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.
- The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer’s hand to determine the winners, losers, or tie hands.

Fortune Pai Gow Poker

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

Fortune Pai Gow Poker

BONUS BET PAYTABLE:

Hand	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	$250
7 Card Straight Flush (With Joker)	500 to 1	$250
5 Aces	250 to 1	$50
5 of a Kind	200 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	50 to 1	$5
4 of a Kind	25 to 1	$5

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/dealer's hand.

Envy Bonus A payout that is made if a player wagers at least $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.

Fortune Bonus An optional wager that can be placed by a player and paid according the the paytable.

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

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

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

Fortune Pai Gow Poker

Fortune Pai Gow Poker Collection Fees

Limit	Player Collection	Player/Dealer collection
$10-$100	$1.00	$2.00
$25-$100	$1.00	$2.00
$50-$300	$2.00	$4.00
$100-$500	$3.00	$5.00

Hustler Casino
Perfect Pair Bonus Bet

Rules of Play

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

- A player must place a wager on the base game in order to place a wager on the Perfect Pairs Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand. In the event that the first two (2) cards dealt to a player that placed a bonus bet wager are a pair, the bonus bet wager will win. Any other combination of the first two (2) cards dealt will lose. All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Perfect Pairs Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the bonus bet wager may not exceed $50 on a table limit of $10-$100 and $25-$100. Furthermore, the Perfect Pairs Bonus Bet is not offered on table limits $25-$100 and above.
- There is no additional collection fee taken for placing a Perfect Pairs Bonus Bet wager.
- **The player/dealer will pay all winning Perfect Pairs Bonus Bet wagers and will collect all losing Perfect Pairs Bonus Bet wagers**. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Perfect Pairs Bonus Bet wagers will be paid according to the table, as shown below:

Perfect Pairs Bonus Bet Payout Table

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

Hustler Casino
Easy Poker Bonus Bet

Rules of Play

The Easy Poker Bonus Bet is a side bet that compliments the game of Easy Poker. It is a bonus wager that allows a player to bet that the player will be dealt a qualifying bonus hand. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Easy Poker Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand and three (3) out of five (5) cards from the board, to make the best five (5) card hand. If the best possible five (5) card hand results in a bonus hand, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's five (5) card hand does not make a qualifying bonus hand according to the payout table below, the bonus bet wager loses. Furthermore, the player's hand must beat the board to qualify for a bonus bet payout.
- All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands that beat the board, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Easy Poker Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the bonus bet wager may not exceed $50 on a table limit of $10-$100. Furthermore, the Easy Poker Bonus Bet is not offered on table limits $10-$100 and above.
- There is no additional collection fee taken for placing an Easy Poker Bonus Bet wager.
- **The player/dealer will pay all winning Easy Poker Bonus Bet wagers and will collect all losing Easy Poker Bonus Bet wagers**. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Winning Easy Poker Bonus Bet wagers will be paid according to the table, as shown below:

Easy Poker Bonus Bet Payout Table

Hand Dealt	Payout
Royal Flush	200 to 1
Straight Flush	50 to 1
Four of a Kind	25 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Jacks Up or Better	1 to 1

HUSTLER CASINO POKER GAME RULES

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player' may use any five-card combination from among the board and personal cards. A player may even use all of the
boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind IS posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds adjust accordingly.

Rules for Hold'em Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play. the small blind is on the button.

3. A new player entering a Hold'em game, has the following options:

   a. To immediately be dealt a hand.

   or

   b. To let the blinds and the button pass before being dealt a hand.

4. As a new player you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.

5. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

6. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

7. Blinds may not be made up between the big blind and the button.

8. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

9. No live "straddle" bets are allowed.

Irregularities

1. If the first card off the deck is exposed on the deal, the dealer will place It back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error. It will be replaced as follows:

   - If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then use for the burn card.

2. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

3. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out to play for that round and the betting is completed. The dealer then burns and turns that would have been the fifth card

in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.

4. In Hold'em, if the dealer mistakenly deais the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deais more than one extra card, it is a misdeal.

Playing the Board

You must declared that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.

Notes:

HUSTLER CASINO NO LIMIT AND POT-LIMIT POKER

No-limit Rules

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

1. There is no maximum number of raises in any betting round.

2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets$100. Player B raises$100 more, making the total bet $200. If Player C goes all in for less than $300 total (not a full$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.

4. A wager is not binding until the chips are actually released into the pot.

5. If there is a discrepancy between a player's verbal statement and the amount put Into the pot, the bet will be corrected to the verbal declaration.

6. Since no-limit play may require a large number of chips In order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete, providing he/she has announced the amount of the raise.

7. A bet of a single chip or bill without comment is considered to be a bet of the full amount, of that chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.

8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The floorperson will "put the clock" on player when requested to do so by a dealer. If the clock is put on the player when they are facing a bet, the player will have one additional minute to act on his/her hand. The player will receive a ten-second warning, after which the players hand is dead if he/she have not acted.

9. The casino does not recognize "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

Note: For those special rules that apply only to no-limit and pot-limit lowball, see Lowball.

21st

BACCARAT

ROYALE

9.0 Version

21st CENTURY BACCARAT Version 9.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

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

Type of Gaming Table Used

The game shall be played on a standard blackjack or batwing 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 game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

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

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

    a. Player line which pays 1 to 1
    b. Dealer line which pays 19 to 20 or 9 ½ to 10
    c. Tie bet which pays 8 to 1

5. Each player at a 21st Century Baccarat 9.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Royale Bonus *Bet*.

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

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's second card.

- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

RoyaleBonus Bet

The optional bonus bet is called the "Royale Bonus" (RB). Each player wagering in the base game has the option of placing a wager within table limits on the designated RB spot located next to each player's position on the gaming felt layout.

Rules are as follows:

1. All hands except a pair can be made using a combination of the first four cards (two from the player and two from the dealer).
2. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
3. Only the highest hand will be paid out.
4. The ace can be used to complete a low or a high straight.
5. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
6. There is no collection for the RB bet.
7. The player/dealer will pay all Royale Bonus Bet wagers and will collect all losing Royale Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Royale Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Two Pair	8 to 1
One Pair Suited	12 to 1
One Pair Same Color	6 to 1
One Pair	3 to 1

21st CENTURY BACCARAT Version 9.0

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Royale Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

21st CENTURY BACCARAT Version 9.0

Collection Fees

Table Limit (per betting spot)	Total Table Action	Player/Dealer Fee (per hand)	Player Fee (per betting spot)
$10 - $100	$5,600	$2	$1
$25 - $100	$6,300	$2	$1
$50 - $300	$8,400	$4	$2
$100 - $500	$8,400	$5	$3

No Bust 21st Century Blackjack©

Buster Blackjack
Side Bet

Version 6.2

US Patent 6,845,981

No Bust 21st Century Blackjack© is a patented and trademark protected game under the following:

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

*Additional pending patents

Trademark	Trademark Number
21st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

21st CENTURY
NO BUST BLACKJACK©
BUSTER BLACKJACK

Version 6.2

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack© is for the Players and the designated Player/Dealer to obtain a "Natural" or "22". A "Natural" beats all other hands.

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

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game may be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of special marked "Bonus" or "No Bust" Aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
    - 12 on the first two cards when the other card has a value of 10.
    - 1 or 11 when combined with cards valued at 2-9.
    - 1 or 11 with three or more cards.
- Two-Aces have a value of 2 or 12

    ºAll cards from 2-10 have their face value.

    ºPicture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 12 on first two cards when paired with another card with the value of 10. b) 1 or 11 on first two card when paired with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

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

The game utilizes a 52-card deck. Aces are wild and have three values:

a. 12 on first two cards when paired with a card with the value of 10.

b. 1 or 11 on first two card when paired with a card with value of 2-9.

c. 1 or 11 in a hand with three or more cards.

All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.

A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the Table Fee collection fee in front of her betting circle.

Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted Table Fee and Jackpot (if applicable) collection for their wager(s) in any betting circle where they have money or "action".

Prior to the start of play, the casino dealer will gather the collection fees and place the chips in the appropriate collection box.

Play commences with the casino dealer distributing the cards to the Players and the Player/Dealer. The casino dealer delivers all cards face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side-to-side manner, indicating they wish to stay with their cards on the table. The casino dealer delivers the first card to the Player seated to the left of casino dealer, in a clockwise fashion. Each Player is dealt one card face up. The Player/Dealer's first card is placed in front of the casino dealer.

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

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

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

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

Beginning with the player to the right of the casino dealer, the settling of the wagers is completed in a counterclockwise manner until all wagers have been resolved.

The Player/Dealer's cards are dealt and placed in front of the casino dealer's tray.

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

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

Once the Player/Dealer's hand is set, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.

After all wagers are settled, the casino dealer collects all cards from the table and places them in the discard tray. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
2. If the Player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
3. Winning "Natural" hands are paid odds of 3 to 2.
4. Commerce Casino will prominently post the designated Natural hand in the Blackjack pit.
5. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is more than a "Natural" the Player wins the hand.
6. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
7. If a Player and the Player/Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
8. If a Player's and the Player/Dealer's hands both have a value of more than a "Natural", the following rules apply:
    a. If the value of the Player/Dealer's hand is closer to a "Natural," the Player/Dealer wins the hand.
9. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit. The hand will be a push. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

14. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player/Dealer's wager. The Player/Dealer may not win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Double-Down:

a. Players can double-down on the first two-cards only, with the exception of a "Natural" hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Doubling down for less is not permitted. The Player will only receive one card regardless of the total.

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

Splits:

a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split hand to form the best possible hand. Players may double-down after each split.

b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.

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

d. There is no extra collection fee taken by the casino on any split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Insurance:

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

Rules of Play

Buster Blackjack Side Bet

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack© (hereafter **NBBJ**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

The Buster Blackjack Side Bet is played on a regular Blackjack or No Bust 21 table with a minimum of one (1) and a maximum of eight (8) decks. In addition to the mandatory **NBBJ** wager, the player has the option to make a "Buster" side bet.

Rules of Play

1. Buster Blackjack is played in rotation against the Player/Dealer.

2. Prior to any cards being dealt, all players have the option to make a Buster Blackjack side wager if they make the **NBBJ** wager. The Buster Blackjack side wager cannot exceed the **NBBJ** wager.

3. Players are not required to pay a Table Fee Collection to make a Buster Blackjack Side Bet.

4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NBBJ** wager is paid and the casino dealer collects the Player's cards.

5. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.

6. Once all players have made the decisions concerning their hands according to the rules for **NBBJ**, the casino dealer will reveal the Player-Dealer's hole card and play out her hand. If the Player-Dealer hand busts, she must pay all Buster Blackjack side wagers according to the posted Buster Blackjack pay table (See, below). The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.

7. If the Player-Dealer does not bust, she wins all Buster Blackjack wagers in rotation to the extent of the money in action.

8. Note that if there are no **NBBJ** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Table

(All payouts are "to 1")

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

Collection Fees

Table Limit	Player Fee	Player/Dealer Fee	Jackpot Fee
$5 - $25	$1	$2	$1
$10 - $100	$1	$2	
$25 - $100	$1	$2	
$50 - $300	$2	$5	
$100 - $500	$3	$6	

LEGAL

The Player/Dealer position must be offered to all seated players 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 that no single player can continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles *(1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped,*

NO BUST

21st CENTURY

BLACKJACK

4.0a

No Bust 21st Century Blackjack 4.0a

OBJECT OF THE GAME

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

- Obtain the best possible hand of "Natural" or "20 ½." A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of special marked "No Bust" Aces with any 10 or face card is a "Natural" and beats all other hands.
- An Ace has a value of :
  - 10 ½ on the first two cards when the other card has a value of 10.
  - 1 or 11 when combined with cards valued at 2-9.
  - 1 or 11 with three or more cards.
- Two Aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack 4.0a is played on a raised gaming table. The table seats eight players who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special marked "No Bust" Aces. The aces are wild cards with the following values:
    a. 10 ½ on first two cards with all cards with the value of 10's.
    b. 1 or 11 with all cards with value of 2-9.
    c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the players and player-dealer.
4. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of casino dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer's first card will be placed in front of the casino dealer.
8. The casino dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the player-dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
13. The casino dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

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

GAME RULES

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

    Winning" "Natural" hands will be paid 6 to 5
2. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural" the player wins the hand.
3. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a player and the player-dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's hands both have a value of more than a "Natural", the following rules apply:
    a. If the value of the player-dealer's hand is closer to a "No Bust," the player-dealer wins the hand.

b. If the value of the player's hand is closer to a "Natural" the player loses except when the player-dealer has the following hand then they will "PUSH".

i. If the player-dealer has a 3-card with a value of 23, 24 and 25 will push.

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

   a. Players can double-down on the first two-cards only, with the exception of all "No Bust" hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

   b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

10. Splits:

    a. Players can split any two cards of the same value or rank originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.

    b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

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

11. Insurance:

    a. Players may make an optional insurance wager.

    b. When the dealer has an Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

12. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
13. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

15. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
16. Backline betting is allowed.
17. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
18. All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

PLAYER-DEALER & DEAL

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

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

COLLECTION FEES

For schedule options 1 through 6, the collection fees shall be taken per hand from each player and the player-dealer position 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 option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of No Bust 21st Century Blackjack 4.0a are as shown below

No Bust 21st Century Blackjack 4.0a

Schedule Option	Table Limit	Player Collection Rate (per hand)	Player-Dealer Collection Rate (per hand)
1	$5 - $25	$1	$2
2	$10 - $100	$1	$3
3	$25 - $100	$1	$2
4	$50 - $300	$2	$5
5	$100 - $500	$3	$6
6	$100 – No Limit	$3	$5

HUSTLER CASINO

POKER COLLECTION RATES

13 Card Chinese Poker

Schedule Option	Table Limit	Player Fee (per betting circle)	Player-dealer Fee (per hand)
1	$5 - $25	$1	$.50
2	$25 - $100	$2	$1
3	$50 - $300	$4	$2
4	$100 - $500	$5	$3
5	$200 - $700	$8	$4
6	$300 - $1,000	$5	$10
7	$500 - $2,000	$10	$20

Omaha, Omaha Hi-Lo 8 or Better, Pineapple, 7-Card Stud, 7-Card Stud Hi-Low, Lowball, Kansas City Lowball, Mexican Poker, Texas Hold'em - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee	Jackpot Collection Fee
1	$3 - $6	$4	$3	$2	$1	$1
2	$4 - $8	$4	$3	$2	$1	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Jackpot Collection Fee
3	$6 -$12	$5	$4	$3	$1
4	$8 - $16	$5	$4	$3	$1

7-Card Stud/Razz - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee
1	$3 - $6	$4	$3	$2	$1
2	$4 - $8	$4	$3	$2	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players
3	$6 -$12	$5	$4	$3
4	$8 - $16	$5	$4	$3

Draw Poker - Jacks or Better - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee
1	$3 - $6	$4	$3	$2	$1
2	$4 - $8	$4	$3	$2	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players
3	$6 -$12	$5	$4	$3
4	$8 - $16	$5	$4	$3

Kansas City Lowball - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee
1	$3 - $6	$4	$3	$2	$1
2	$4 - $8	$4	$3	$2	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players
3	$6 -$12	$5	$4	$3
4	$8 - $16	$5	$4	$3

Texas Stud Poker - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee
1	$3 - $6	$4	$3	$2	$1
2	$4 - $8	$4	$3	$2	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players
3	$6 -$12	$5	$4	$3
4	$8 - $16	$5	$4	$3

Fast Deal Poker - Limit

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players	Designated Table Fee
1	$3 - $6	$4	$3	$2	$1
2	$4 - $8	$4	$3	$2	$1

Schedule Options	Table Limit	7 – 9 players	6 players	5 or less players
3	$6 -$12	$5	$4	$3
4	$8 - $16	$5	$4	$3

Fast Deal Poker - No Limit

Schedule Options	Min Buy-In	Collection Fee (per hand)	Jackpot Collection Fee
5	$50	$4	$1
6	$100	$4	$1
7	$101-$300	$5	$1
8	$500	$5	$1
9	$501 - $1,000	$5	$1

Super Pan 9

Object of the Game
The object of the game is for a player to assemble a hand with a value of "9" or as close to "9" as possible using either three or four cards, which ranks higher than the player-dealer's three or four card hand value.

Table Used
Super 9 is played on a standard blackjack style table which allows up to seven seated players and a player-dealer for a total of eight seated positions. Backline betting is permitted. Any player may wager on the available betting circles.

Deck Used
Super 9 is played with a standard deck of 52 cards with all 7s, 8s, 9s, and 10s removed, as well as the joker, for a total of thirty-six cards per modified deck. The game can be played with a minimum of one and a maximum of twelve modified decks of cards dealt from a shoe.

Card Values and Hand Ranking
The value of each card used in Super Pan 9, will be as follows:

- All cards 2 through 6 hold their face value.
- Jacks, Queens, & Kings have a value of zero.
- An Ace has a value of one.

The value of each hand is the sum of its cards. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. For example, a hand totaling eighteen would have a value of eight. The highest ranked hand for Super 9, in order from highest to lowest rank, is as follows:

Hand Value	Hand Requirements
9	A three or four card hand that has a value of 9.
8	A three or four card hand that has a value of 8.
7	A three or four card hand that has a value of 7.
6	A three or four card hand that has a value of 6.
5	A three or four card hand that has a value of 5.
4	A three or four card hand that has a value of 4.
3	A three or four card hand that has a value of 3.
2	A three or four card hand that has a value of 2.
1	A three or four card hand that has a value of 1.
0	A three or four card hand that has a value of 0.

Dealing Procedures.
At the beginning of the game, each must place a game wager, which pays 1 to 1. A player that has placed a game wager has the following option of placing one or both of these wagers:

- A base game wager which pays 1 to 1.
- Bonus Bet which pays according to the pay table below.

Once all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, each position at the table with a wager shall receive three cards, one by one, face-down, with the exception of the player-dealer's third card, which will be dealt face-up, starting with player with the action button and continuing in a clockwise manner around the table until all positions with a wager has three cards. Positions without a wager shall not receive cards.

Once all hands have been dealt, each player may look at their hand. Each player, starting with the first player to the left of the player-dealer and continuing clockwise around the table, shall play their hand as follows:

The following tables detail what governs the player's hand:

Rules for a Player Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to a player's hand equal five or six, that player has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled "Stand," which signifies to the house dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled "Hit," which signifies to the house dealer that the player wishes to receive a hit card, for a total of four cards.

Once each player has placed their hand in either the stand or hit box in front of their seated position, the house dealer shall deliver one additional card to each player whose hand is in the hit box, starting with the player to the left of the player-dealer and continuing clockwise around the table. Players also may request their hand be set "House Way," as follows:

House Way:

(House Way Upon Request)		
Must Stand On	**Must Hit On**	**Have Option On**
6 or more	5 or less	N/A

The house dealer shall use the house way upon a player's request. The request to use the house way can be made by a player at any time before the player-dealer's hand is exposed.

After all players have exercised their option to either hit or stand or have their hand played house way, the house dealer shall expose the player-dealer's first and second cards, which were dealt face-down. Super Pan 9 utilizes a dice cup with three dice which determines where action begins. The player-dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the action button. Beginning with the player-dealer position as number 1, and continuing clockwise, the casino dealer counts around the table up to the total number of the dice. The player-dealer position is always 1, 9, and 17, regardless of how many players are playing. If the player-dealer's wager does not cover all action on the table, wagers will be settled

starting with the player with the action button and moving clockwise from player to player in the following order: all base game wagers, followed by all Bonus Bet wagers. If the player-dealer's wager does cover all action on the table, wagers will be settled starting with the player to the right of the house dealer and continuing in a counter-clockwise manner around the table until all wagers have received action.

Once the action button has been placed, the player-dealer's hand shall then be played according to the rules as follows:

The following table details what governs the player-dealer's hand:

Rules for the Player-dealer Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to the player-dealer's hand equal five or six, the player-dealer has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled stand, which signifies to the house dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled hit, which signifies to the house dealer that the player wishes to receive a hit card, for a total of four cards.

Determining a Winner

Once the player-dealer's hand has been revealed and played according to the chart above, each player shall compare their three or four card hand against the player-dealer's three or four card hand. The following shall apply for each possible outcome when determining how each wager wins, loses, or pushes (tie).

- The game wager shall win if the hand held by the player ranks higher than the hand held by the player-dealer. The player-dealer shall pay the winning game wager 1 to 1.
- The game wager shall lose if the hand held by the player ranks lower than the hand held by the player-dealer. The player-dealer shall collect the losing game wager.
- The game wager shall push if the hand held by the player is identical in numeric value to the player-dealer's hand. In this case, neither the player nor the player-dealer wins or loses; the game wager shall push, and no action shall be
- The Bonus Bet wager shall win if the hand held by the player is one of the designated qualifying hands listed below.

BONUS BET

Bonus Bet wagers shall be paid according to the pay table below. A player must place a game wager in order to make a Bonus Bet wager. Backline bettors are eligible to place a Bonus Bet wager as well. The Bonus Bet wager may be $1 to $50, not exceeding the base game wager. There is no additional collection fee required when placing a Bonus Bet wager. The Bonus Bet wager takes into account the three or four cards dealt as the player's hand. It is not dependent on how each hand is played and completed, according to the rules above. In the event that the player's hand is one of the designated hands below, the Bonus Bet wager shall win. In the event that the player's hand is not one of the designated hands below, the Bonus Bet wager shall lose.

Furthermore, the Bonus Bet wager will win or lose regardless of the outcome of the game wager. Winning Bonus Bet wagers shall be paid according to the table, as shown below:

Hand Dealt	**Pays**
Four Card = 9 (suited)	100 to 1
Four Card = 9 (same color)	40 to 1
Three Card = 9 (suited)	20 to 1
Three Card = 9 (same color)	10 to 1
Four Card = 9 (not suited)	4 to 1
Three Card = 9 (not suited)	2 to 1

Super Pan 9 is played with the player-dealer system, in which each player plays against the player-dealer, whose hands and wager will play against the rest of the table and its players. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Collection Fees

For **schedule option 1 through 5**, a collection fee will be taken per hand from the player-dealer position and per player for each game wager placed. An additional $1 jackpot collection fee shall be taken per hand from the player-dealer position. There shall be no additional collection fee taken from a player for placing a Bonus Bet wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. 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 specified below, may be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Super Pan 9 are as shown below:

Schedule Option	**Table Limit**	**Player Fee**	**Player-dealer Fee**	**Player-Dealer Jackpot Collection Fee**
1	$5 - $25	$0.50	$0.00	$1.00
2	$10 - $100	$1.00	$2.00	$1.00
3	$25 - $100	$1.00	$2.00	$1.00
4	$50 - $300	$2.00	$4.00	$1.00
5	$100 - $500	$3.00	$5.00	$1.00

21st CENTURY

LUCKY 7 BACCARAT

With

Lucky 7, Tie, Player Pair, Dealer Pair, and Monster & Buster

BGC ID: GEGA-003149 (April 2011)

SUMMARY OF GAME

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

Standards of Play

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

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the House dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to fourteen players.

Number of Players in the Game

A minimum of two and a maximum of fourteen players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52-deck of cards is utilized in a multiple deck shoe. A minimum of three decks and a maximum of eight decks can be used during the play of the game. There are no jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero. The sce has a value of one. A hand with cards whose sum is in double figures is ranked with the tens digit ignored. For example, a hand totaling eighteen would count as eight.

Betting Scheme

1. All wagers in 21st Century Lucky 7 Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed on all wagers.

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

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

a. Player circle which pays 1 to 1
b. Dealer circle which pays 1 to 1

5. Each player at a 21st Century Lucky 7 Baccarat table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the various “bonus wager” outlines.

6. All bets for the base game and “bonus wager” bets must be between the minimum and maximum table limits, as described in each “bonus wager” outline.

Dealing Procedures

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Dealer circle. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player circle. All cards are dealt face-down. The dealer opens the player hand first and then the dealer’s first card. The decision, if any, is made by the player(s) betting on the player hand and then the dealer’s hand is resolved. The position that is closest to nine wins.

A “natural 8” or “natural 9” is accomplished when the first two cards of the player’s or dealer’s hand has a value of eight or nine. When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to nine wins. If both dealer and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the dealer hand wins, all players that wagered on the Dealer circle will be paid 1 to 1, and the Player and Tie wagers will lose.
- If the player hand wins, all players that wagered on the Player circle will be paid 1 to 1, and the Dealer and Tie wagers will lose.
- If the dealer and player hands have the same value, regardless of the number of cards in each hand, both the Dealer and Player wagers will push. However, if both hands have a total of seven, then the Dealer wager automatically loses and the Player wager still pushes.

After the house dealer delivers the first two cards to both the player hand and dealer hand, the following Baccarat rules are followed.

- For the player’s hand, when the initial two cards dealt to the player hand equal five or less, the player hand will be dealt one additional card, which shall be on behalf of each player who placed a Player wager. The hand must stand on six through nine and will not

be dealt an additional card. No option. The hit and stand chart are fixed. The player hand has no stand or hit options.

- If the player stands, the dealer hand will be dealt one additional card, which shall be on behalf of all players who placed a Dealer wager on a total of five or less and must stand on six through nine.
- If the player's hand was required to draw an additional card, the dealer's hand will be dealt an additional card according to the table below. The top row represents the point value of the player's draw card. The left column represents the point value of the dealer hand's initial two card hand.

    - If the dealer's hand total is two or less, then the dealer hand is dealt a third card regardless of what the player's third card was.
    - If the dealer's hand total is three, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is four, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is five, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is six, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	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

Once all cards have been dealt, the hand with the highest total point count is declared the winner.

House Way

Player hand hits on five or below and stands on six or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.

Round of Play

- The player-dealer makes their wager.
- All players place their wagers on the Player circle or Dealer Circle.
- The dealer takes all casino collections and drops them in the affixed drop box.

- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the player-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 in the following order from player to player: each Player and Dealer wager placed, all Player Pair, Dealer Pair, and Lucky 7 wagers, all Tie wagers, then the Monster & Buster wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Player-dealer's Second Card	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

- All wagers are settled to the extent the player-dealer's wager covers the action.
- If the player-dealer's wager does cover all action on the table, wagers will be settled starting with the player to the right of the house dealer and continuing in a counter-clockwise manner around the table until all wagers have received action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized to shuffle all of the decks used. In the event that the shuffle machine does not work, the house dealer will shuffle the cards manually.

Once all cards are shuffled, either with the shuffler or manually by the house dealer, they will be placed in a card shoe which will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Tie

A player has the option of making a Tie wager when they have also made a base game wager. The tie occurs when the player's hand and the dealer's hand equal the same number, regardless of the number of cards in each hand. This wager wins or loses independent of the base game wager. The Tie wager may a minimum of $1 to a maximum of $300, as long as it is within table limits. There is no collection fee taken for placing a Tie wager. Winning Tie wagers pay according to the pay table. Backline betting is allowed. So long as the hands tie at seven, a player can win both the Tie and the Lucky 7 in the same hand.

Winning Tie Hands	Payout
Tie with a total of six thru nine with all six cards the same color	100 to 1
Tie with a total of 6 thru 9 with the six cards being different colors	25 to 1
All other ties	7 to 1

Player Pair and Dealer Pair

The optional bonus bets are called the Player Pair and Dealer Pair. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on one or both of the two designated Player Pair and Dealer Pair spaces located next to each player's position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing the first two cards from the player hand or the first two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are two Pair wager spaces in front of each player – one labeled "Player Pair" and the other labeled "Dealer Pair."
4. Players must place a base game wager to be eligible to place a wager on the Player Pair and/or Dealer Pair spaces.
5. Pair wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. There is no collection fee for placing a Player Pair and/or Dealer Pair wager.
8. The player-dealer will pay all Player Pair and Dealer Pair wagers and will collect all losing Player Pair and Dealer Pair wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. A player can place either a Player Pair wager or a Dealer Pair wager, or may both, as long as they have also placed a base game wager.
10. A player may place a wager on either Pair spaces with no restriction. The Player Pair and/or Dealer Pair wager does not have to correspond to the base game wager.

Player Pair and Dealer Pair Pay Table

Hand	Pays
Same Suit Pairs	25 to 1
Same Color Pairs	12 to 1
Pair	6 to 1
No Pair	Lose

Lucky 7

The optional bonus bet is called the Lucky 7. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Lucky 7 space located next to each player's position on the gaming felt layout.

Rules are as follows:

1. If a player has placed a Lucky 7 and that player and the dealer hands tie with each having a total of “7”, the player wins.
2. The Lucky 7 pays 45 to 1.
3. The Lucky 7 applies to all completed hands, regardless of the number of cards dealt for each hand.
4. Players must place a base game wager to be eligible to place a Lucky 7 wager.
5. Lucky 7 wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. There is no collection fee for placing a Lucky 7 wager.
8. The player-dealer will pay all Lucky 7 wagers and will collect all losing Lucky 7 wagers. Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Monster & Buster Side Bet

The optional bonus bet is called the Monster & Buster. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Monster & Buster space located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. Monster & Buster can only be made utilizing two cards from the player hand and two cards from the dealer hand. They may not be combined. For example, in Double Monster 9’s, if both hands total nine and six cards are used it pays 40 to 1, if less than six cards are used it pays 8 to 1.
2. Players must place a base game wager in order to be eligible to place a Monster & Buster wager.
3. Monster & Buster wagers must be placed prior to the initial deal of the cards.
4. There is no collection fee for placing a Monster and Buster wager.

Player and Banker Scores	**Six Cards Pay**	**Less Than Six Cards Pays**
Double Monster 9s	40	8
Double Monster 8s	30	8
Double Monster 0s	25	0
Monster 9 & 8	15	4
Monster 9 & Buster 0	10	2
Monster 8 & Buster 0	10	2

Banked Game

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in the player-dealer position may not act as the player-dealer for more than two consecutive hands. The opportunity to act as player-dealer must be offered to all seated players after two hands, or rounds of play, so that a single player may not repeatedly act as the player-dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal. App. 4th

1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control with respect to the operation of controlled games featuring a player-dealer position.

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

Glossary of Terms

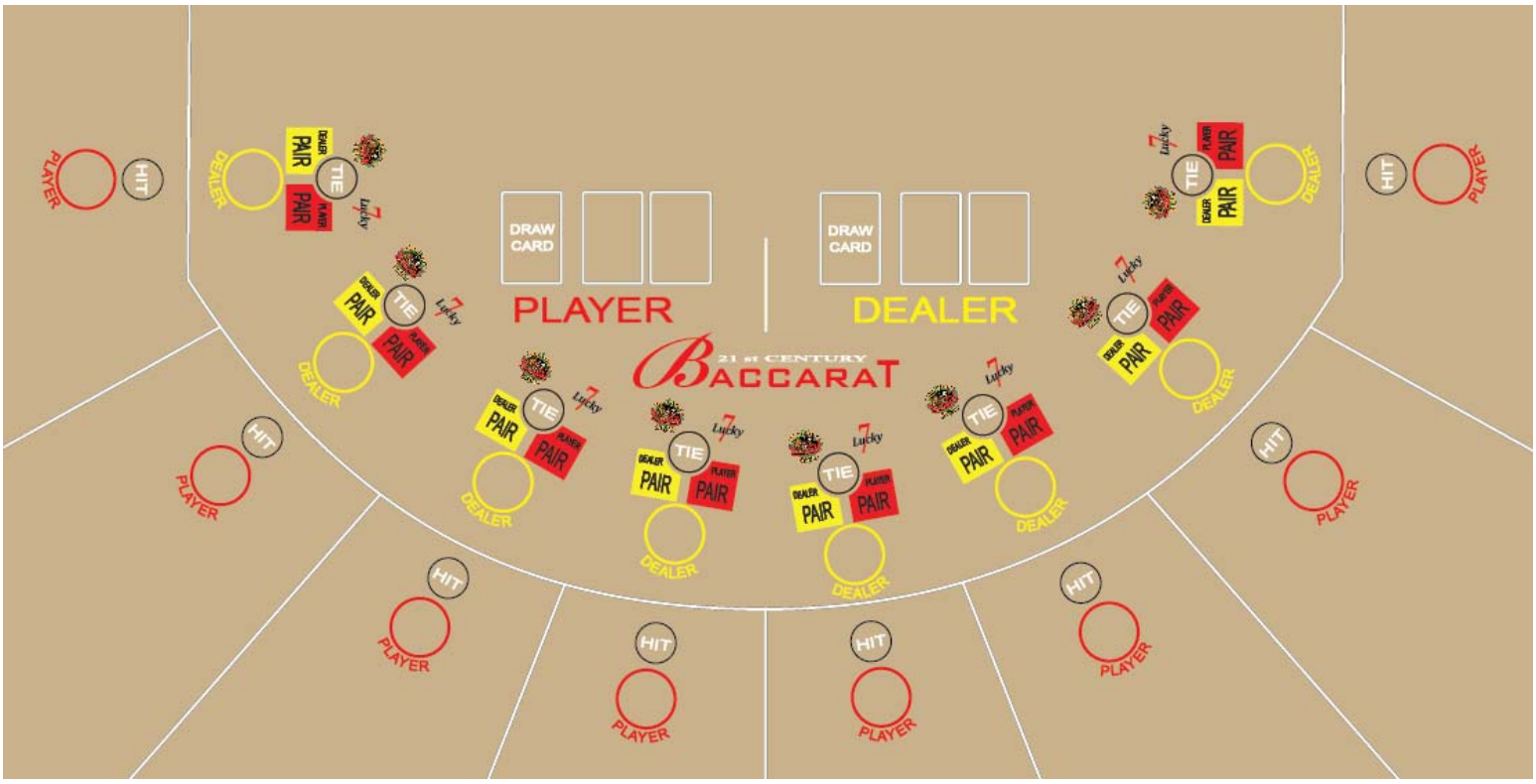
Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight
Natural 9:	When the first two cards of the player or dealer's hand has a value of nine

Table Limits & Collection Rates

The collection fees shall be taken per hand from the player-dealer position and from each player for each Player circle and Dealer circle wager placed. There shall be no additional collection fee for placing a Tie, Player Pair, Dealer Pair, Lucky 7, or a Monster & Buster wager. Players including player-dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limit	Player Collection Fee (per betting spot)	Player-dealer Collection Fee (per hand)
$5 - $25	$1	$2
$10 - $100	$1	$3
$25 - $100	$1	$2
$50 - $300	$2	$5
$100 - $500	$3	$6

Table Layout



EZ BACCARAT™

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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on 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 eight seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a

fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted.

Method used to Determine Action and Distribution of Cards

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

Dealing Procedures and Round of Play

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

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

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

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

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

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. If a player placed a wager on either the player line or the banker line, that player may place a wager on the Tie Bet.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.

- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. There are no fees when a player places a Tie Bet, Panda 8, or Dragon 7 wager. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

Table Limit	Player Collection Fee Per betting circle	Player-dealer Collection Fee Per Hand
$10 - $100	$1	$2
$25 - $100	$1	$2
$50 - $300	$2	$3
$100 - $500	$3	$5

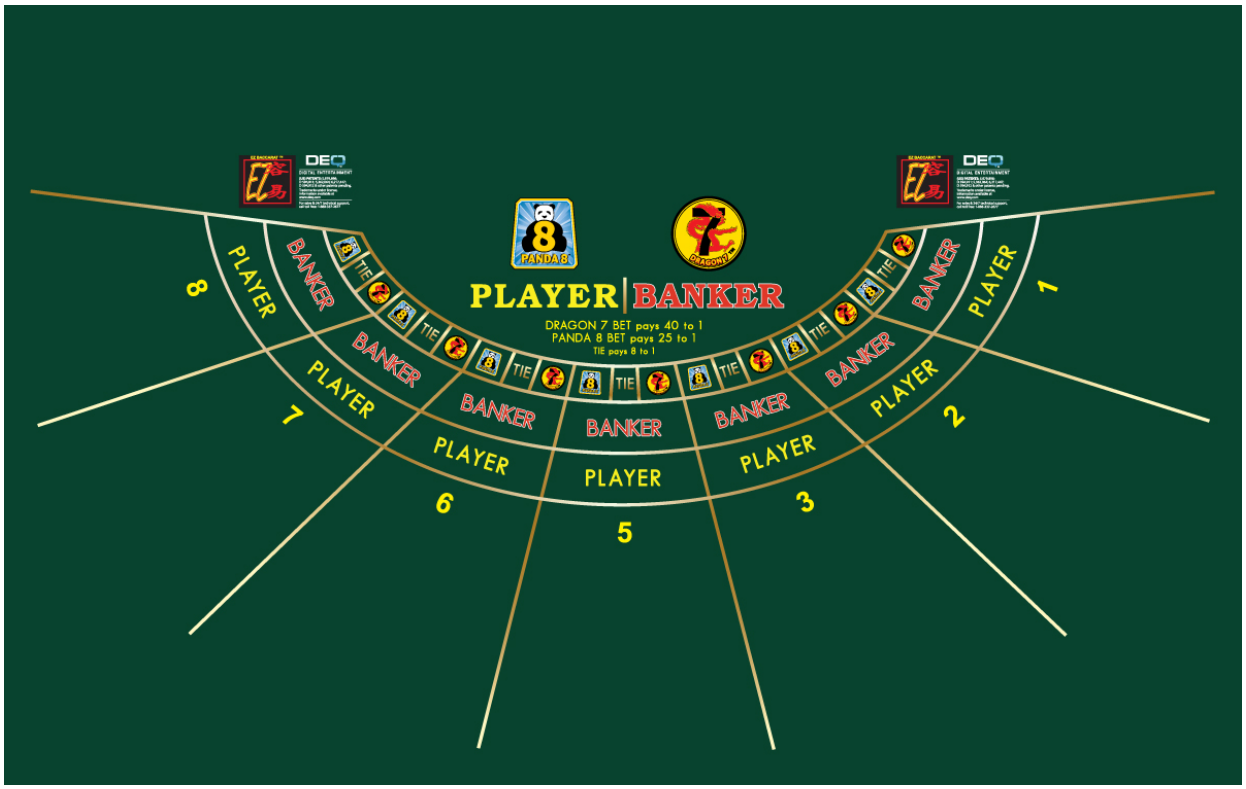
PLAYER-DEALER & DEAL

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

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

EZ BACCARAT

Table Layout



Equipment Used

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

EZ BACCARAT

Key Features

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

Hustler Casino MASTER CA Collection Rates

CA Baccarat (GEGA-001494), 21st Century Baccarat w/early and late tie bets (GEGA-000017), 21st Century Baccarat 8.0 (GEGA-002443), 21st Century Lucky 7 Baccarat (GEGA-003149), 21st Century Baccarat 9.0 (GEGA-002666)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1	$2
2	$5 - $50	$0.50	$2
3	$50 - $300	$2	$4
4	$100 - $500	$3	$5
5	$100 - $1000	$6	$10
6	$500 - $1000	$6	$10

No Bust 21st Century Blackjack (GEGA-001491), LA Blackjack (GEGA-001493), Hustler Casino Blackjack (GEGA-001506), No Bust 21st Century Blackjack Second Chances (GEGA-001508), No Bust 21st Century Blackjack 4.0a (GEGA-000114), No Bust 21st Century Blackjack 6.2 (GEGA-002665)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $25	$0.50	$1.50
2	$10 - $100	$1	$2
3	$25 - $100	$1	$2
4	$50 - $300	$2	$4
5	$100 - $500	$3	$5

Three Card Poker (GEGA-000112)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1	$2

Fortune Pai Gow Poker 1.0 (GEGA-002516), Pai Gow Poker (GEGA-001504)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1	$2
2	$25 - $100	$1	$2
3	$50 - $300	$2	$4
4	$100 - $500	$3	$5
5	$300 - $1,000	$5	$10

Pai Gow Tiles (GEGA-001505)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1	$2
2	$25 - $100	$1	$2
3	$50 - $300	$2	$4
4	$100 - $500	$3	$5
5	$200 - $700	$4	$8
6	$300 - $1,000	$5	$10

Hustler Casino MASTER CA Collection Rates

Super Pan 9 (GEGA-001492)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1	$2
2	$25 - $100	$1	$2
3	$50 - $300	$2	$4
4	$100 - $500	$3	$5
5	$200 - $700	$4	$8
6	$300 - $1,000	$5	$10
7	$500 - $2,000	$10	$20

Eazy Poker (GEGA-001503)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1	$2

Caribbean Stud Poker (GEGA-001502)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $50	$0.50	$1
2	$10 - $100	$1	$2
3	$50 - $300	$2	$3

Let it Ride Bonus (GEGA-002162)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $25	$0.50	$1
2	$10 - $100	$1	$2
3	$25 - $100	$1	$2
4	$50 - $300	$2	$3
5	$100 - $500	$3	$4

Ultimate Texas Hold'em (GEGA-001214)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1	$3

- **CA Baccarat, 21st Century Baccarat w/early and late tie bets, 21st Century Baccarat 8.0, 21st Century Lucky 7 Baccarat, 21st Century Baccarat 9.0** - for **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **No Bust 21st Century Blackjack, LA Blackjack, Hustler Casino Blackjack, No Bust 21st Century Blackjack Second Chances, No Bust 21st Century Blackjack 4.0a, No Bust 21st Century Blackjack 6.2–** for **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. No collection fee shall be taken for placing a bonus bet, or

on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

- **Three Card Poker** - for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Fortune Pai Gow Poker 1.0 and Pai Gow Poker -** for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Pai Gow Tiles -** for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.
- **Super Pan 9** - for **schedule options 1 through 7,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Eazy Poker** - for **schedule option 1,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Caribbean Stud Poker** - for **schedule options 1 through 3,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Let it Ride Bonus** - for **schedule options 1 through 5,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.
- **Ultimate Texas Hold'em -** for **schedule option 1,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

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

Standards of play:

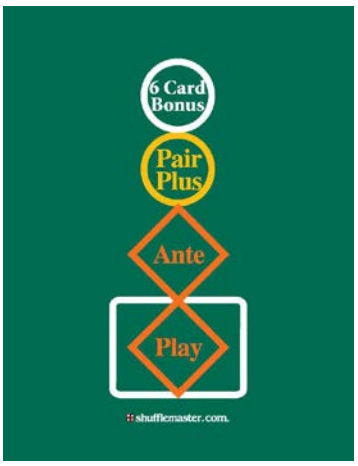
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For Pair Plus wagers the words "Pair Plus"; and

4. For 6 Card Bonus wagers on the words "6 Card Bonus."

Number of players in the game:

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

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

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

5. Backline betting is not permitted on any wagers.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

   b. If the player-dealer's hand does NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall **be a push** and be returned to the player.

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

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

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

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

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

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer.

The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.

3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

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

Glossary of terms used in the controlled game:

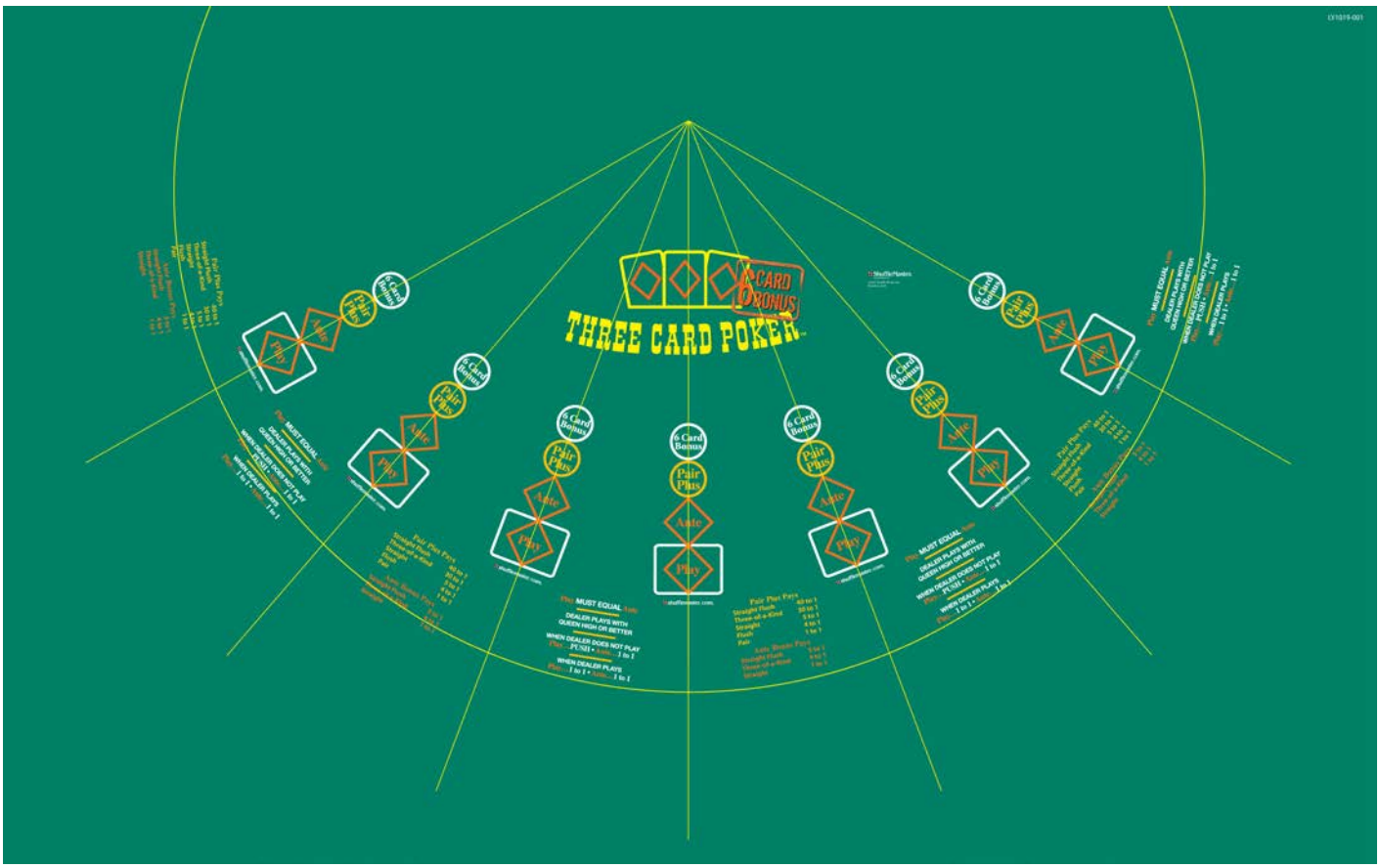
Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked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

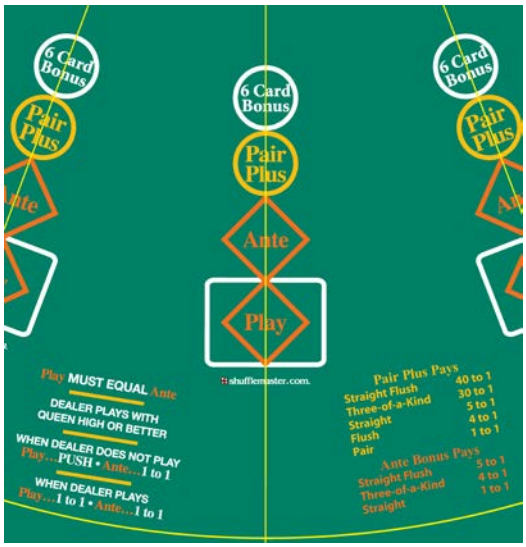
Three Card Poker 6 Card Bonus - Wagering Limits and Collection Fees

Three Card Poker 6 Card Bonus - for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager that is placed. There shall be no additional fee when a player places a Pair Plus or 6 Card Bonus wager. The Pair Plus and 6 Card Bonus wagers may be less than, equal to, or greater than the Ante wager but must be within the minimum and maximum table limits. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer prior to any 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 option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. The approved collection fees and schedules for the are as shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1.00	$2.00

6 CARD BONUS THREE CARD POKER™





1. Name of the controlled game. **No-Bust 21st Century Blackjack 4.0B**

2. Copies of published/proposed promotions or advertisement literature must accompany this application. Not yet developed.

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

a. Standards of play.
b. Standard 52-card deck or other type of card deck.
c. Describe dealing procedures
d. Number of players in the game.
e. Description of how and when house fees are collected.
f. Betting limits, Betting scheme and how winners are determined and paid.

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

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

a. Standard Blackjack table.

6. List other equipment used.

a. ShufflerMaster ONE2SIX shuffle machine.

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

a. Dealer Button: A white plastic disc with the word "dealer" affixed on it.
b. Natural: An initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
c. Double-Down: After receiving the initial two cards (with the exception of all "Natural" hands). The Player may place a second wager equal to the original wager. The Player will only receive one card regardless of the total.
d. Split: Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the original wager placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand.
e. Insurance: When the Dealer has an Ace showing Players can take insurance by betting half of their original wager. If the Player/Dealer has a Natural (and Player does not) the insurance bet is paid 2 to 1 and the Players original wager loses.

21st Century Blackjack 4.0B

OBJECT OF THE GAME

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

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

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

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of special marked "Natural" or "No Bust" aces with any 10 or face card is a Natural and beats all other hands.

- An Ace has a value of:

o 11 ½ on the first two cards when the other card has a value of 10. o 1 or 11 when combined with cards valued at 2-9.

o 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12.

- All cards from 2-10 have their face value.

- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

E	8
N	9
T	10
J	10
Q	10
K	10

ROUND OF PLAY

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

2. The game utilizes a 52-card deck with special marked "Natural" or "No Bust" aces with wild value. The aces are wild cards with the value of:

a. 11 ½ on first two cards with all cards with the value of 10's. b. 1 or 11 with all cards with value of 2-9.

c. 1 or 11 with three or more cards.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed and collection fees for the Players and Player/Dealer.

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

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".

6. Prior to the start of play the casino dealer will take the collection fees.

7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and moving their hands in a side to side manner indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.

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

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

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

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

11. Beginning with the player to the right of the casino dealer the settling of the wagers will be done in a counter clockwise manner until all wagers have been acted upon.

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

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

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

14. The game does not utilize an action button to determine which player receives first action on their wager. The player-dealer's first card, which is dealt face-up, determines the starting point of action. The player-dealer position is not counted when determining where action shall begin. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card. When determining where action will begin, 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. Furthermore, wagers shall be settled in the following order: all game wagers on the table from player to player and then all Buster Blackjack Bonus Bet wagers on the table from player to player.

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

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

16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
    a. If the Player and the Player/Dealer hands are both a "Natural," the hand is a push or tie and no action is taken on the wager.
    b. Winning ""Natural" hands will be paid 6 to 5.
2. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie and no action is taken on the wager.
5. If a Player's and the Player/Dealer hands both have a value of more than a "Natural" the following rules apply:
    a. If the value of the Player/Dealer hand is closer to a "Natural" the Dealer wins the hand.
    b. If the player is closer to a "Natural" the player loses except when the player has a 3 card hand with the value of 23, 24 or 25. The player's hand with the value of 23, 24 or 25 will "PUSH".
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "Natural" the Player/Dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:
    a. Players can double-down on the first two-cards only with the exception of all "Natural" hands. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double down or split executed by a Player nor is there any extra collection fee charged to the Player/Dealer.
    c. Player may not double down for less than his original wager.
10. Splits:
    a. Players can split any two cards of the same value or rank originally dealt to them.

The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double down or surrender after each split.

b. Players may split any ten value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

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

11. Insurance:

    a. Players may make an optional insurance wager.

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

12. Surrender is allowed.

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

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

15. Backline betting is allowed.

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

17. All pay offs are limited to the amount of the Player/Dealer wager. A Player/Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

PLAYER/DEALER & DEAL

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

Player/Dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited

to the amount of the Player/Dealer wager. The house never participates as a Player/Dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the Player/Dealer wager.

TABLE LIMITS & COLLECTION RATES

The collection is taken from each player for every bet prior to start of the game. Players including Player/Dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $25	$0.50	$1.50
2	$10 - $100	$1	$2
3	$25 - $100	$1	$2
4	$50 - $300	$2	$4
5	$100 - $500	$3	$5

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet wager. A player may only place a Buster Blackjack Bonus Bet wager if they have also placed a game wager prior to the initial deal.
- Only seated players may place a Buster Blackjack Bonus Bet wager. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
- A Buster Blackjack Bonus Bet wager may be less than, or equal to, but not greater than game wager.
- Once all players have made the decisions concerning their hand, according to the game rules, the player-dealer shall reveal their face-down card and play out the hand. The payoff odds vary based on the number of cards in the player-dealer's hand. The more cards in the player-dealers hand, the higher the payoff. If the player-dealer's hand exceeds a Natural, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer's hand does not exceed a Natural, all Buster Blackjack Bonus Bet wagers shall be collected. There is no opportunity for the Buster Blackjack Bonus Bet wager to push.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player's game wager wins, loses, or pushes. The player-dealer must always complete their hand as long as there are Buster Blackjack Bonus Bet wagers in play.**The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

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