

SECTION: 102

BAY♣101 DRAW POKER GAME AND VARIATIONS

House rules applicable to all draw-type poker games.

102.A DRAW POKER (HIGH)

- A.1 Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, players having less than five cards in their hands may receive additional cards providing no action has been taken by the first player to act, unless that action takes place before the deal is completed. However, the dealer-position player may still receive his 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.
- A.2 Any player may draw up to five cards.
- A.3 If asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- A.4 A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play the hand.
- A.5 You may change the number of cards you want to draw providing:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No players have acted on their hands based on the number of cards you have requested.
- A.6 All cards dealt off the table are treated as exposed cards.
- A.7 One of the following fee collection methods will be used in each Draw Poker game. The method and amount of fee collection will be posted at each table in play.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.B LOWBALL

General House Rules applicable to all Draw-type Poker Games

- B.1 **Game Description:** In California Lowball, the lowest or "worst" poker hand wins. The game is played with a 53-card deck which includes the Joker. The Joker must be used as the lowest card not already present in the player's hand. Most five-card draw lowball games feature structured betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw. A player may look at two cards and kill the pot (double the big blind).
- B.2 **Rank of hands:** The best lowball hand is 5-4-3-2-A, and a 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.
- B.3 A new player or a missed blind player has two options.
 - (a) Wait for the big blind.
 - (b) Kill the pot in any position.

- B.4 Check-raise are not allowed.
- B.5 Before the draw, exposed cards of five and under must be taken. An exposed card higher than a five must be replaced after the deal has been completed.
- B.6 After the draw, an exposed card(s) cannot be taken. The draw will be completed, and the exposed card(s) will be replaced. All cards dealt off the table are treated as exposed cards.
- B.7 After the draw, you must bet a hand of seven or better in order to be eligible to win after draw action. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better hand, you will lose the entire pot including any additional calls you have made.
- B.8 In the event of an all-in bet, a seven may call a short all-in bet after the draw and win. If players overcall the short bet from behind, they will receive their bets back. If the seven fulfills his obligation by making a full bet, all subsequent action will stand.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.C

DEUCE-TO-SEVEN-LOWBALL

General House Rules applicable to all Draw-type Poker Games

Game Description: A game, also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only; therefore, the best hand is 7-5-4-3-2.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.D STUD POKER

House Rules applicable to 7-Card and Asian Stud games.

- D.1 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- D.2 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- D.3 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- D.4 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- D.5 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- D.6 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- D.7 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- D.8 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- D.9 One of the following fee collection methods will be used in all Stud type Poker games:

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Prior to a player receiving cards, each player at the table pay a fixed collection fee. Each table will have the per hand fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fixed collection fee may be taken from the ante or blind of each player prior to the play of a hand.

102.E 7-CARD STUD

General House Rules applicable to 7-Card Stud and Asian Games

- E.1 Game Description:** 7-Card Stud is played with two down cards and one up card, then a betting round, then three more up cards (with betting after each), then a final down card and a final round of betting. The best 5-card poker hand wins the pot. There is no Joker in this game. Most 7-Card Stud games at Bay♣101 have structured betting. In a structured game, such as \$3 & \$6, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. In all 7-Card Stud games, a bet and three raises are allowed, except when the hand is between only two players (Heads-up). Spread limit games may be offered.
- E.2** The Ranking of Hands is the same as in Draw Poker, except there is no Joker.

- E.3 **Rank of Hands:** These are the general categories of hands in descending order of strength:

RANK OF HANDS:

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

- E.4 In order to play all-in at the start of a hand, a player must have at least the ante.
- E.5 If a player's first or second hole card is accidentally turned up, the third card is dealt down. In the case of an exposed hole card, the hand cannot be forced low.
- E.6 If a house dealer burns two cards or fails to burn a card, he should, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
- E.7 If any player receives the last card face up, all other players will receive the last card face down. The player(s) whose down card was exposed have two options: (a) declaring himself all-in for the portion of the pot already played and any subsequent betting will be on the side, or (b) may, at that player's option, continue to be active in any further action in the pot on the final round. The player who was high on 6th Street will initiate the action.
- E.8 On all structured limit games, i.e., \$3 & \$6, etc., if a player makes an open pair on the fourth card, that player has the option of betting either \$3 or \$6. If he bets \$3, the next player(s) may raise in increments of \$3 or \$6. If a \$6 bet or raise is made, the next raise must be in increments of \$6. (Example: Player "A" bets \$3, player "B" raises to \$9, player "C" has the option of calling the \$9 bet or raising to \$15. He may not make it \$12). If that player checks, all other players, in turn, have the option to bet \$3 or \$6.

- E.9 If there are not enough cards left in the deck for each player, the house dealer is to deal all the cards except the last card. The house dealer then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the house dealer will not burn so that each player may receive a fresh card. If the house dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a down card. Instead, it will be announced to the table that there are not enough cards to go around, and a community card will be used. The house dealer will then burn a card and turn a card up in the center of the table. The card plays in everyone's hand. The player who was high on 6th Street will initiate the action.
- E.10 A player must have seven cards in order to win. Any other number of cards constitutes a foul hand. Players must protect their own hands.
- E.11 A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed river card.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.F 7-CARD STUD HIGH-LOW SPLIT (8 or BETTER)

General House Rules applicable to 7-Card Stud and Asian Games

- F.1 **Game Description:** This is another variation of 7-Card Stud where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" for "High-Low Split, 8 or Better ." If there is a qualifier, the betting rules are like 7-Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on 3rd street and 4th Street and the upper limit thereafter, with an open pair not affecting the limits. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- F.2 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.
- F.3 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked, Spades (highest), Hearts, Diamonds, Clubs. ***Forced Opener:*** The low card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high hand card for this purpose.
- F.4 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.

- F.5 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- F.6 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- F.7 If a dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- F.8 Players, who call when they are beaten by their opponent's up cards, are not entitled to a refund.
- F.9 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- F.10 **Rank of Hands:** These are the general categories of hands in descending order of strength.
- F.11 **RANK OF HIGH HANDS:**
- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |
- F.12 **RANK OF LOW HANDS:**
- The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.
- F.13 One of the following fee collection methods will be used in all Stud type Poker games.
- Per Round Time Collection:** The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.G RAZZ (7-CARD LOW)

General House Rules applicable to all 7-Card Stud and Asian Stud Games

- G.1 **Game Description:** The rules for 7-Card Razz are exactly the same as 7-Card Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high card has the forced opening and the low hand is first to act thereafter.

G.2 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

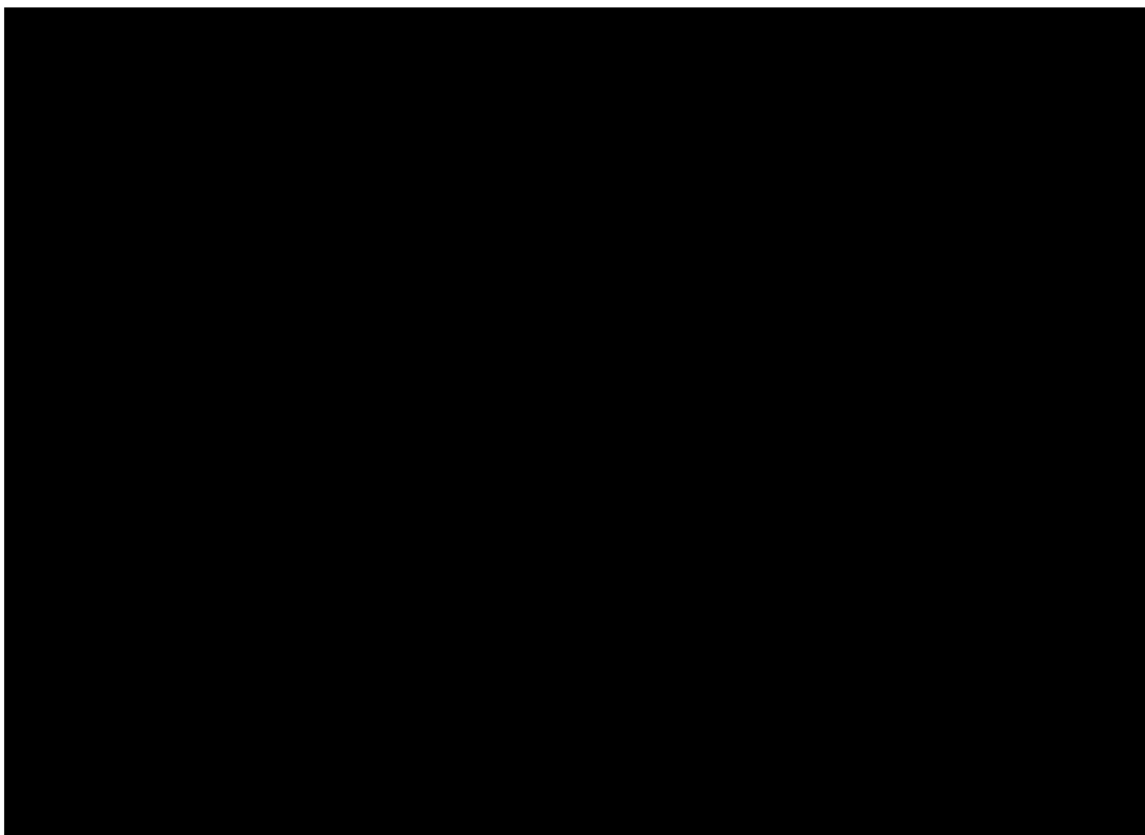
- G.3 A bet and three raises are allowed for each betting round; however, completing an opening forced bet does not count as a raise.

- G.4 Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest or highest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs. **Forced Opener:** The high card by suit (Clubs being the lowest), initiates the betting action on the first round, with an Ace counting as a high card for this purpose.
- G.5 If a player antes and/or asks to be dealt-in, but is unable to make it back to the table in a reasonable amount of time to act on his hand, he forfeits his ante and forced entry bet, if any.
- G.6 If a player does not have the correct number of cards on the deal and no action has been accepted, the hand is a misdeal. If there has been action before the mistake is noticed, players with the incorrect number of cards will receive their money back and are out of the hand.
- G.7 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- G.8 If a house dealer burns and deals a card before a round of betting has been completed, that card(s) must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play resumes in a normal fashion.
- G.9 Players who call when they are beaten by their opponent's up cards are not entitled to a refund.
- G.10 When players pick up, commingle or turn over any of their up cards, they risk losing all rights to the pot.
- G.11 One of the following fee collection methods will be used in all Stud type Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.



102.1 TEXAS HOLD'EM

General House Rules applicable to Hold'em Poker Games and Variations

- I.1 **Game Description:** Hold'em (also known as Texas Hold'em). Each player gets two hole cards. Five community cards are then turned up on the table. Hold'em has structured betting. Spread limit or no-limit games may be offered.
- I.2 Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- 1.3 In Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- 1.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- 1.5 Hold'em may be played High-Low split, with an eight or better qualifier for low.
- 1.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- 1.7 A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- 1.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live. Players may also fulfill their missed blind(s) obligation by straddling the big blind in position only.
- 1.9 The dealer button always moves forward, and the blinds are adjusted accordingly.

- I.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- I.11 Players who have not taken the big blind may move away from the blind and have two options.
 - a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- I.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- I.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- I.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- I.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- I.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- I.17 A card dealt off the table is treated as an exposed card.
- I.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.
- I.19 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting

list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.J HOLD'EM HIGH-LOW SPLIT – 8 OR BETTER

General House Rules applicable to Hold'em Poker Game and Variations

- J.1 **Game Description:** Hold'em High-Low Split (8 or Better). Each player gets two hold cards. Five community cards are then turned up on the table. Hold'em has a structured betting. Spread limit or no-limit games may be offered.

- J.2 Game Description:** This is another variation of Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Hold'em. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- J.3** Hold'em uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- J.4** As in Texas Hold'em, a player receives two down cards as his initial hand. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- J.5** Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- J.6** A new player entering any Hold'em game has three options:
- a. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.

- J.7 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- J.8 The dealer button always moves forward, and the blinds are adjusted accordingly.
- J.9 In all games, the smallest increment chip used in the blind plays in all-in situations.
- J.10 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- J.11 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- J.12 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- J.13 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- J.14 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- J.15 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- J.16 A card dealt off the table is treated as an exposed card.
- J.17 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

J.18 **Rank of Hands:** These are the general categories of hands in descending order of strength:

J.19 **RANK OF HIGH HANDS:**

(a)	Royal Flush	(f)	Straight
(b)	Straight Flush	(g)	Three of a Kind
(c)	Four of a Kind	(h)	Two Pair
(d)	Full House	(i)	One Pair
(e)	Flush	(j)	High Card

J.20 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

J.21 One of the following fee collection methods will be used in each Hold'em style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.K OMAHA HIGH

General House Rules applicable to Hold'em Poker Game and Variations

K.1 Game Description: Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

K.2 Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

K.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

K.4 The Ranking of Hands is the same as in High Draw Poker, except there is no

K.5 RANK OF HIGH HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |

(d) Full House
(e) Flush

(l) One Pair
(j) High Card

- K.6 All General House and Hold'em rules apply to Omaha games.
- K.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.L OMAHA HIGH-LOW SPLIT (8 or BETTER)

General House Rules applicable to Hold'em Poker and Variations

- L.1 **Game Description:** Omaha is a form of Texas Hold'em, except the players are dealt four down cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players. A player must use exactly two cards from his four-card hand (hole cards) and three cards from the board (community cards) to produce his best five-card hand.

- L.2 The hole cards and the board cards are interchangeable for High and Low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

Omaha uses a flat disc called a "dealer button" to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

- L.3 Blinds are posted by players in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of (in front of) the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds, the action is started by the first active player clockwise from the button. Omaha Hold'em may be played straight-high. It also may be dealt with only two down cards as a starting hand. Both cards must play.

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

L.4 RANK OF HIGH HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

L.5 RANK OF LOW HANDS:

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand.

L.6 All General House and Hold'em rules apply to Omaha games.

L.7 One of the following fee collection methods will be used in all Hold'em style Poker games.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.M PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- M.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- M.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- M.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- M.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- M.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- M.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- M.7 A new player entering any Pineapple game has three options:
- He may choose to wait for his big blind.
 - He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - He may choose to straddle (double the big blind) in position.
- M.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- M.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- M.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- M.11 Players who have not taken the big blind may move away from the blind and have two options.
- Post the big blind; it is live.
 - Wait and be dealt back in on the same position.
- M.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- M.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- M.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- M.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.

- M.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- M.17 A card dealt off the table is treated as an exposed card.
- M.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.N PINEAPPLE HOLD'EM (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- N.1 **Game Description:** Pineapple (also known as Pineapple Hold'em). Each player gets three hole cards. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- N.2 Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- N.3 In Pineapple, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- N.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- N.5 Pineapple may be played High-Low split, with an eight or better qualifier for low.
- N.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- N.7 A new player entering any Pineapple game has three options:
- c. He may choose to wait for his big blind.
 - b. He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - c. He may choose to straddle (double the big blind) in position.
- N.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- N.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- N.10 In all games, the smallest increment chip used in the blind plays in all-in situations.
- N.11 Players who have not taken the big blind may move away from the blind and have two options.
- a. Post the big blind; it is live.
 - b. Wait and be dealt back in on the same position.
- N.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- N.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- N.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.

- N.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- N.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- N.17 A card dealt off the table is treated as an exposed card.
- N.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.O PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable to Hold'em Game and Variations

- O.1 **Game Description:** Pineapple High-Low Split - 8 or Better is another variation of Pineapple Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- O.2 Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded. Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- O.3 Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- O.4 In Pineapple High-Low Split, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.

O.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.

O.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:

O.7 **RANK OF HIGH HANDS:**

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

O.8 **RANK OF LOW HANDS:**

The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.

O.9 One of the following fee collection methods will be used in each Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.P CRAZY PINEAPPLE HOLD'EM

General House Rules applicable to Hold'em Game and Variations

- P.1 **Game Description:** Crazy Pineapple (also known as Crazy Pineapple Hold'em). Each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Pineapple has structured betting. Spread limit games may be offered.
- P.2 Crazy Pineapple uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

- P.3 In Crazy Pineapple, a player receives three down cards as his initial hand, after the three board cards being turned up, each player will discard one of his down cards. There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- P.4 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- P.5 Crazy Pineapple may be played High-Low split, with an eight or better qualifier for low.
- P.6 **Ranking of Hands** is the same as in Draw Poker, except there is no Joker.

RANK OF HANDS:

- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |

- P.7 A new player entering any Crazy Pineapple game has three options:
- He may choose to wait for his big blind.
 - He may post the big blind (it is live) from any position including in front of or behind the button. If he posts in front of the button, it passes him the next hand.
 - He may choose to straddle (double the big blind) in position.
- P.8 If a player leaves the table for any reason and the blind(s) passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post, the small blind is dead money and is moved to the center of the pot while the big blind is live.
- P.9 The dealer button always moves forward, and the blinds are adjusted accordingly.
- P.10 In all games, the smallest increment chip used in the blind plays in all-in situations.

- P.11 Players who have not taken the big blind may move away from the blind and have two options.
- Post the big blind; it is live.
 - Wait and be dealt back in on the same position.
- P.12 Players who are dealt fewer cards than called for receive a card from the top of the deck after the deal is complete. If a player is dealt an additional card, one card at random is retrieved by the Floor person, turned face up and used as the burn card. If it is discovered after substantial action, all monies, antes and blinds are forfeited by that player.
- P.13 If the flop has too many cards, it will be taken back, except for the burn card, and reshuffled. No new burn card will be used.
- P.14 If cards are flopped by the house dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain, and no additional burn card will be used for this flop.
- P.15 If the house dealer turns up the fourth card on the board before the action is completed, the card does not play. After the completion of the action, the next card is burned and the fifth card is put in the fourth card's place. After action is completed, the house dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The house dealer will then deal the fifth card, with no additional burn card.
- P.16 If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as in the previous rule.
- P.17 A card dealt off the table is treated as an exposed card.
- P.18 In full games, if players are away from the table, the house dealer will take the collection from their stacks. A game with all seats taken or with a waiting list will be considered a full game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.Q CRAZY PINEAPPLE HIGH-LOW SPLIT (8 OR BETTER)

General House Rules applicable for Hold'em Game and Variations

- Q.1 **Game Description:** Crazy Pineapple High-Low Split - 8 or Better is another variation of Texas Hold'em where there can be two winners. The best high hand splits the pot with the best low hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better." If there is a qualifier, the betting rules are like Crazy Pineapple. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. Aces may be used for high or low, and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as his high hand or not, to make his best low hand.
- Q.2 Crazy Pineapple High-Low Split, each player gets three hole cards, one of which must be discarded (after the first three community cards are turned up). Five community cards are then turned up on the table. As in Stud, Crazy Pineapple has structured betting. Spread limit games may be offered.

- Q.3 Crazy Pineapple High-Low Split uses a flat disc called a dealer button to indicate the player, who in theory, dealt the cards for that pot. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets, posted before players look at their cards, are used to stimulate action and initiate play. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.
- Q.4 In Crazy Pineapple High-Low Split, a player receives three down cards as his initial hand, prior to the three board cards being turned up, each player will discard one of his down cards (after the first three community cards are turned up). There is a round of betting after these cards have been delivered. Three board cards are turned up simultaneously (which is called "the flop"). They are community cards available to all players.
- Q.5 Another round of betting occurs. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. Players may use all of the board cards which is termed "playing the board"; each must announce that he is playing the board before mucking his hand.
- Q.6 **Rank of Hands:** These are the general categories of hands in descending order of strength:
- Q.7 **RANK OF HIGH HANDS:**
- | | |
|--------------------|---------------------|
| (a) Royal Flush | (f) Straight |
| (b) Straight Flush | (g) Three of a Kind |
| (c) Four of a Kind | (h) Two Pair |
| (d) Full House | (i) One Pair |
| (e) Flush | (j) High Card |
- Q.8 **RANK OF LOW HANDS:**
- The best low hand is 5-4-3-2-A, and 7-6-4-3-2 is better than a 7-6-5-3-2. Straights and flushes do not count against the player's hand. To qualify to win a Low hand there can not be a card higher than an eight in your five cards.
- Q.9 One of the following fee collection methods will be used in each Crazy Pineapple style Poker game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

102.R PANGUINGUE

- R.1 **PANGUINGUE** (pan-ginn'-gay), popularly known as "PAN," has been played in California since the early 1900's.
- R.2 **The Object of the Game** is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below.
- R.3 **Number of Players:** At Bay♣101 two to eight players may play.

- R.4 **The Deck:** Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades is deleted from the deck for 310 cards).
- R.5 **Cards in each suit rank as follows:** King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.
- R.6 **The Deal:** The house dealer will shuffle and cut the cards throughout the play. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The house dealer will start with:
- The player who is dealt the lowest card face up at the beginning of a new game.
 - The winner of the last hand.
 - The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
- R.7 **The Draw:** Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand. He must draw from the deck rather than use the last discard.
- R.8 The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
- R.9 Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
- R.10 A drawn card is discarded when it is released toward the house dealer.
- R.11 Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
- R.12 A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.
- R.13 If the rotation of the draw becomes confused, the house dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the house dealer will follow these guidelines:

- a. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there.
 - b. Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid.
 - c. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.
- R.14 **The Play:** Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
- R.15 After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
- R.16 **Set:** Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non comoquers.
- R.17 **Sequence:** Any three cards in sequence of the same suit, as Heart Q, J, 7.
- R.18 **Forcing Cards:** If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
- R.19 A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
- R.20 A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
- R.21 Any player in action may choose to end the hand for lower pay by forcing the out card.
- R.22 **Foul Hands:** A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.

- R.23 **Irregularities:** If, before the player has made his first draw, he finds he has nine cards, the house dealer will deal the player an additional card. If the player has eleven cards, the house dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
- R.24 If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
- R.25 **Going Out:** When a player shows eleven cards in melds, he collects two chips from every player, plus he also collects for valid pay condition.
- R.26 When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.
- R.27 **Incorrect Meld:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes" and sets).
- R.28 **Conditions:** Certain melds are called conditions. On melding conditions, the player immediately collects chips from every other player, as follows: All threes, fives, and sevens are Valle (pronounced valley) cards, that is "cards of value." Cards of other rank are no-valle.

The conditions are:

- a. Any set of Valle cards, not in same suit, 1 chip.
- b. Any set of Valle cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
- c. Any set of non Valle cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
- d. Any sequence of A, 2, 3 in the same suit, 2 chips in Spades, 1 chip in any other suit.
- e. Any sequence of K, Q, J in the same suit, 2 chips in Spades, 1 chip in any other suit.

- R.29 **Increasing:** A player may add one or more cards to any of his melds, provided that the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three Valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

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

- R.30 **Borrowing:** A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from club 7, 6, 5, 4, he may borrow either the 7 or 4, but not the six or five.
- R.31 **Pays :** All Pays (sometimes known as collections, not to be confused with fee collection) must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
- R.32 The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
- R.33 A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.
- R.34 On the outs, a player having to collect and then cut off a collection **must be specific in his statement or action**. Simply stating "out on a good one" is not sufficient.
- R.35 A player may ask the house dealer for help in calculating the value of a collection or of the outs.
- R.36 No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

- R.37 **Dealer Enforcement:** Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the house dealer's attention. Players must protect their hands and enforce their rights according to the rules.
- R.38 The house dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
- R.39 The house dealer will intervene when unearned pay is requested.
- R.40 The house dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
- R.41 The house dealer will foul a player's hand at the request of another player in action when justified by the rules.
- R.42 **General:** The minimum buy-in is twenty (20) chips of equal value for the condition of the game.
- R.43 Playing for Tops is allowed in time collection games only. Before play starts, each player beginning with the previous "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.
- R.44 A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
- R.45 On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
- R.46 Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
- R.47 The Floor person's decision is final in all disputes and in the interpretation of all rules.
- R.48 One of the following fee collection methods will be used in each Pan game.

Per Round Time Collection: The Dealer position, as indicated by the Dealer Button, or the Collection Button, rotates around the table, each player will be obligated to pay the posted collection fee for the time it takes to play a complete round. Each table will have the per round time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or when a light comes on to indicate that it is collection time. If you are called for a seat while the collection light is on, or at the time when the House dealers are changing, and there is a waiting list for that particular game, you must pay your collection whether or not the light is still on when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round.

Per Hand Collection: Each table will have the per hand fee amount (collection) for that table, game type, and game limit, posted. The posted fee may be reduced as the number of players at the table reduces to compensate for the shorter period of time to play a complete round. The fee shall be determined (fixed) in advance of play. There shall be no more than three posted rates at a table. The fixed collection fee shall be taken from the blind or antes before or during play of hand and prior to the end of play of the hand.

SECTION: 103

BAY♣101 GENERAL HOUSE RULES OF CALIFORNIA GAMES

House rules applicable to all California (player/dealer) style games

1. Each player has the option of being the player/dealer for two consecutive hands on any betting position wagered on the previous hand. All players play their hands against the player/dealer's hand only.
2. A Bay♣101 employee on duty never makes a determination regarding play of a customers player/dealer's hand, other than their own hand.
3. Each table and each betting circle has a spread limit defining the minimum and maximum amount that may be wagered in each betting spot. Players must wager at least the table minimum. Any amount wagered over the maximum will receive no action. Less than minimum bets will receive action, but cannot be allowed to continue.
4. The active player/dealer may designate any person to shake the dice except a Bay♣101 employee on duty.
5. There is no maximum on player/dealer wagers.
6. All cash will be changed to chips. All bets will be paid in chips.
7. All action goes clockwise, except in Pai Gow (tiles), starting with the action button.
8. The player who controls the seat is the active player for that position.
9. The active player in control of a seat has the option of allowing back-line play on a position upon which he is wagering. Bets may only be placed in the spots provided on the table layout.
10. The seated player may not prohibit any player from wagering on a position if he himself is not wagering on it. Once a player has wagered on this position, that player is allowed to wager or back-line if a spot is open.
11. Back-line players may participate in the play of the hand. If the active player and back-line player(s) disagree over the play of the hand, the player with the largest wager that will receive action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.

12. When the back-line player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house dealer to stop the action before the active player acts.
13. In the player/dealer position, the player with the largest wager in action makes the final decision when there is a disagreement on the play of the hand.
14. Once the house dealer has released the dice and announced "no more bets," players may not change their wagers. Penalty: Possible forfeiture of wager to the extent that money covers. A player may be barred from play and subject to prosecution.
15. Each player must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets are not acceptable.
16. Active players are entitled to ask the house dealer the amount of the player/dealer's wager, to the extent that it affects the play of their hands.
17. If there was no collection in the previous hand, no one may be the player/dealer on that spot.
18. A player may see all hands on which he has wagered, but may set only the first hand he looks at. All other hands must be set or played "house-way".
19. "Kum-Kum" bets will be paid off and/or collected as one bet.
20. Players who choose to bet Kum-Kum must each wager at least the minimum bet permitted at that table.
21. Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
22. A player removing a winning wager from the betting circles may be paid the minimum bet (to the extent money covers), if the correct amount of the wager cannot be determined.
23. A player removing a losing wager from the betting circles may be barred and/or subject to prosecution.
24. Any attempts to switch, pass, or hold out cards will cause that hand to be fouled and forfeiture of that wager to the extent money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.

25. No side bets are allowed.
26. A player may not surrender his hand, except in games where the rules allow for surrender; i.e.; No Bust 21st Century Blackjack.
27. All players are forbidden to show or discuss their hands with any other players not involved in that hand.
28. The player/dealer's hand will not be exposed until all hands have been set.
29. Any player having the wrong number of cards may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers
30. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
31. House fee collections will be determined prior to the play of the hand. The method of collection can be found in the rules of each game type.
32. Certain types of paraphernalia are not allowed on the playing surface of the table; i.e. radios, cell phones, beverage containers, tape and CD players, wallets, purses, reading materials, and similar items. Chip racks containing chips are permitted on the surface of the table.
33. Cell phone calls may not be made or taken while on the gaming floor or at a table. Players must excuse themselves from the game and move off the gaming floor to make or receive cell phone calls
34. Players are responsible for protecting their own hands and wagers at all times. Cards and tiles may not be removed past the edge of the table and must be kept in plain view at all times.
35. California Games are multi-ethnic and various languages are permitted and spoken at the tables. In case of questions or disputes, house rulings will always be given in English. House rulings may also be given in another relevant language if, in the Bay♣101's opinion, it will assist the understanding of the ruling.
36. The general house rules for California Games apply to all California (player/dealer) style games unless a rule for specific game states otherwise, in which case the specific rule applies.

37. By wagering in a California game, players agree that Management has the final decision on who may play and the manner in which play is conducted. Discourteous or rude behavior, abusive language and unruly conduct are not tolerated. To make the games enjoyable and to protect players and employees from unpleasant situations, management supervises the behavior of participants in the games, excludes players as appropriate, interprets game rules, and makes decisions in the best interest of the game.
38. Management and floor persons reserve the right to make decisions in the best interest of the game, even though a technical interpretation of the rules might dictate a contrary decision.
39. Management's decision is final.

104.A CALIFORNIA BLACKJACK

- A.1 **Game Description:** California Blackjack is played with 56 cards: one or more standard 52-card deck(s) plus 4 Cal-Aces. The game is dealt on a poker style table to eight players (positions). The object of the game is to get 22, or as close to 22 as possible, by adding up the value of the cards.
- A.2 **Rank of Hands:** All cards count their face value with the exception of Aces, which can be either one or eleven. Face cards count as ten. You cannot "bust" in California Blackjack. If no one has 22, whoever is closest to 22 wins. The hand closest to 22, but under 22, beats the hand that is over 22. As an example, 21 beats 23 because it is under 22, but 23 beats 20 because it is closer to 22.
- A.3 A Natural consists of any two Aces, 22 points on the first two cards. This hand should be turned up immediately. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.4 During the draw, players must position their hole cards in the "hit" box in order to draw. By positioning their hole cards in the "stand" box, players automatically pass. Players are fully responsible for the correct placement of their hands.
- A.5 If one card is exposed during the deal, it plays. If a player elects to draw, the first draw card will be delivered face down.
- A.6 Cards removed from the table may be declared dead.
- A.7 The contents of each hand must be kept secret.
- A.8 The player/dealer will be dealt one card face up and one card face down.

- A.9 All players will be dealt two cards face down.
- A.10 The player/dealer will be allowed to check the hole card for a Natural when showing an Ace on board. If the player/dealer has a Natural, the hand is concluded, and the player/dealer is paid to the extent that the player's money covers. Should a natural not be exposed before the first draw card is dealt, the hand plays as a 22.
- A.11 Naturals held by players are paid in order to the extent that the player/dealer's money covers.
- A.12 Players may stand on any point total, but may not draw further once reaching or exceeding 22 hard points.
- A.13 Once a player has passed during the draw, the cards may not be handled further.
- A.14 The player/dealer draws last, and must hit 18 or less and soft 25 or more. The player/dealer must stand on all 21's and 22's. Player/dealer option hands are 19, 20, soft 23 and soft 24.
- A.15 Ties are a "push" and have no effect on the settlement of other wagers.
- A.16 A player may not expose, surrender, or concede his hand.
- A.17 At the request of a player, the Floor Supervisor may play a hand according to "House Way" which is as follows:
- a. Stand on 20, 21, 22 and 23.
 - b. Stand on hard 19 when the "House dealer" shows an 8 or 9.
 - c. Hit all other hands.
- A.18 A House Way hand inadvertently set or misplayed is a dead hand. All other hands are in play.
- A.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
 - b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.
- A.20 The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) two cards each. The player/dealer's hand is kept in front of the house dealer.

104.B "NO BUST" 21ST CENTURY BLACKJACK

- B.1 21ST Century Blackjack is dealt from a shoe or shuffle machine containing one to eight decks of standard playing cards consisting of 52 cards plus one Joker per deck.
- B.2 The Players' objective is to form a hand that does not exceed "Natural 22".
- B.3 All Players and the Designated Players cards will be dealt face up.
Exception: Double-down.
- B.4 Each Player will receive two cards on the initial deal. Designated Player receives one.
- B.5 Players have the option to draw additional cards.
- B.6 All cards have face value.
- B.7 All face cards have a value of 10.
- B.8 Aces have a value of 1 or 11.
- B.9 Jokers are wild. A Joker with any card is hard 21. Players may not draw further.
- B.10 The value of each hand is the sum of its cards.
- B.11 All Players hands are compared with the Designated Player hand.

- B.12 A "Natural" hand beats all other hands. A "Natural" consists of:
- a. Two Jokers (pays 2 to 1)
 - b. Two Aces or
 - c. One Ace and one Joker.
- B.13 If a Player's total is more than a "Natural" and the Designated Player's total is a "Natural" or less, the DESIGNATED PLAYER WINS.
- B.14 If a Player's total is a "Natural" or less, and the Designated Player's total is more than a "Natural," the PLAYER WINS.
- B.15 If the Player and the Designated Player's total are above a "Natural":
- a. Designated Player is closer to a "Natural," DESIGNATED PLAYER WINS.
 - b. If a Player is closer to a "Natural," it is a PUSH.
 - c. DESIGNATED PLAYER WINS all ties over a "Natural."
- B.16 If the Player and the Designated Player's total is below a "Natural," the hand closest to a "Natural," wins.
- B.17 If the Player and Designated Player are tied on a "Natural" or less, it is a PUSH.
- B.18 If the Designated Player's first card is a Joker, there is no draw or surrender.
- B.19 All payoffs to the extent that money covers.
- B.20 The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all Players have received their initial two cards, starting from the next clockwise position from the Designated Player, Players may receive additional (hit) up cards. Players may draw as many cards as needed.

R U L E S for P L A Y E R S		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
<u>Soft & Hard 20</u> <u>Soft & Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

B.21 DOUBLE-DOWN, SPLIT, and SURRENDER RULES

- Players' may double-down only on their first two cards and receive one card face down. Soft hands (Ace) may not be doubled.
- Players may split any pair with the exception of Aces or Jokers and receive multiple draw cards.
- Players may only split once.
- Players may surrender on their first two cards and forfeit half their wager to the extent that money covers.

B.22 DESIGNATED PLAYER and DEAL

- The Designated Player position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. The Designated Player position may remain in the same position for two consecutive hands only, the Designated Player position must then move to the next position in a clockwise rotation. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

- b. Designated Player's are never required to cover all opposing Players' wagers. The house never participates as a Player or Designated Player. The house never takes a percentage of the game.
- c. The following chart outlines all rules regarding the Designated Player's hit cards subsequent to all Players receiving hit cards. After all Players have drawn additional cards, the Designated Player will receive their second card, which determines where the action button is to be placed. The Designated Player may also draw as many cards as needed.

RULES for DESIGNATED PLAYER		
MUST STAND ON	MUST HIT ON	HAVE OPTION ON
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

B.23 GAME LIMITS

\$10 to \$100

\$20 to \$100

\$40 to \$100

\$100

No Game limit will ever exceed \$100.

B.24 DEALER PROCEDURES

A. Manual Shuffle

1. Pre shuffled decks are brought to the Dealer in a card carrier.
2. Dealer will reshuffle all cards.
3. Designated Player will place a cut card at least ten cards from the top of the deck.
4. Dealer cuts the deck at that spot.
5. The dealer places the cut card approximately one deck (53 cards) from the bottom of the shoe to insure that the shoe does not run out of cards in the middle of a hand.

6. When the cut card appears, the Dealer calls for new cards and completes the hand in progress.

B. Machine Shuffled Shoe (Off Table)

1. Pre shuffled decks are brought to dealer in shoe.
2. Dealer will expose first card in shoe face up on table.
3. Dealer will deal out appropriate number of cards as determined by exposed card face down and will place cards at back of deck(s) in shoe.
4. The dealer places cut card approximately one deck (53 cards) from bottom of shoe to insure that shoe does not run out of cards in middle of a hand.
5. When the cut card appears, Dealer calls for a new shoe and completes the hand in progress.

C. Machine Shuffle (On Table)

1. Cards are delivered to Dealer in card carrier or box by Floorperson.
2. Dealer shall spread the cards on the table and verify the deck(s) are complete and suited.
3. Dealer will place cards in shuffle machine while Floorperson is present and start a machine shuffle.

B.25 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction (spot) a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of the hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.C DOUBLE-HAND POKER (PAI GOW POKER)

- C.1 GAME DESCRIPTION:** Double-Hand Poker is played with 53 or 56 cards: a standard 52-card deck and one or four Jokers. The Joker may be used as an Ace, or to complete a straight, a flush or a straight flush. **VARIATION:** Jokers may be wild. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- C.2** The house dealer will deal seven or eight hands (piles). Each hand contains seven or eight cards all dealt face down. The player/dealer selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand. The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games with 53 cards, or 1,9 or 17 in an eight handed game with 56 cards. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight. The house dealer will deal each player (position) a pile which consists of seven cards each. The player/dealer's hand is kept face down in front of the house dealer.
- C.3** The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.
- C.4** After all players have set their hands, the House Dealer will open the player/dealer's hand. The player/dealer will determine which way the hand will be set.
- C.5 Rank of Hands**
- | | |
|--------------------|---------------------|
| (a) Five Aces | (g) Straight |
| (b) Royal Flush | (h) Three-of-a-Kind |
| (c) Straight Flush | (i) Two Pair |
| (d) Four of a Kind | (j) One Pair |
| (e) Full House | (k) High Card |
| (f) Flush | |

Note: An Ace may be played high or low for a 5-card straight.

Example: 5-4-3-2-A = Low straight
A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush or straight flush. In Jokers Wild, the Joker may be used as any card.

C.6 Object of the game:

To win the hand, both the front and back hands must rank higher than the player/dealer's hands. If both of the player/dealer's hands rank higher than the player's two hands, the player/dealer wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/dealer wins all copies.

The player/dealer may only receive action on the amount wagered. Once the player/dealer's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

C.7 The player/dealer's hand will not be opened until all hands have been set with the exception of a "House Way" hand. (See rules #8 and #9.)

C.8 A player has a foul hand if:

- a. The two-card front hand ranks higher than the five-card back hand, or
- b. The player does not have exactly two cards in the front hand, or
- c. The player does not have exactly five cards in the back hand.

C.9 A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.

C.10 A misdeal will be declared if:

- a. A Joker or an Ace is boxed or exposed, or
- b. if two or more cards are boxed or exposed, or
- c. the player/dealer's hand does not have the correct number of cards.

- C.11 A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the payoff after the player/dealer's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, they may or may not be allowed to ask for a House Way play. **(See Exhibit # 1 – Double Hand Poker and Exhibit #2 – Pai Gow House Way) located in Section: 103 – California Games.**
- C.12 Any House Way hand improperly set by the house dealer will be reset by Management.
- C.13 The house dealer cannot allow the player/dealer to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.
- C.14 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- C.15 Any player may request a new set up before the first bank. Only the player/dealer may request a change of deck between the first and second bank.
- C.16 When two identical cards are turned up, the hand will be declared a misdeal.
- C.17 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- C.18 If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.
- C.19 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.

- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.D SUPER PAN 9

- D. 1 **Game Description:** Super Pan 9 is played with eight decks of cards minus the 7's, 8's, 9's and 10's for a total of 288 cards. The game is dealt on a poker style table to seven or eight players (positions). The dealer button denotes which one of the seven or eight players is the player/dealer for that hand.
- D. 2 The dice cup (containing three dice) will be shaken by the player/dealer to determine which seated player (position) receives the action button. The action button denotes which hand is to be first in play when the play begins. The player/dealer is always counted as numbers 1,8 or 15, in a seven handed games, or 1,9 or 17 in an eight handed game. In some games, special dice maybe used which would never have a combined spot total of more than seven or eight.
- D. 3 The house dealer will deal each player three cards, one at a time, starting at the action button. The player/dealer's cards will be placed under the dealer button, and after the deal is complete, the player/dealer's cards will be placed in front of the house dealer and kept face down. Each player may stand on his hand or draw one additional card.
- D. 4 Card Values are: Face Cards = 0
Aces = 1
All Other Cards = Face Value
- When adding card values, totals of 10 or 20, equal zero (0).
- Example:** $6 + 6 + 6 = 8$
 $5 + 5 + 5 + 5 = 0$
 $5 + 5 + 5 + 6 = 1$
- D. 5 **Rank of Hands:** 9-8-7-6-5-4-3-2-1-0
- D. 6 **Object of the game:** To obtain a higher-ranking hand than the player/dealer's. The highest-ranking hand is 9, the lowest-ranking hand is 0. The Banker must stand on 7 or better, hit 3 or less, with 4, 5, or 6 being optional. House Way: stand on 6 or better, hit 5 or less.
- D. 7 The house dealer's hand will not be exposed until all hands have been set.
- D. 8 When the player/dealer's three-card hand totals a three or less, the house dealer will automatically draw a card for the player/dealer.

- D. 9 When the dealer's three-card hand holds a 7-8-9, the hand will automatically stand (play).
- D.10 A boxed card in the shoe is dead and will be replaced by the next card in the shoe. When the house dealer deals a card off the table, the card will be picked up by the Floor Supervisor and it plays.
- D.11 All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the player/dealer has acted on his hand and before the player's hand is read. (Note: an exposed card is defined as one that lands face up on the table).
- D.12 The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
- D.13 A misdeal will be called if:
- a. It has been determined, after the second card comes out, that cards have gone to the wrong spot.
 - b. The player/dealer has the wrong number of cards.
- D.14 A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
- D.15 Each player must put his hand down on the proper square before the draw starts. The house dealer will check with each player in turn.
- D.16 If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- D.17 When a player requests assistance on the play of a hand by the house dealer, a "House Way" button will be placed in that position. In turn, the house dealer will play the hand according to Bay♣101 Guidelines:
- a. Draw on five (5) or less.
 - b. Stand on six (6) or more.

After the player/dealer's hand has been opened and set, the "House Way" hand will be opened and checked. Any House Way hand incorrectly played by the house supervisor will be ruled dead and receive no action.

D.18 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

104.E PAI GOW GENERAL RULES

E.1 BAY♣101 provides house dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the BAY♣101.

E.2 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his/her collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

E.3 Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot or transaction.

E.4 You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

- E.5 Any amount over the maximum table limit will not receive action.
- E.6 There is no maximum on a banker's wager.
- E.7 'Kum-Kum' bets will be paid off and/or collected as one bet.
- E.8 Players who choose to bet 'Kum-Kum' must each wager at least the minimum bet permitted at the table.
- E.9 Players who bet 'Kum-Kum' do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum' bets.
- E.10 All action goes counterclockwise, starting with the action button.
- E.11 All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- E.12 The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- E.13 Back-line bets are allowed. All back-line bets must be placed in designated wagering areas (spots) provided on the table layout, at each player position.
- E.14 A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- E.15 If the active player and back-line player(s) disagree over the play of a hand, the player with the largest wager, in action, makes the final decision. *For example*; if the bankers wager totals 5 chips and the active players wager totals 3 chips, even though the back-line player's wager may total more than 3 chips, the active player will make the final decision, as the maximum action the back-line player can receive, in this example, is for 2 chips.
- E.16 When the back-line player wishes to make a decision on the hand and has the largest wager, in action, the back-line player must verbally declare their intent to the house supervisor to stop the action, before the active player acts.
- E.17 All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- E.18 In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- E.19 The active banker may designate any person to shake the dice, except a BAY♣101 employee on duty.

- E.20 Once the house dealer has released the dice and announced "No more bets," no one may change their wager. *Penalty:* Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- E.21 The bankers' hand will not be opened, until all players hands have been set.
- E.22 All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.
- E.23 Any active player is entitled to ask the house dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.
- E.24 No side bets are allowed.
- E.25 If there was no wager, on a players position, on the previous hand, no one may be the banker on that players position, on the next hand.
- E.26 A player may not surrender their hand.
- E.27 Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. *Penalty:* Any such attempt, may subject the player to being barred and/or criminal prosecution.
- E.28 Any player removing a losing wager may be barred and/or subject to prosecution.
- E.29 Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.
- E.30 Any player having the wrong number of tiles may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers.
- E.31 All players are forbidden to show or discuss their hands with any other player not involved in the play of that hand, before the action is completed.
- E.32 A player may see all hands on which he has wagered, but he may set only the first hand he looks at. All other hands must be set or played "house-style".
- E.33 Once the first players hand (the action hand) has been opened by the house dealer, the banker's hand may not be re-set.

- E.34 A hand that has been misread by the house dealer, will play at true value, if it can be retrieved intact.
- E.35 During the stacking of the tiles, if either a Teen ('12'-*the Heaven tile*), Dey ('2'- *the Earth tile*), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a reshuffle. If two or more tiles are exposed, all the tiles must be reshuffled.
- E.36 During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.
- E.37 During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.
- E.38 Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.
- E.39 When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.
- E.40 The banker's hand is not set until the banker has signified his final decision, in an obvious manner to the house dealer.
- E.41 The house dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The house dealer is allowed to set any hand the 'House Way,' when requested.
- E.42 The banker chooses the style of tile delivery. The house dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker. Only styles of delivery approved by BAY♣101 are acceptable. Only the house dealer may stack, cut or arrange the tiles.
- E.43 If a player makes a claim, protests or disputes an action, or the house dealer makes a mistake, the floor supervisor will always be called.
- E.44 No player is allowed to look at or set more than one hand. If a player needs assistance, they may ask for the 'House way.'

- E.45 English is the primary language for Pai Gow at the BAY♣101, however, since Pai Gow is a multiethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.
- E.46 At no time will unused tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.
- E.47 When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.
- E.48 A player's hand may be ruled dead if they allow any of their tiles to come into contact with another players tiles.
- E.49 At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.
- E.50 If the banker and a player, has an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each has a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher-ranking tile.
- E.51 Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.
- E.52 The floor manager's decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.
- E.53 For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.
- E.54 No player or banker, can win or lose, more chips than they wagered, on a round of play.
- E.55 If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.
- E.56 All tiles must always remain clearly visible to the house dealer, banker and players. All tiles must remain on or above the plane of the table surface, and may not be removed past the edge of the table surface.

- E.57 After all players hands have been set, the house dealer will open the banker's hand. The house dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the banker's responsibility to make and announce the decision on the final setting of the banker's hand.
- E.58 After setting the bankers hand, the house dealer, starting with the action hand, will open and read all players hands. After the house dealer compares a player's hand to the banker's hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved toward the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back toward the player.
- E.59 After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice totals will be read and announced by the house dealer. Beginning with the banker position, as position # 1, 9 & 17, the house dealer will count counterclockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.
- E.60 Before opening the dice cup, the banker must choose an approved and acceptable style of delivery.

104.F PAI GOW (Tiles)

- F.1 **Game Description:** Pai Gow, which translates to mean 'make nine,' is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.
- F.2 **Object of the game:** To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher-ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher-ranking hands will be compared against each other and the lower-ranking hands will be compared against each other.

To Win, both players' hands must rank higher than the bankers two hands.
 To Lose, both player's hands must rank lower than the bankers two hands,
and
 To Push, one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

F.3 Rank of Hands:

The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- (a) Gee Joon, (the Supreme pair)
- (b) Matched pairs (identical)
- (c) Unmatched pairs (not identical)
- (d) Wong (a '12' or '2' tile, with any 9)
- (e) Gong (a '12' or '2' tile, with any 8)
- (b) Combinations

F.4 Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher-ranking groups, combinations are formed by taking any two tiles, totaling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totaling, only the last digit is used, as in Super Pan 9, (i.e. $8+7=15$, but it is counted as 5).

F.5 It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts).

F.6 **The Play:** Pai Gow is dealt counterclockwise to a maximum of 8 player positions. All wagers are placed against a player/dealer. Back-line wagering is acceptable, thus allowing many participants. All participants have the opportunity to be the player/dealer, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/dealer. The house dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/dealer, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/dealer hand will be capped with a button, and set, after all players have set their hands.

F.7 House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table.

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose and it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

No Bust 21st Century Blackjack[®]

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

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
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

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

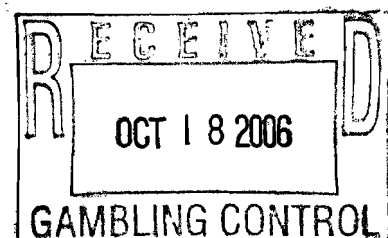
The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards when the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2-9.
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.



RANKING CHART

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

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats ten players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) $11^{1/2}$ 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. 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 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

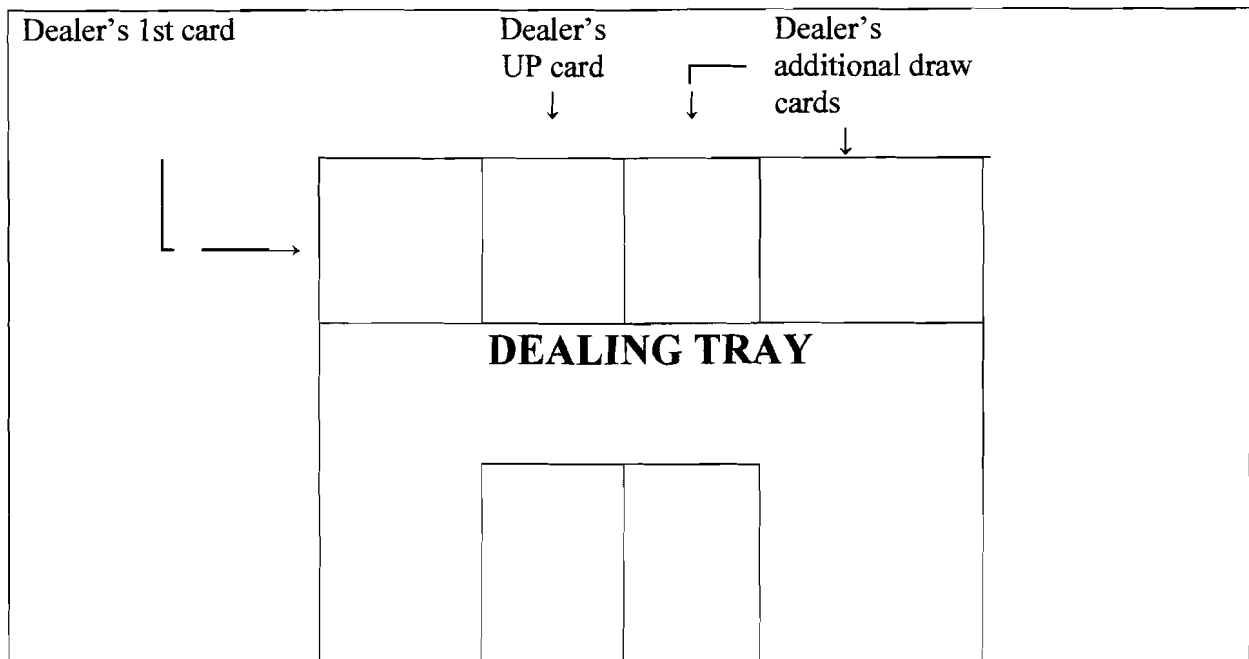
the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

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 and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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

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. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
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. 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" ($21^{1/2}$) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
8. A two card $21^{1/2}$ beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. 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 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 of the amount wagered or won.
11. Backline betting is allowed.

12. 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 the first two-cards only, with the exception of a Natural. The Player must place a second wager equal to the original wager. The Player will only receive one hit card regardless of the total.
 - There is no additional collection fee on a double-down executed by a Player.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no additional collection fee on a split executed by a Player.
- **SURRENDER**
 - Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited to the Player Dealer. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 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.

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.

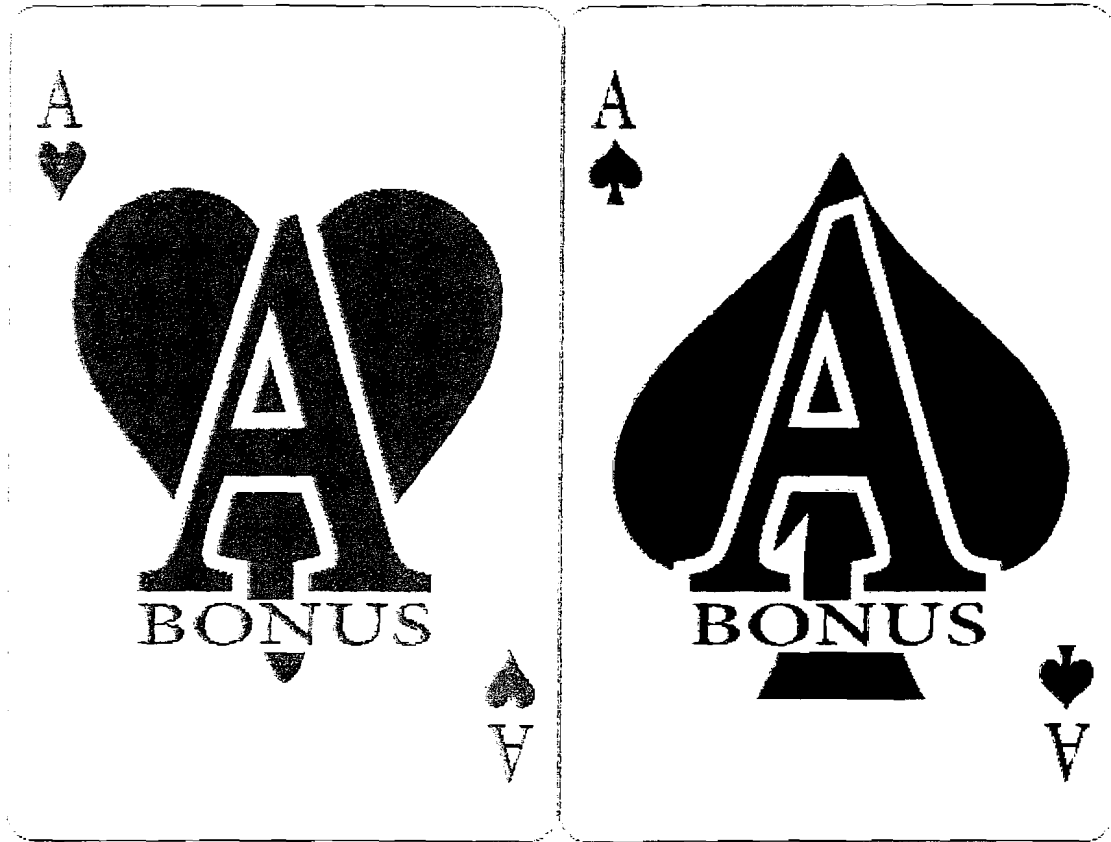
Game Option

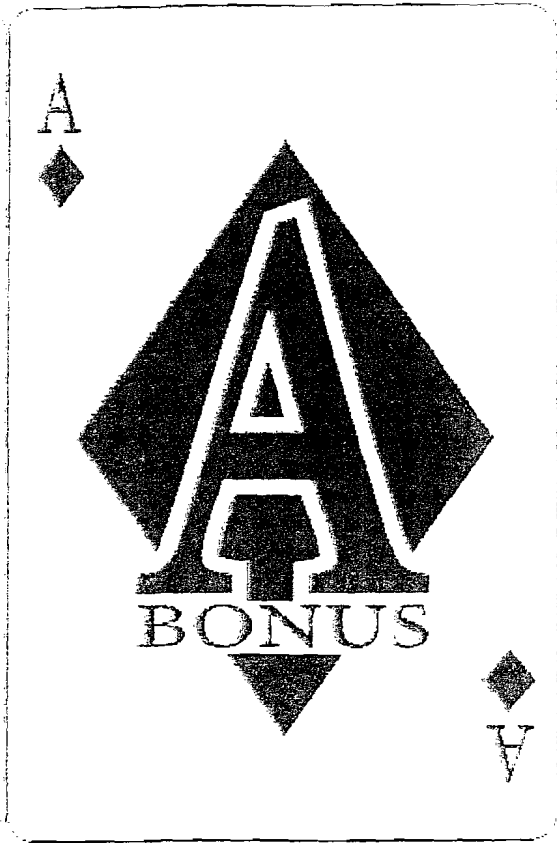
- a. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 24, or 25 and then they will "PUSH".

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 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, as required by the California Penal Code.

Bonus Ace'





No Bust 21st Century Blackjack[®]

5.0 version



US Patent 6,845,981

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

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
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		

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 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 card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12.
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

	Value
Ace	a) 11 and a half on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6

Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

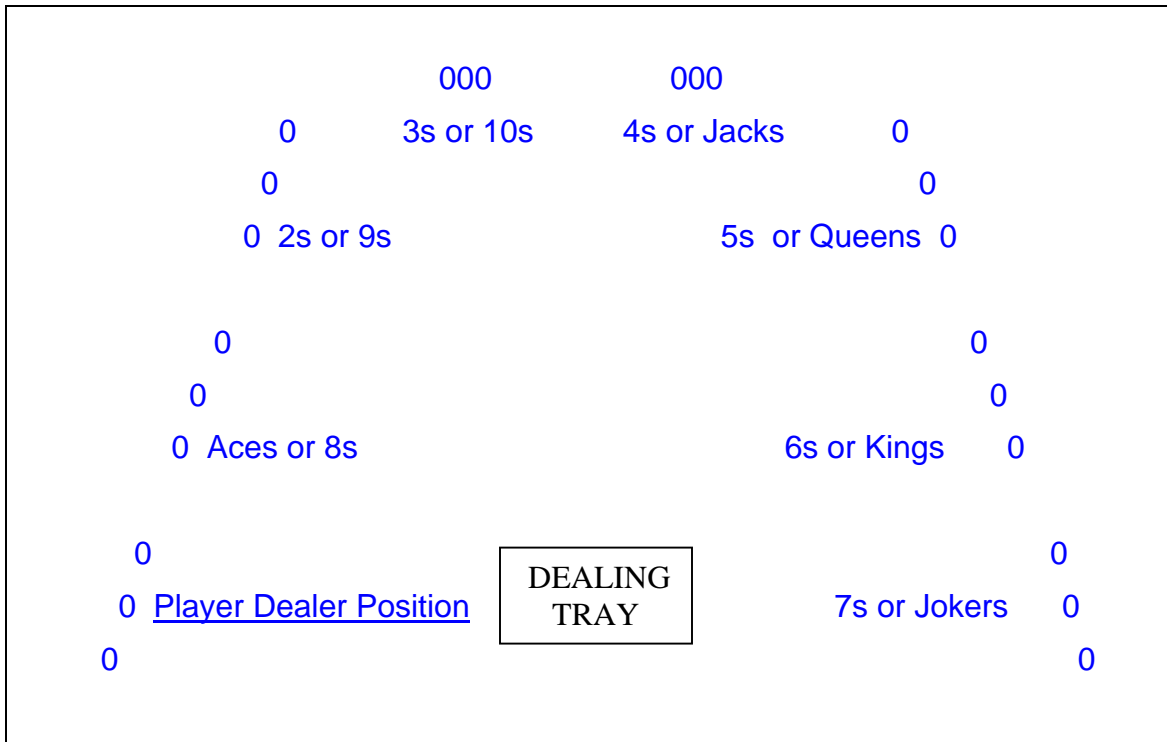
1. No-Bust 21st Century Blackjack is generally played on a raised gaming table. The table seats up to ten players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 11 and a half on first two cards with all 10-value cards.
 - 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. A maximum of five 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 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. The casino Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players

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

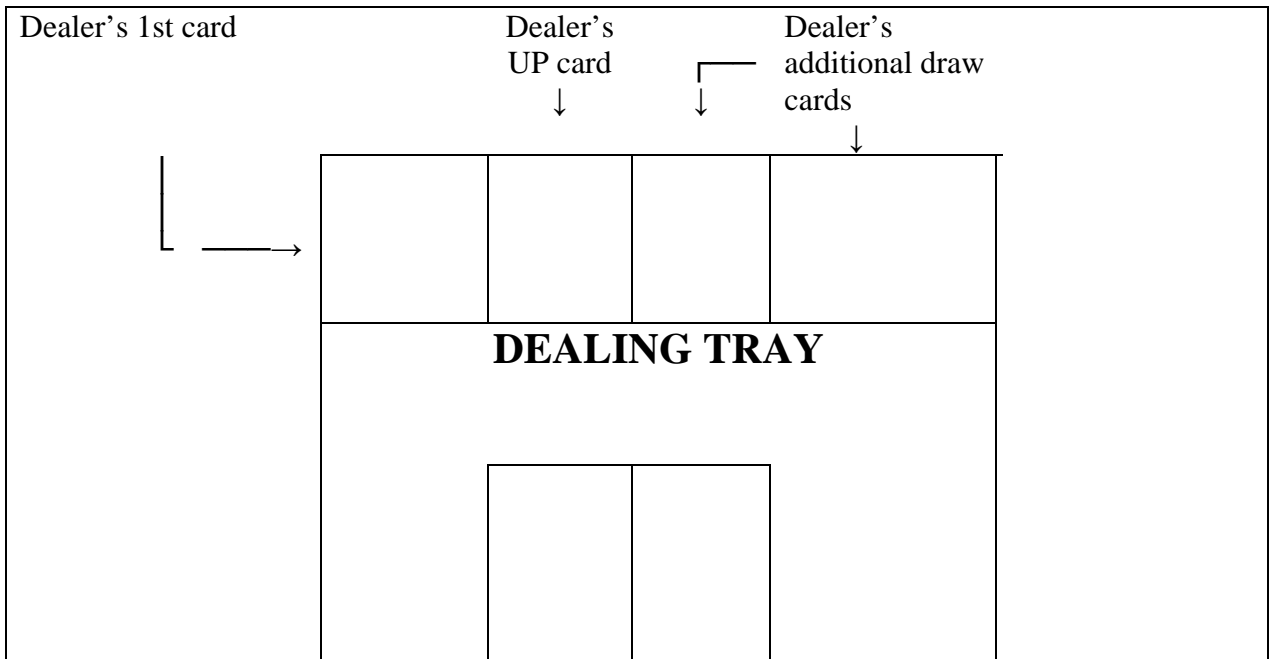
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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



12. 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:



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		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
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. The Player-Dealer position must rotate in a continuous and systematic fashion.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:

- a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".
6. The Player-Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player-Dealer has less than a "natural," the Player-Dealer wins.
8. A two card 21 and a half beats all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. 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 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 of the amount wagered or won.
11. Backline betting is allowed.
12. 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 the first two-cards only, with the exception of all Blackjack 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.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SPLIT**

- Players can split any two cards of the same value 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 the desire per split card to make the best hand. Players may double-down after each split, and split one time.

- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once.
 - 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.
 - 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.
 - 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.
 - 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.
- SURRENDER
 - Players cannot surrender at anytime.
- INSURANCE
 - There is no insurance offered on the game.
- GAME OPTIONS
 - If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling , 23, 24 or 25 and then they will “PUSH”.
 - If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling 25 and then they will “PUSH”.
- ODDS (CASINO OPTION):
 - Any Blackjack hand pays 6 to 5.

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

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). 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.

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

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.

7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** 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 Tables and House Advantages
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

The Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

BAY BACCARAT

A VERSION OF PAN 9 THAT RESTRICTS PUSHES ON 8 AND 9

APPLICATION FOR CONTROLLED GAME REVIEW

**Copyright @ 2008. All rights reserved.
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from TAJA Enterprises, LLC is prohibited by law.
COPYRIGHT AND TRADEMARK REGISTRATIONS**

Bay Baccarat is an unregistered mark of TAJA Enterprises, LLC.

PATENT

Patent application is pending in the name of TAJA Enterprises, LLC and Strategic Patents, Inc. has been granted authorization to license the game.

INVENTORS

The inventors are Bernard Ko and Michael Hesse.

NAME OF THE GAME

The name of the game is Bay Baccarat or Pan 9 with a method of restricting pushes.

COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

DETAILED DESCRIPTION

STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements other than the table minimum to act as Player/Dealer. 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.

The Player/Dealer position must rotate in a continuous and systematic fashion.

There will be a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees. Collection 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. Backline betting is allowed.

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.

THE DECK

The Game is played with two to twelve standard poker decks with no jokers. All sevens, eights, nines, and tens have been removed.

NUMBER OF PLAYERS IN THE GAME

A minimum of two players, one acting as the Player/Dealer, is required to play the game. The number of seated players will range from two to twelve with backline betting allowed.

GAME PROCEDURES

The position of the action button is determined by the total amount of the three dice shaken by the Player/Dealer. Placement of the action is determined by the total amount of the pips on the tops of the three dice, counting from the Player/Dealer position as number one, the 1st Player to the left of the Player/Dealer as number 2 etc, moving around the seats in a clockwise fashion.

The cards are distributed in a clockwise manner, one at a time, or with an approved machine shuffler, starting to the left of the Player/Dealer position. Each seat with a wager will receive three cards. If a Player wishes to stand with their first three cards they will place their hand in the “no hit” box. Player’s who wish to draw an additional card after looking at their first 3 cards will place their hand in the “hit” box. The Player with the most money in action on any particular seat will have the final decision on the play of that hand.

All cards must be kept above the table surface at all times. When a non seated Player controls a hand they may designate a seated Player to set their hand. Otherwise, the hand will be set according to the House way. House way for Bay Baccarat is hit with a card count less than 6 and stand with a card count of 6 or more. A Player may play more than one hand, but each hand must be played in turn. A Player may not change a prior hand after viewing the next hand.

A player has a foul hand and loses their wager if:

- a. The Player has a hand that doesn’t contain the proper number of cards.
- b. The Player allows his hand to come in contact with other cards.
- c. The Player plays a three card hand containing a foreign card.

The Player/Dealer may not look at nor touch their cards. After all Players have made a decision on their hand/s the Player/Dealers three cards are turned up.

Hitting rules for the Player/Dealer:

The Player/Dealer:

- Must hit 0, 1, 2, or 3
- Has the option to hit or stand with 4, 5, or 6
- Must stand with 7, 8, or 9

Hitting rules for the Player:

The Player may hit or stand on any hand.

HOUSE FEES (COLLECTIONS)

Each Player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

Bay 101 “California Game Collection Schedule”

SUPER PAN-9, 21st CENTURY BACCARAT, BAY BACCARAT

<u>LIMIT</u>	PLAYER / BANKER POSITION <u>COLLECTION</u> <u>1st Position</u>	ALL OTHER WAGERS <u>COLLECTION</u>
\$10 – \$100	\$2.00	\$1.00 Per Square/Wager
\$20 – \$100	\$3.00	\$1.00 Per Square/Wager
\$40 – \$100	\$3.00	\$1.00 Per Square/Wager
\$40 – \$200	\$4.00	\$1.00 Per Square/Wager
\$100	\$4.00	\$1.00 Per Square/Wager
\$100 – \$200	\$5.00	\$1.00 Per Square/Wager
\$200	\$5.00	\$2.00 Per Square/Wager

If there is more than one wager on a hand, there must be a collection for each wager. The House Dealer picks up all collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

BETTING LIMITS

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section.

DETERMINING AND PAYING WINNERS / OBJECT OF THE GAME

The object of the game is to get a hand value of 9 or as close to 9 as possible. When the total is 10 or more, only the right hand digit counts. Face cards count as 0, aces as 1, and all other cards count as their face value. The Player/Dealer wins when they have a higher point value than the Player. The Player wins when they have a higher point value than the Player/Dealer. **All ties other than 8 or 9 are considered a push and no money is exchanged. All ties on 8 and 9 will no longer push, but instead will be resolved using a patent pending tie breaker rule.**

RANK OF HANDS

9 – Highest Ranking Hand

8

7

6

5

4

3

2

1

0 – Lowest Ranking Hand

TIE BREAKER RULE ON 8 and 9

OPTION A - In the event of a tie between the Player and the Player/Dealer on 8 or 9 the highest card in the hand shall be used to determine the winner. If the 1st highest card in both hands is the same then the 2nd highest card is used to decide the winner. If the 2nd highest card is the same then the 3rd highest card is used to decide the winner. In the event that the first 3 highest cards are the same, regardless of suits, the hand will be declared a push and no money is exchanged. If **both** hands have 4 cards and the 3 previous cards were the same, then the 4th card will be used to decide a winner. If the 4th highest card is the same then a push will be declared and no money is exchanged.

OPTION B – In the event of a tie between the Player and the Player/Dealer on 8 or 9 the highest card in the hand shall be used to determine the winner. If the 1st highest card in both hands is the same, then the suit of the high card shall determine the winner. If the highest card and the highest suit of the Player and Player/Dealer's hand are exactly the same, the hand is considered a push and no money is exchanged.

RANKING OF SUITS -

Spades – 1st Highest

Hearts – 2nd highest

Diamonds – 3rd highest

Clubs – 4th Highest

HIGHEST CARD OPTIONS – Used to declare a winner with a tie on 8 or 9

OPTION 1

6 – Highest Ranking Card

5

4

3

2

Ace

King

Queen

Jack – Lowest Ranking Card

OPTION 2

Ace – Highest Ranking Card

King

Queen

Jack

6

5

4

3

2 – Lowest Ranking Card

OPTION 3

King – Highest Ranking Card

Queen

Jack

6

5

4

3

2

Ace – Lowest Ranking Card

ROUND OF PLAY

1. A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
3. The cards are shuffled.
4. Each player then places a wager anywhere one of the designated betting circles is located. Each player must pay the posted collection for each wager.
5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
7. At this point, all wagers are settled as described above in "Determining and Paying Winners".
8. The cards are all collected.
9. The collections are dropped.
10. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
11. The next round of play begins.

GAMING TABLE

The game may be played on a blackjack or baccarat style table, similar to that used for Pan 9 or blackjack. Depending on the size and configuration of the table, it seats eight or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

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

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection.

OTHER EQUIPMENT

In addition to the table, cards, chips, dice cup, cut card, a dealing shoe will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides which will show if this is the first or second hand this party has acted as Player/Dealer.

GLOSSARY OF TERMS

HOUSE DEALER

A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

PLAYER

A player is any participant in the game who is not acting as Player/Dealer.

PLAYER/DEALER

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

ACTION BUTTON

The “action” button will designate where the settling of wagers will begin.

HOUSE FEES (COLLECTIONS)

Each Player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

Bay 101 “California Game Collection Schedule”

BAY BACCARAT

Table Limit	Player Position Collection (per square)	Player Backline Wager (per square)	Player/Dealer Position Collection
\$5 - \$50	\$1.00	\$1.00	\$2.00
\$10 - \$100	\$1.00	\$1.00	\$2.00
\$20 - \$100	\$1.00	\$1.00	\$3.00
\$40 - \$100	\$1.00	\$1.00	\$3.00
\$100	\$1.00	\$1.00	\$4.00

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 without rotating. The player/dealer position must be offered to each player at the table in such a manner so as an observer or surveillance camera can determine if it was offered.

BAY 101

THREE CARD POKER

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

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

Rules for Three Card Poker:

1. Three Card Poker is played on a blackjack-style, poker-style or baccarat style table.
2. The game is played with one standard 52-card deck, but may be played with a shoe or shuffle machine containing up to eight standard 52 card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to thirteen players and a player/dealer for a total of fourteen seated positions. The House Dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The Player/Dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The Player/Dealer must qualify to play with a minimum Queen-high.
 - a) If the Player/Dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the Player/Dealer's hand, the dealer will then pay each ante - the ones not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.
 - c) If the Player/Dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the Player/Dealer's hand beats the player's, the player loses.
 - 3) If the Player/Dealer's hand and the player's hand are identical it is a push and no wagers are paid or taken.
9. All bets receive action to the extent that the Player/Dealer wager covers.
10. The round of play ends when the Player/Dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The Player/Dealer position rotates in a systematic and continuous way among the seated players so all players have the opportunity to act as Player/Dealer. No one player may serve as the Player/Dealer for more than two consecutive hands without the player/dealer position being offered to all other players in a manner easily verified by an onlooker or surveillance. The Player/Dealer button rotates clockwise around the table.

Bonus Bets:

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

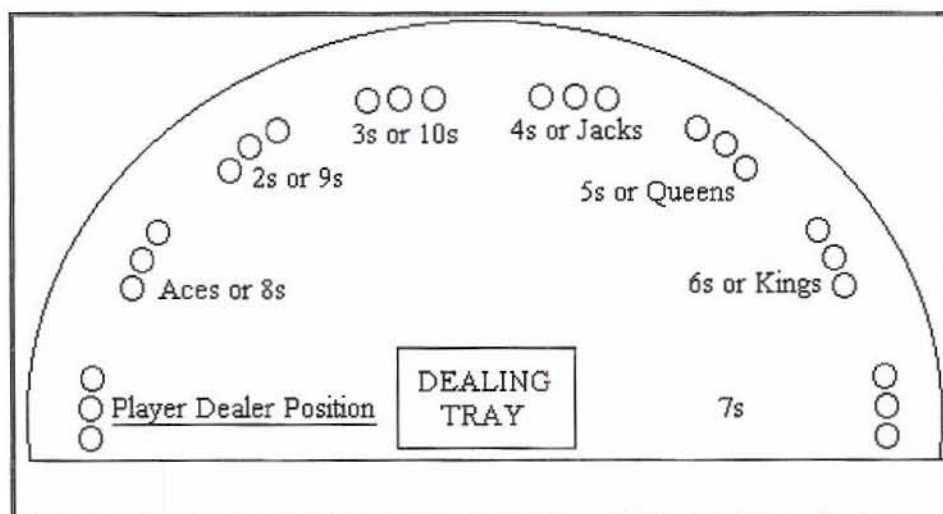
1. Bonus Bets must be placed and pay a collection prior to the initial deal.
Option: Bonus bets must be placed prior to the initial deal and no additional collection is due.
2. Bonus Bets must be within the posted limits of the table to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.

4. The Action Button determines which player receives first action on their wager. The Player/Dealer's second card, which is dealt face-up, determines the position of the action button. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet and Bonus Bet.

Player with Position Number	Is Represented By
-----------------------------	-------------------

8 Handed Game

Player/Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



14 Handed Game

Player/Dealer position	0
Seat 2	Ace
Seat 3	2
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack
Seat 13	Queen
Seat 14	King

5. Once the Player/Dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. Bonus Bets pay as follows:

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

Glossary of terms used in the controlled games

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

21st
CENTURY

BACCARAT

4.0 Version

7/1/08

21st CENTURY BACCARAT ***with Tie hands***

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. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

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 belongs to the Player/Dealer. Player/Dealer hand will have one face down and one face up. The hand to the right of the House Dealer belongs to the players. The hands to the right of House Dealer are dealt face up and are community hands for all players. The Player/Dealer's first card is dealt face up and the second card is face down.

Player must stay on 6 or more and hit on 0 to 4.

Players have an option on 5: a) stand; b) hit and take a community card.

Player/Dealer must hit on 0-5 and stand on 6-9.

House Way: Hit on 0-5 and stand on 6-9.

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible.
2. Each player's hand is compared with the Player/Dealer's hand. The hand closest to "9" wins.
3. The game is played with one to eight standard decks of 52 cards.
4. There are no Jokers.
5. The table is a blackjack style or baccarat style gaming table with eight to 14 seats. See Diagram.
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. Players have option to place bets for:
 - a) Player line that pays 1 to 1
 - b) Player /dealer line that pays 19 to 20 or 9 and a half to 10
 - c) Early tie bet that pays 8 to 1
 - d) Late tie bet that pays 7 to 1
 - e) Player pair (first two cards) pays 10 to 1
 - f) Dealer pair (first two cards) pays 10 to 1

Option 1:

- g) Player pair and same color (first two Cards) pays 20 to 1.
- h) Dealer pair and same color (first two cards) pays 20 to 1.
- i) Player pair and same suit (first two cards) pays 40 to 1.
- j) Dealer pair and same suit (first two cards) pays 40 to 1.

Option 2:

- k) Player pair (first two cards) pays 12 to 1
- l) Dealer pair (first two cards) pays 12 to 1
- m) Player pair and same color (first two Cards) pays 25 to 1.
- n) Dealer pair and same color (first two cards) pays 25 to 1.
- o) Player pair and same suit (first two cards) pays 50 to 1.
- p) Dealer pair and same suit (first two cards) pays 50 to 1.

Pair bets must be equal to or less than the player's base game wager.

11. The House Dealer deals two - two card hands, in rotation, one at a time.
12. Players in seats 1 up to 14 receive two community cards, face up.
13. The Player/Dealer receives two cards. The first card is face up. The second card is face down or dealt after the player's hit decision.
14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

15. Each player with a wager on the Stand Line (“Player” Line) with two cards valued at 5 has two options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line or place a hit button on his wager.
16. NATURAL HANDS: All 8s and 9s are natural hands. When it appears either in player hand or Player/Dealer hand on the initial two cards the game is over (decision). Each player’s hand is compared with the Player/Dealer’s hand. There is no option to draw for player’s line or dealer’s line. Naturals override the previous hit strategies.
17. The House Dealer will deliver additional hit cards to player’s hand if requested and will then expose the Player/Dealer’s hole (down) card.
 - a) If the player has a two-card nine the dealer will not draw any additional cards and the hands will be settled as-is.
 - b) If the Player/Dealer has a two-card nine the dealer will not draw any additional cards and the hand will be settled as-is.
 - c) If the player has a two-card eight the dealer will not draw any additional cards and the hands will be settled as-is.
 - d) If the Player/Dealer has a two-card eight the dealer will not draw any additional cards and the hand will be settled as-is.
18. The Action Button determines which player receives first action on their wager. The Player/Dealer’s Hole Card determines the position of the action button. The Player/Dealer’s position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number**Is Represented By****8 Handed Game**

Player/Dealer position

0

Seat 2

Ace or 8

Seat 3

2 or 9

Seat 4

3 or 10

Seat 5

4 or Jack

Seat 6

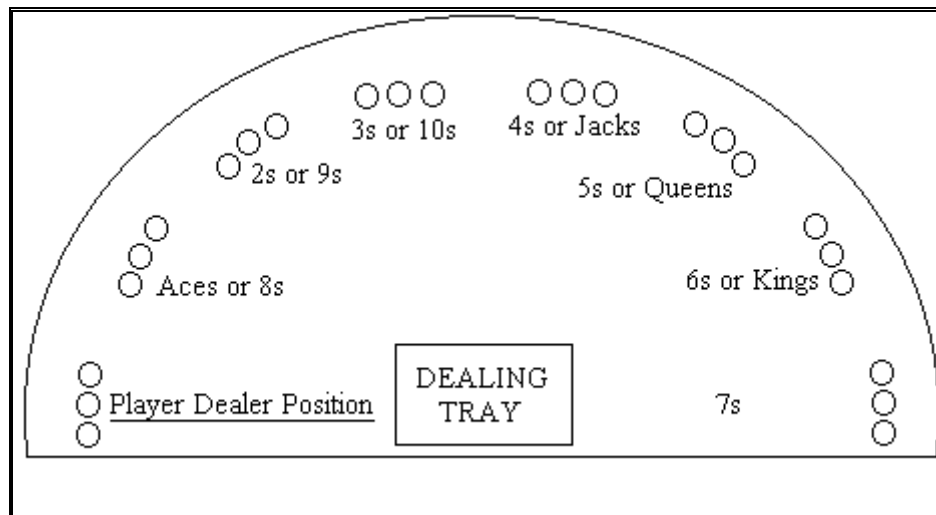
5 or Queen

Seat 7

6 or King

Seat 8

7

**14 Handed Game**

Player/Dealer position

0

Seat 2

Ace

Seat 3

2

Seat 4

3

Seat 5

4

Seat 6

5

Seat 7

6

Seat 8

7

Seat 9

8

Seat 10

9

Seat 11

10

Seat 12

Jack

Seat 13

Queen

Seat 14

King

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

20. Players with hands valued at 6 to 9 must stand.
21. Players with hands valued at 0 to 4 must hit.
22. Players have options on 5.
23. The Player/Dealer wins all ties on zero and one on the base game.
24. The Player/Dealer will lose all ties to player's tie wager.
25. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
26. The Player/Dealer must hit on 5s or below and must stand 6s and above.
27. House Way: Players hit on 5 or below and stand on 6 or above. The House Dealer must use House Way when a player requests the House Dealer to play an additional wager.
28. Backline betting is allowed. Each seat has betting circles for the player line/ player/dealer line and tie bets.
29. All bets for the base game and tie bet must be between the minimum and Maximum table limit.
30. Round of Play": Players choose their spots around a blackjack style or baccarat style table. Prior to the deal, the House Dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

Tie Hands

A) TIE BET (GAME OPTION)

Tie bets are placed by the players prior to the deal of any cards. This wager pays 8 to 1.

- 1) Each player has an option to place a Tie wager prior to the dealing of any cards.
- 2) Players must place a wager for the base game to be able to wager on the Tie bet.
- 3) The Tie wager and/or the original base game wager cannot exceed the table limit.
- 4) The Tie bet wager cannot exceed the base game wager.
- 5) Wagers are collected or paid in order from the action button to the extent the Player/Dealers' wagers covers.

B) LATE TIE BET (GAME OPTION)

- 1) Players may place a wager on the Tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. This wager pays 7 to 1.
- 2) House Dealer will determine if a Tie bet may be wagered according to the following rules.
- 3) No Tie bets are allowed if the Player's hand (total of two cards value of 5,6,7,8, or 9) equals the Dealer's up card (single card value of 5,6,7,8, or 9).
- 4) No Tie bets are allowed if the Player's hand has a two card value of 9.
- 5) All Tie bets will be returned if the Dealer's hand has a two card value of 9.
- 6) Option: Only players with a Tie bet may place a late Tie bet.

Player Pair Bet & Dealer Pair Bet

(Game Option)

Player Pair bets and/or Dealer Pair bets are placed by players prior to the deal of any cards. This wager pays the posted odds.

- 1) Each player has an option to place a Player Pair and/or Dealer Pair wager prior to any cards being dealt.
- 2) The Player Pair wager, the Dealer Pair wager, and/or the original Base game wager cannot exceed the table limit.
- 3) Players must place a wager for the base game to be able to wager on the Player Pair bet and/or Dealer Pair bet.
- 4) The Player Pair wager and/or the Dealer Pair wager must not exceed the base game wager.
- 5) All Player Pair wagers and/or Dealer Pair wagers will be paid the posted odds. Posted odds options are:

Standard

- a) Player pair (first two cards) pays 10 to 1
- b) Dealer pair (first two cards) pays 10 to 1

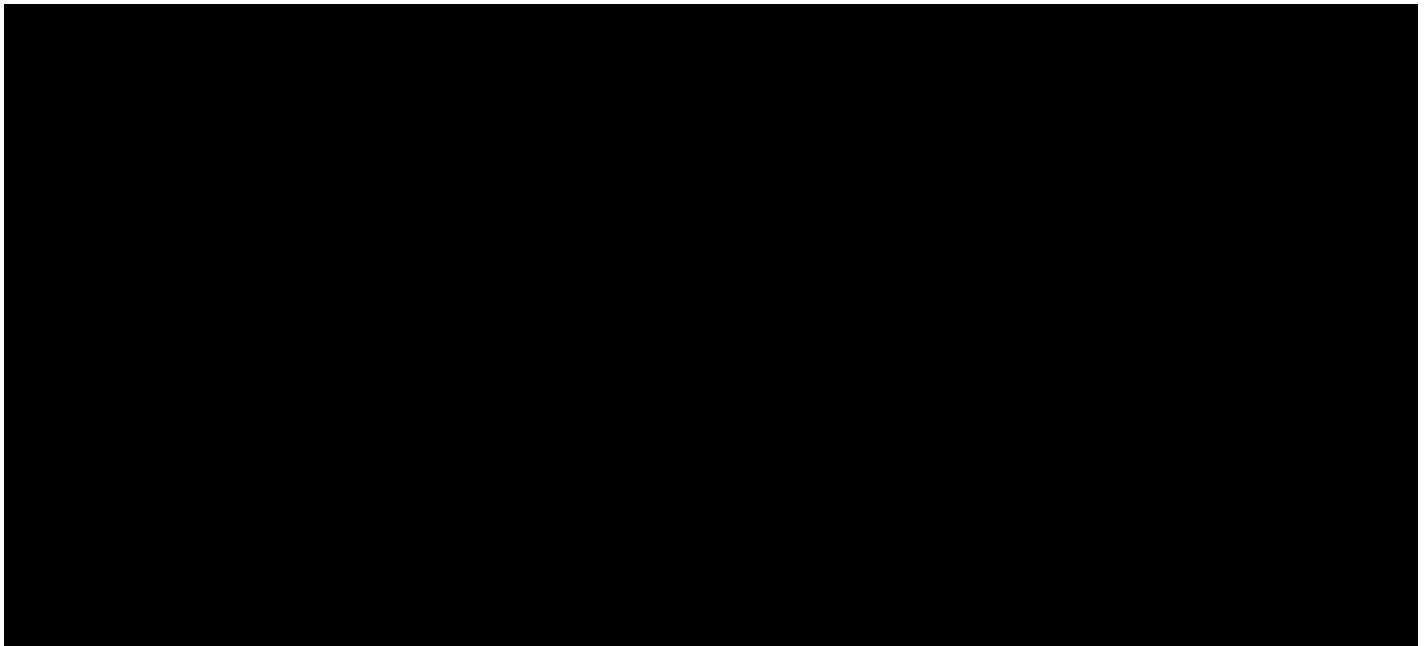
Option 1:

- c) Player pair and same color (first two Cards) pays 20 to 1.
- d) Dealer pair and same color (first two cards) pays 20 to 1.
- e) Player pair and same suit (first two cards) pays 40 to 1.
- f) Dealer pair and same suit (first two cards) pays 40 to 1.

Option 2:

- g) Player pair (first two cards) pays 12 to 1
- h) Dealer pair (first two cards) pays 12 to 1
- i) Player pair and same color (first two Cards) pays 25 to 1.

- j) Dealer pair and same color (first two cards) pays 25 to 1.
 - k) Player pair and same suit (first two cards) pays 50 to 1.
 - l) Dealer pair and same suit (first two cards) pays 50 to 1.
- 6) Wagers are collected or paid in order from the action button to the extent that the player/dealers' wagers covers.



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. Player/Dealer's 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 does not take a percentage of wagers placed in the game.

VALUES OF CARDS

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

Ranking Chart

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

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

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

Rules for Player / Dealer		
		Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

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

Rules for Players		
		Have Option On
<u>6 OR MORE</u>	<u>4 OR LESS</u>	<u>5</u>

BAY 101

THREE CARD POKER (Version B)

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

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

Rules for Three Card Poker:

1. Three Card Poker is played on a blackjack-style, poker-style or baccarat style table.
2. The game is played with one standard 52-card deck, but may be played with a shoe or shuffle machine containing up to eight standard 52 card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to thirteen players and a player/dealer for a total of fourteen seated positions. The House Dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The Player/Dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The Player/Dealer must qualify to play with a minimum Queen-high.
 - a) If the Player/Dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) If the Player/Dealer does NOT qualify, the Ante Bet – the ones not surrendered by folding - shall automatically be paid even money.
 - c) If the Player/Dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the Player/Dealer's hand beats the player's, the player loses.
 - 3) If the Player/Dealer's hand and the player's hand are identical it is a push and no wagers are paid or taken.
9. All bets receive action to the extent that the Player/Dealer wager covers.
10. The round of play ends when the Player/Dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The Player/Dealer position rotates in a systematic and continuous way among the seated players so all players have the opportunity to act as Player/Dealer. No one player may serve as the Player/Dealer for more than two consecutive hands without the player/dealer position being offered to all other players in a manner easily verified by an onlooker or surveillance. The Player/Dealer button rotates clockwise around the table.

Bonus Bets:

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

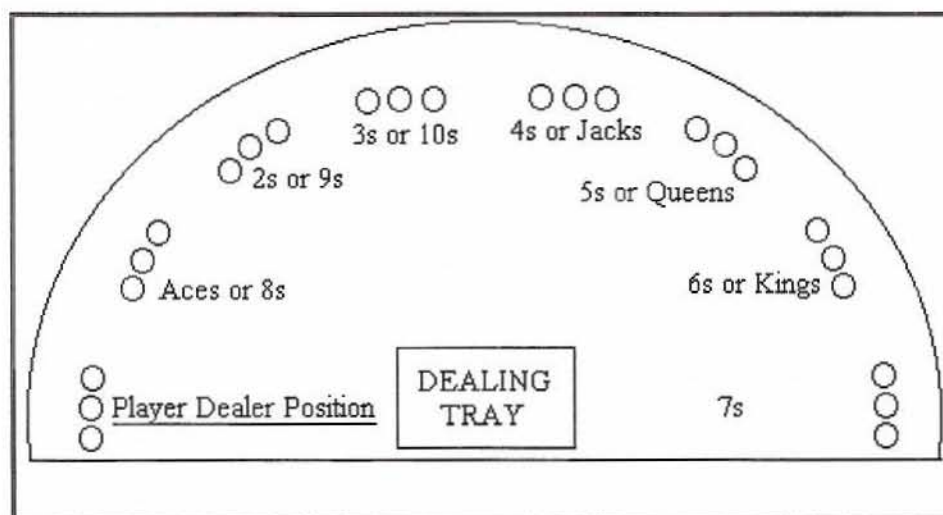
1. Bonus Bets must be placed and pay a collection prior to the initial deal.
Option: Bonus bets must be placed prior to the initial deal and no additional collection is due.
2. Bonus Bets must be within the posted limits of the table to qualify for a Bonus Bet payoff.
3. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. The Action Button determines which player receives first action on their wager. The Player/Dealer's second card, which is dealt face-up, determines the position

of the action button. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet and Bonus Bet.

<u>Player with Position Number</u>	<u>Is Represented By</u>
------------------------------------	--------------------------

8 Handed Game

Player/Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



14 Handed Game

Player/Dealer position	0
Seat 2	Ace
Seat 3	2
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack
Seat 13	Queen
Seat 14	King

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

6. Bonus Bets pay as follows:

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

Glossary of terms used in the controlled games

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



RULES OF PLAY

1. Fortune Pai Gow Poker is an optional bonus bet.
2. The bet considers the best hand possible among the player's seven cards.
3. Players may bet any amount within table limits; however, a Fortune bet of at least \$5 qualifies them for Envy Bonus payouts. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher.
4. A sample payable is below. Several others are available.

	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$ 1,000
Royal Flush + Royal Match	1,000 to 1	\$ 750
7 Card Straight Flush with Joker	750 to 1	\$ 250
5 Aces	250 to 1	\$ 100
Royal Flush	125 to 1	\$ 50
Straight Flush	50 to 1	\$ 20
4 of a Kind	25 to 1	\$ 5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

5. To begin each round, players must make their standard pai gow wagers and, if they like, the Fortune bonus wager. If a player wagers at least \$5 on the Fortune bonus, the dealer must place an "Envy" button next to it.

6. The dealer then follows house procedures for pai gow poker.
7. While reconciling the standard pai gow poker wagers, the dealer also reconciles Fortune bonus bets.
 - a. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable.
 - i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
 - b. If the player's hand does not qualify for payouts, the dealer takes his Fortune wager.
 - i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
8. The 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 payable. In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - a. Note: A player cannot win Envy Bonuses for his own—or for the dealer's—hand.

21st
CENTURY

BACCARAT

8.0 Version

04/13/09

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

The following details are provided per BGC-APP. 026:

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. Backline betting is allowed.

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. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):

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- 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
4. 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*.
 5. 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 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 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 is won 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 \$10.00, maximum of \$200.00). 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 it 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 \$10.00, maximum of \$200.00) 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. 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

<u>Hand (Points Won By)</u>	<u>Payout</u>
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

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)

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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 Limit	Player Position Collection (per square)	Player Backline Wager Collection (per square)	Player/Dealer Position Collection (per hand)
\$10 – \$100	\$1.00	\$1.00	\$2.00
\$20 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$100	\$1.00	\$1.00	\$3.00
\$40 – \$200	\$1.00	\$1.00	\$4.00
\$100	\$1.00	\$1.00	\$4.00
\$100 – \$200	\$1.00	\$1.00	\$5.00
\$200	\$2.00	\$2.00	\$5.00

Millennium-19 (M-19)

Millenium Gaming Corp. U.S. PATENT PENDING

INTRODUCTION

Millennium 19 is a card game based on the play from both blackjack and baccarat. M-19 can be played on a standard 180 degree casino style table with 8 player positions, or the use of a batwing table also can be utilized. The *House* will provide a *House Dealer* at all times. The *House Dealer* does not receive any cards, and does not participate as a Player or Player/Dealer. Neither the *House* nor the *House Dealer* shall have an interest in the outcome of a hand.

RULES OF PLAY

1. OBJECT OF THE GAME: The object of the game is for the Player and Player/Dealer to achieve the best possible hand (Natural 19). A Natural 19 consists of any card with the value of 10 and a 9. A Natural 19 can only be achieved with the 1st two cards. If the Player or the Player/Dealer does not achieve a Natural 19, the player has the option of drawing up to 2 additional cards to make the best possible hand total. The PLAYER/DEALER has the option of drawing up to 3 additional cards.
2. CARDS: M-19 can be dealt with one standard deck of playing cards (52) or up to six decks (312), dealt from a shoe. All cards from 1 to 10 have face value. All face cards have a value of 10. Aces have a value of 1 or 11.
3. PLAYER/DEALER POSITION: Before any cards are dealt, one player will be designated to take the PLAYER/DEALER position. As soon as a player has accepted the PLAYER/DEALER position, they have the option to remain the PLAYER/DEALER for no more than two consecutive hands in that position. The PLAYER/DEALER will then rotate clockwise to the next player in a continuous, systematic progression. Each player has the option to be the PLAYER/DEALER or they have the option to pass the PLAYER/DEALER position.

4. **DEALING OF THE GAME:** The House Dealer will put a “button” designating the player who accepts the PLAYER/DEALER position. The players and the PLAYER/DEALER place their wagers and collection fees prior to any cards being dealt. The players have two betting options. They can bet their hand to win, which pays even money, except for a NATURAL 19, which pays 5 to 2, and they can bet for the hand to “PUSH”, it pays 6 to 1. In the event that a tie occurs between the player’s hand and that of the player/dealer, the tie bet will win regardless of the base game wager and outcome. A push bet will lose if a tie does not occur between the player and player/dealer’s hand. The House dealer delivers the cards beginning with the player to the left of the PLAYER/DEALER position, and continues in a clockwise order until all players and the PLAYER/DEALER have two cards. All the player’s cards are dealt face down. The PLAYER/Dealer’s 1st card is dealt face up; their 2nd card is dealt face down and placed underneath the face up card. After receiving their 1st two cards, the players check for a NATURAL 19 and place their cards face up on the table.

Important: Players may only use one hand to touch the cards. The House Dealer will check the PLAYER/DEALER’s hand for a NATURAL 19 only when there is a 9 or a card with the value of 10 showing. The House Dealer will implement the use of a card reader to check the PLAYER/DEALER’s hand. If the PLAYER/DEALER’s hand is a NATURAL 19, there is no draw.

5. **DRAW CARDS:** If the player’s hand total is less than a NATURAL 19, they have the option of drawing up to 2 additional cards. The 1st draw card will be delivered face up. If the player options to draw a 2nd card, it will be delivered face down. The PLAYER/DEALER has the option of drawing up to 3 additional cards. The PLAYER/DEALER must hit soft 16 and below. They must stand on hard 16 and above. Neither the player’s hand or the PLAYER/DEALER hand total can exceed the value of 19. When the total numerical value of the cards is greater than 19, only the right hand digit is considered.

EXAMPLE: KING + JACK + 9 = 29 = 19.

EXAMPLE: 8 + 9 + 4 = 21 = 11.

6. DETERMINING WINNERS AND LOSERS: The PLAYER/DEALER's 2nd card, or another method of random selection will be used to determine which seat to begin comparing the player's hands, to the PLAYER/DEALER's hand. A NATURAL 19 for the player beats **ALL** PLAYER/DEALER hands and always pays 5 to 2. If the player's hand total is closer to 19, the player wins. If the PLAYER/DEALER hand is closer to 19, the PLAYER/DEALER wins. If the player's and PLAYER/DEALER hand total is the same it is a "push" and the base game wagers are returned to the player.
7. HAND RANKINGS
- Natural 19(any card with a value of 10 + 9) This hand can only be achieved on the initial 2 cards.
- "Mix 19(Ace + 8, or any 3 or 4 card hand with a total of 19,)

No Limit Texas Hold'em

Blinds	7 or more players	6 players	5 players	4 or Less or no flop
\$1/1/2	\$4	\$4	\$3	\$1
2/2	\$5	\$4	\$2	\$1
\$1/2/2	\$5	\$3	\$2	\$1
\$2/3	\$4	\$4	\$3	\$1
\$2/3/5	\$5	\$4	\$3	\$1
\$5/5	\$4	\$3	\$2	\$1
\$5/10	\$6	\$5	\$3	\$2
\$10/20	\$7	\$6	\$4	\$3
\$25/50	\$8	\$7	\$5	\$3

No Limit Texas Hold'em per 1/2 hour

Blinds	7 or more players	6 players	5 players or less
\$1/1/2	\$7	\$5	\$4
\$2/3/5	\$9	\$7	\$5
\$5/10	\$9	\$8	\$5
\$10/20	\$10	\$9	\$6
\$10/25	\$11	\$10	\$6
\$25/25	\$11	\$10	\$6
\$20/40	\$12	\$10	\$6
\$25/50	\$13	\$10	\$6



Standards of play:

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

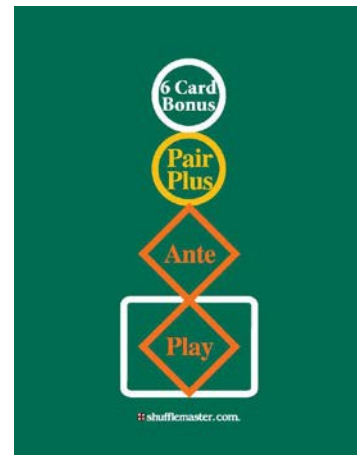
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.





Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

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

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. Backline betting is permitted on all base game bets and bonus bets (Pair Plus and 6 Card Bonus).



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 their hand, the player-dealer will automatically pay each Ante even money, regardless of whether the player-dealer's hand is higher than the player's hand.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
 7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. 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:

6 Card Bonus Pay Table	
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1
House Advantage	8.56%
Hit frequency	7.2798%

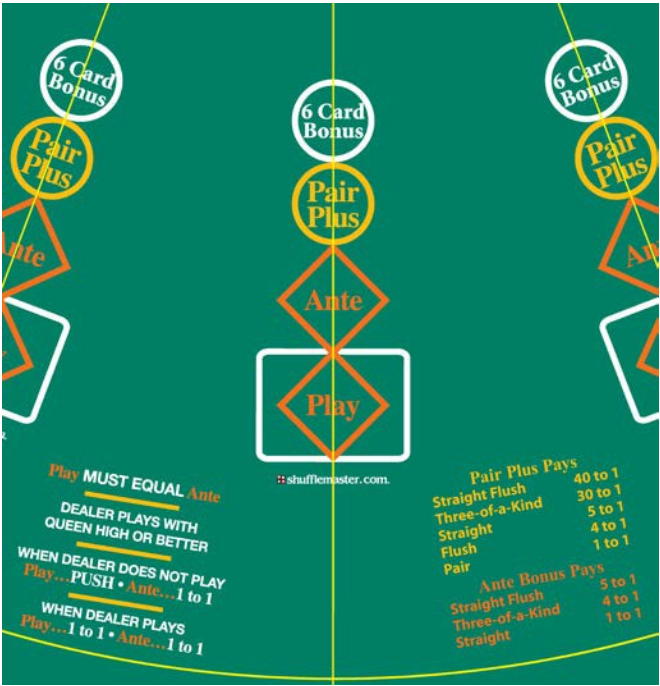
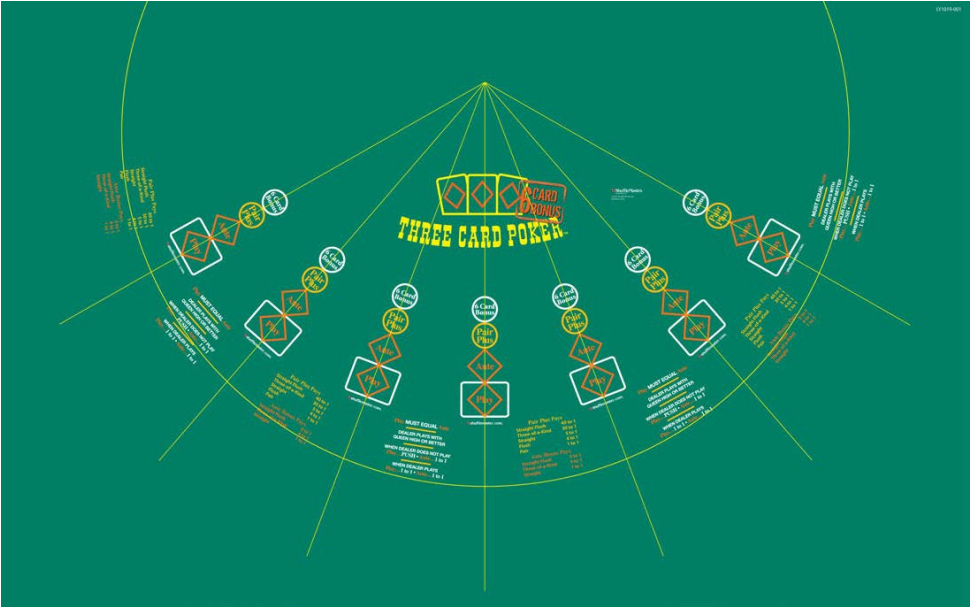


Glossary of terms used in the controlled game:

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



TABLE LAYOUT
W/O BACKLINE
BETTING





Type of Game

Ultimate Texas Hold'em is categorized as a California Game and features head-to-head play against the player-dealer and has two optional bonus bets.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is rotated in a clockwise fashion around the gaming table. Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Object and Summary of the Game

The object of the game is for each player to assemble a five-card hand competing against the player-dealer position.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk three times or four times their ante. If they bet on the flop, they may bet two times their ante. If they wait until the river, when all community cards are out, they may only bet the same amount as their ante.

This game also features optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and the Bad Beat bonus if either the player or player/dealer is beaten by three of a kind or better.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of fifty-two (52) cards.
2. **Number of Decks:** Cards 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.

Card Values and Hand Rankings

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.



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

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em Bad Beat Bonus 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 of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

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



2. For blind wagers on the word “Blind”;
3. For trips bonus wagers on the word “Trips”;
4. For Bad Beat Bonus wagers on the words “Bad Beat” and
5. For play wagers on the word “Play.”

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: Ante Bet wager, Play Bet wager, Blind Bet wagers, Trip Bonus Bet wagers and then the Bad Beat Bonus wager. 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

1. All wagers at Ultimate Texas Hold’em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is not permitted. At no time will a player be allowed to place an additional wager where another player is actively wagering.
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the “Ante” and “Blind” circles; or
 - b. An equal wager in the “Ante” and “Blind” circles and a “Trips Bonus Wager;” or
 - c. An equal wager in the “Ante” and “Blind” circles and a “Trips Bonus Wager” and a “Bad Beat Bonus Wager.”
4. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any bonus wagers have been made, the casino dealer shall:
 - a. Call “No more bets,” no bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets;” and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face down.
6. When a card shoe is used the cards shall be dealt as follows:
 - a. One card to each wagering area containing an ante wager and blind wager and then one card to the player-dealer; followed by



- b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have two cards each; followed by
 - c. Five community cards in the center of the table.
7. When an automatic shuffler is used the cards shall be dealt as follows:
 - a. Two cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. Two cards to the player-dealer; followed by
 - c. Five community cards in the center of the table.
8. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
8. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
9. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
10. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
11. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
12. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
13. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a three-of-a-kind or better) on behalf of the player-dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.



14. For all remaining players, the casino dealer will turn over the player-dealer's two cards. Each player and the player-dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
15. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

How Each Wager Wins, Loses, or Pushes

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes:

The player-dealer does not qualify when the player-dealer does not have a pair or higher the casino dealer reconciles the hands of those players who remain in the game in the following way (NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. dealer does not qualify, it is not an automatic win for the player):

1. Starting with the player on the player-dealer's left, the casino dealer shall:
 - a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
 - b. Resolve the play, blind, and trips bonus bets normally (see below "When player-dealer qualifies"); and
 - c. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the player to the left of the player-dealer, the casino dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with that of the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player/dealer's hand;



- b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
 - d. If a player wins with less than a straight, the blind bet pushes.
- 3. If a player's hand loses, the casino dealer shall:
 - a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Determine whether the bad beat bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - d. Collect, count and place the player's cards in the discard holder.
- 4. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Determine whether the bad beat bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - d. Collect, count and place the payer's cards in the discard holder.
- 5. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any trips bonus wager;
 - b. Collect, count and place the player's cards in the discard holder.
- 6. Winning ante wagers and play wagers shall be paid 1 to 1.
- 7. Winning blind wager, trips and bad beat bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
- 8. Where a player has made a trips bonus wager at the beginning of the round and has received a three-of-a-kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.



9. If the player receives a three-of-a-kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a three-of-a-kind or better, the trips bet always wins – even if the player folds.)
10. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Ultimate Texas Hold'em Paytables

Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	N/A

BAD BEAT BONUS - RULES OF PLAY

1. This is an optional bad-beat bet for Ultimate Texas Hold'em Bad Beat Bonus.
2. Players win if they and the player/dealer are involved in a bad beat. There are two ways to win:
 - a. The player has three of a kind or better and loses to the player/dealer.
 - b. The player beats the player/dealer's hand of three of a kind or better.
3. Payouts below:

Hand Beaten	Pays
Straight Flush	10,000 to 1
Quads	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Trips	9 to 1



4. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
5. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted payable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.
6. If the player/dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

Wagering Limits and Collection Fees

For schedule **options 1 through 4**, a collection shall be taken per hand from the player for each Ante wager and Bad Beat and/or Trips wager combined. There will be no additional collection required from a player when placing a Blind or Play wager. The fees shall be collected prior to any cards being dealt or a round of play commencing. A collection shall also be taken per round of play from the player-dealer. The fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The 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 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 fees and schedules for the game of Ultimate Texas Hold 'em are as shown below:

Schedule Options	Wager	Wager Limit	Player Fee	Player/Dealer Fee
1	Ante	\$5 - \$100	\$1.00	\$3.00
	Blind	\$5 - \$100	\$0	
	Play	\$5 - \$400	\$0	
	Bad Beat	\$1 - \$50	\$1.00	
	Trips	\$5 - \$100		
2	Ante	\$20 - \$100	\$1.00	\$3.00
	Blind	\$20 - \$100	\$0	
	Play	\$5 - \$400	\$0	
	Bad Beat	\$1 - \$50	\$1.00	
	Trips	\$5 - \$100		
3	Ante	\$40 - \$200	\$1.00	\$3.00
	Blind	\$40 - \$200	\$0	
	Play	\$40 - \$800	\$0	
	Bad Beat	\$1 - \$100	\$1.00	
	Trips	\$5 - \$200		



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Type of Game

The game of Let It Ride Bonus utilizes a player-dealer position and is a California game. 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 player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. 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 for the player to get a pair of 10's or better using three cards dealt to the player and two cards dealt to the player-dealer's hand, which are community cards.

All standard poker rankings will be used from the minimum winning hand of a pair of 10's to the best hand; a Royal Flush. All hands that are a pair of 9's and below are losing hands.

Description of the Deck and Number of Decks Used

1. ***Shuffling Machine:*** Cards used to play Let It Ride Bonus shall be dealt from a single deck automatic card shuffling device ("shuffler").
2. ***Physical Characteristics:*** Cards used to play Let It Ride Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. ***Number of Decks:*** Cards used to play Let It Ride Bonus shall be played with two alternating decks, each consisting of 52 cards 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.

Card Values and Hand Rankings

The rank of the cards used in Let It Ride Bonus, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.



The ranking of Hands for Let It Ride Bonus, in order from the highest to the lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

Let It Ride Bonus shall be played on a table having seven places on one side of a blackjack style table for the players and the player-dealer. On the opposite side of the table is a place for the house dealer. 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 wager at least the table minimum. Back-line betting is permitted on any wagers if there are betting circles that are available (i.e., if a player is sitting in position number one (1) and there is no one playing in position number two (2), the player sitting in position number one (1) may place a "back-line bet" in the position number two (2) betting area.)

The cloth covering a Let It Ride Bonus table (the layout) shall have wagering areas which are designated as follows:

PAYOUTS	
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two Pair	2 to 1
10's or Better	1 to 1
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1. Bet #1 wagers are placed on the number 1.
2. Bet #2 wagers are placed on the number 2.
3. Bet #3 wagers are placed on the symbol \$.
4. 3 Card Bonus wagers are placed on the “3 Card Bonus” spot.

The wagers placed on the 1, 2 and \$ spots must be equal.

Dealing Procedures and Round of Play

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.
2. 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.
3. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.
4. All wagers in Let It Ride 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.
5. The house dealer shall wait for each player to place three equal wagers and will ask for any 3 Card Bonus Bets. After each player has had the opportunity to place their 3 Card Bonus Bet, the house dealer will announce “No more bets.” No bets shall be made, increased, or withdrawn after the house dealer has announced, “No more bets.”
6. The shuffler dispenses the cards in stacks of three. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. 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 and shall place each stack behind the bets in the player’s betting area. The stack dealt 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 house dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face-down over to the right rectangle.



- c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player-dealer's cards have become the community cards which will be available to all players.
7. 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.
8. After the dealing procedures above have been completed, each player shall examine his or her cards.
9. Each player who places a wager shall be responsible for his or 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.
10. After each player has examined his/her cards, the house dealer shall, beginning with the player to the house 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 wager 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 house dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
11. After each player has made a decision regarding Bet #1, the house dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.
12. After the first community card is exposed, the house dealer shall, beginning with the player to the house 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 #1.
 - c. If a player chooses to let Bet #2 ride, that wager shall remain on the appropriate betting area of the layout until the end of the round of play.
 - d. If a player chooses to withdraw Bet #2, the house dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - e. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
13. The house dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.



14. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.
15. After the second community card is turned face up, the house dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face-up.
16. The house dealer shall then resolve each hand by examining each player's cards, in combination with the two community cards, to determine if the player's hand is a winning or losing hand.
17. All wagers shall be settled from seat to seat in the following order; bet #1 wager, bet #2 wagers, followed by bet #3 wagers, and then all 3 Card Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wager not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

1. Base game payouts are made to winning hands for each wager 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 house dealer for the player-dealer. Each winning wager shall be paid in accordance with the payout odds listed on the pay table below.
2. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
3. After all winning wagers are paid, the house dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.
4. Below is the payout for all base game wagers. Wagers not withdrawn are each paid as shown below:

POKER HAND	LIRX-02
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1



Bonus Bet

3 Card Bonus Bet

Each player at a Let It Ride Bonus table, who has placed the three wagers required above, shall also have the option to make an additional "3 Card Bonus Bet" 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. The 3 Card Bonus is an optional wager and the rules are as follows:

1. 3 Card Bonus Bets must be placed prior to the initial deal.
2. The 3 Card Bonus Bet only considers the three cards each player received on the initial deal.
3. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
4. If the player's hand does not qualify for payouts, the house dealer collects the 3 Card Bonus Bet wager for the player-dealer.
5. The player-dealer will pay all winning 3 Card Bonus Bets and will collect all losing 3 Card 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.
6. The bonus wager is resolved before the base game is resolved.

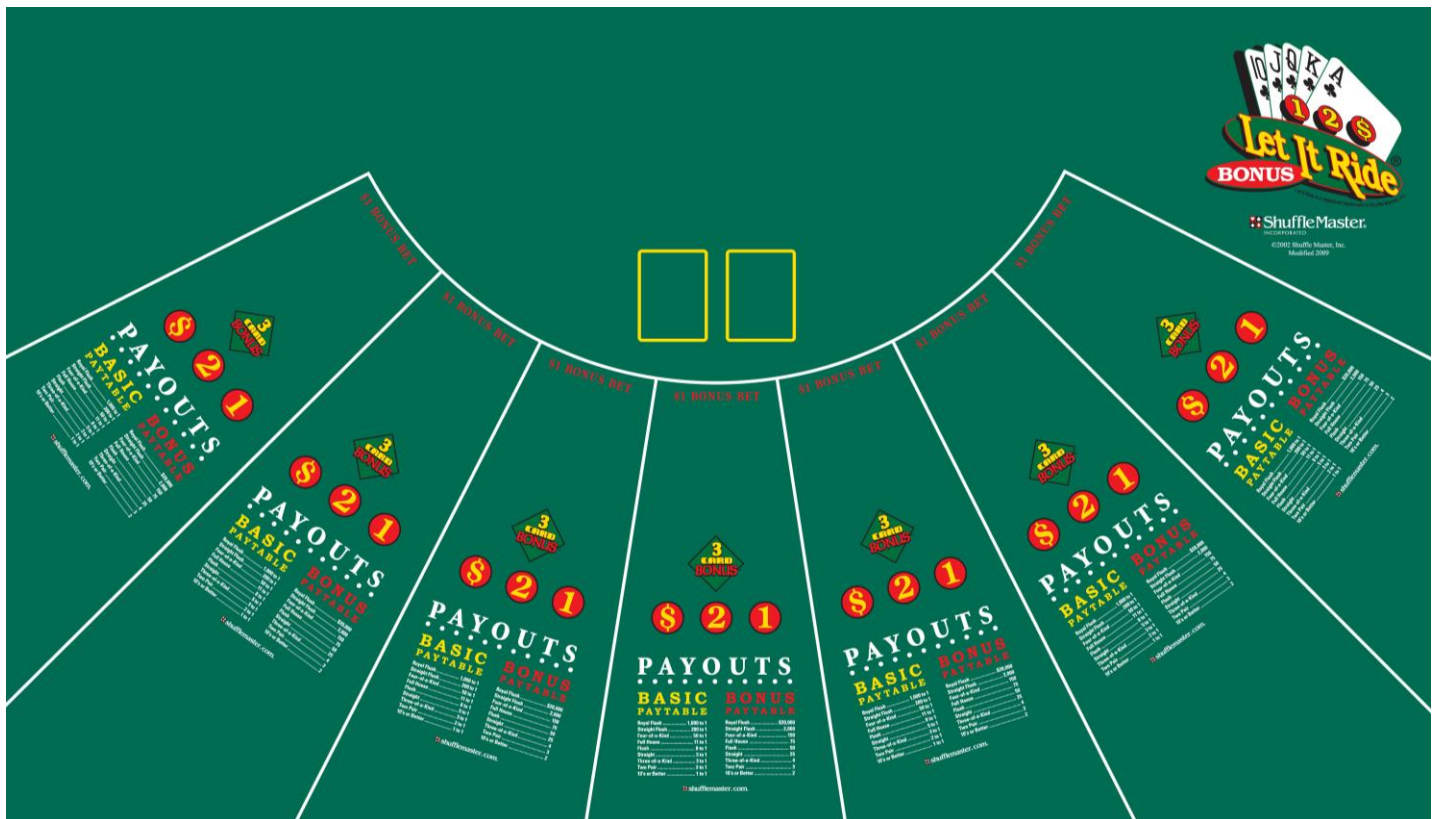
3 CARD BONUS	PAYTABLE 2
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1



TABLE LAYOUT

3 CARD BONUS	
\$ 2 1	
PAYOUTS	
BASIC PAYTABLE	BONUS PAYTABLE
Royal Flush 1,000 to 1	Royal Flush \$20,000
Straight Flush 200 to 1	Straight Flush 2,000
Four of a Kind 50 to 1	Four of a Kind 500
Full House 11 to 1	Full House 75
Flush 8 to 1	Flush 50
Straight 6 to 1	Straight 25
Three of a Kind 3 to 1	Three of a Kind 6
Two Pair 2 to 1	Two Pair 3
10's or Better 1 to 1	10's or Better 2

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Type of Game

The game of Crazy 4 Poker utilizes a player-dealer position and is a California game. 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 player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. 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 a four card hand that beats the player-dealer's four card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Crazy 4 Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

Physical Characteristics: Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play Crazy 4 Poker shall be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.

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

Card Values and Hand Rankings

The rank of each card used in Crazy 4 Poker, when forming a four card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.



Crazy 4 Poker Hand Rankings

4 Card Hand Dealt	Hand Ranking
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Straight Flush	A hand that consists of four cards of the same suit in consecutive ranking. Ace, king, queen and jack are the highest ranked straight flush and ace, 2, 3, and 4 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 four cards that are in consecutive ranking, but that are not the same suit. Ace, king, queen and jack are the highest ranked straight and ace, 2, 3 and 4 is the lowest ranked straight.
Flush	A hand that consists of four cards of the same suit, but that are not in consecutive ranking. An ace, king, queen and 10 is the highest ranked flush and a 6, 5, 4, and 2 is the lowest ranked flush.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of four cards that do not make any of the hands listed above. An ace, king, queen and 10 is the highest ranked high card hand and 6, 5, 4 and 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

Crazy 4 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 Crazy 4 Poker table (the layout) shall have betting areas for eight players. Each Crazy 4 Poker table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player-Dealer qualifies with King-high." Within each player position there shall be four separate designated betting spaces labeled for the placement of bets. In addition, the appropriate Queens Up and Super Bonus pay tables shall be printed on the layout within each player position.

The wagering areas shall be designated as follows:

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



2. For Super Bonus wagers on the words "Super Bonus";
3. For queens up bonus wagers on the words "Queens Up"; and
4. For play wagers on the word "Play."

Dealing Procedures and Round of Play

1. At the beginning of each round of play, each player must place an ante bet and a Super Bonus bet. The player may also place an optional Queens Up bonus bet. Back-line betting is permitted on all wagers if there are betting circles that are available (i.e., if a player is sitting in position number one (1) and there is no one playing in position number two (2), the player sitting in position number one (1) may place a "back-line bet" in the position number two (2) betting area.)
2. After each player has had the opportunity to place his/her bets, the dealer will announce "No more bets."
3. 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.
4. The shuffler deals the cards in stacks of five. 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.
5. 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. This will also initiate shuffling of the deck for the next round of play.
6. After the dealing procedures above have been completed, each player shall examine his/her cards.
7. Each player who wagers in Crazy 4 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 five cards in full view of the dealer at all times.
8. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager or fold. If a player ends his or her participation in the round of play by folding, the player loses the ante, Super Bonus and, if applicable, the Queens Up bonus wager.



- a. If a player makes the play wager it must be equal to the ante unless the player has at least a pair of aces.
 - b. If a player has a pair of aces or better, he/she can bet up to three times their ante.
9. 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
10. 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.

How Winners are Determined and Paid

1. The dealer shall then reveal the player-dealer's cards and place the cards so as to form the highest possible ranking four card poker hand. The player-dealer must qualify to play with a minimum of king-high.
 - a. If the player-dealer does NOT qualify:
 1. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
 2. Pay all play bets even money and push all ante bets. Resolve Queens Up and Super Bonus bets as usual.
 3. Handle the bets in this order: Play, Ante, Queens Up, and Super Bonus for each player one at a time.
 - b. If the player-dealer qualifies (with king-high or better):
 1. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
 2. If the player's hand is higher than the dealer's, the play and ante bets are paid even money.
 3. If the player-dealer's hand beats the player's hand, the player loses.
 4. If the player-dealer's hand and the player'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.
 5. Reconcile the Queens Up and Super Bonus as normal.
2. 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.
3. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player: the ante wager, then the play wager, then the Super Bonus wager, then the Queens Up wager (if placed). 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.



4. 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.
5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Payout Odds

Player folds	ANTE bet and SUPER BONUS bet lose
Dealer does not qualify*	PLAY bet pays 1 to 1; ANTE bet pushes
Player beats dealer's qualifying hand	PLAY bet and ANTE bet pays 1 to 1
Player loses to dealer's qualifying hand	PLAY bet and ANTE bet lose
Player ties dealer's qualifying hand	PLAY bet, ANTE bet and SUPER BONUS bet push

Bonus Bet(s)

Super Bonus

The Super Bonus wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus.

- a. Wins: When the player has a straight or better the player wins the Super Bonus bet based on the payouts below, regardless if the player-dealer's hand qualifies or not.
- b. Loses: When the player has less than a straight and loses to the player-dealer's qualifying hand, the player loses the Super Bonus bet.
- c. Pushes: (1)When the player has less than a straight and beats the player-dealer's qualifying hands the player pushes. (2)When the player has less than a straight and the player-dealer doesn't qualify the player pushes.

Queens Up Bonus Bet:

The Queens Up Bonus Bet is an optional bet for Crazy 4 Poker. The rules are as follows:

1. Queens Up Bets must be placed prior to the initial deal.
2. Queens Up Bets may be made at any amount within table betting limits to qualify for a payoff.
3. The Queens Up Bonus bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of queens or better. The bet loses when the player fails to get at least a pair of queens.
4. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted payable designated by the casino.



5. If the player's hand does not qualify for payouts, the player-dealer collects the Queens Up Bonus bet.
6. The player-dealer will pay all winning bonus bets and will collect all losing Queens Up bonus bets.
7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

SUPER BONUS & QUEENS UP BONUS BET PAYTABLE

Hand	C4P-09	
	Super Bonus	Queens Up
4 Aces	200 to 1	
4 of a Kind	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1
3 of a Kind	2 to 1	9 to 1
Flush	3 to 2	4 to 1
Straight	1 to 1	3 to 1
2 Pair		2 to 1
Queens or Better		1 to 1

Table Layout





*Casino War is owned, patented and/or copyrighted by Bally Technologies. 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.

Type of Game

The game of Casino War utilizes a player-dealer position and is a California game. 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 player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. 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

In the game of Casino War, one card is dealt to each player and the player-dealer. The object of the game is for the player to have a card that is higher in rank than the player-dealer's card.

Each player also has the option of placing a Tie wager. If the player and the player-dealer have the same rank of card than the optional Tie wager is paid 10 to 1.

Description of the Deck and Number of Decks Used

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

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

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

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



Card/Tile Values and Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

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

A minimum of two and a maximum of eight players including the player-dealer position may occupy a seated position in the game. Back-line betting is permitted on any wagers if there are betting circles that are available (i.e., if a player is sitting in position number one (1) and there is no one playing in position number two (2), the player sitting in position number one (1) may place a “back-line bet” in the position number two (2) betting area.)

Dealing Procedures and Round of Play

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.
2. At the beginning of each round of play, each player shall be required to place a primary Casino War wager, keeping in mind the table minimum and maximum wagering limits. All wagers shall be placed prior to the dealer announcing “No more bets.”
3. Each player at a Casino War table, who has placed a primary Casino War wager, as required above, shall also have the option to make the optional Tie wager.
4. The player-dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player-dealer’s wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.
5. Prior to dealing any cards, the dealer shall announce “No more bets.” No bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets.” Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.
6. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.
7. No player shall touch any card used in the game of Casino War other than the cutting card.



8. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:
 - a. One card face up to each player who has placed a primary Casino War wager; and
 - b. One card face up to the player-dealer.
9. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player-dealer's card and settle all primary Casino War wagers and Tie wagers.

How Winners are Determined and Paid

1. The following shall apply when determining whether the player wins, loses or pushes.
 - a. If a player's card is lower in rank than the player-dealer's card, the player shall lose his/her primary Casino War wager and, if applicable, Tie wager.
 - b. If a player's card is higher in rank than the player-dealer's card, the player shall win his/her primary Casino War wager and, if applicable, lose his/her Tie wager.
 - c. If the player's card and the player-dealer's card are of equal rank (a tie hand), the player shall be given the following two options:
 - The player may surrender one-half of his/her primary Casino War wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary Casino War wager and place it in front of the player-dealer position. The dealer shall return the remaining one-half of the primary Casino War wager to the player.
 - If the player chooses not to surrender, the player must place a "War" wager, equal to the player's primary Casino War wager. The player-dealer will also place a wager equal to the player's primary Casino War wager. The dealer then "burns" three cards and deals a card to the player. The dealer burns another set of three cards and deals a card to the player-dealer. If the player's card has a higher rank than the player-dealer's card then the player wins the War. If the player's card has a lower rank than the dealer's card, the player loses. The winner of the War collects all the money on the table and the dealer starts a new game. If the player and the player-dealer's cards are of equal rank on the War the player wins the War and is paid 2-1.
2. After settling all primary Casino War wagers and Tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie and who have elected to go to War. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
3. The dealer shall then proceed around the table in a clockwise direction, repeating the process noted above, for each player who has placed a War wager.



4. The player-dealer is never required to cover all opposing players' Casino War wagers. Payoffs of Casino War wagers are limited to the amount of the player-dealer Casino War wager. The house never participates as a player-dealer. The house never takes a percentage of Casino War wagers placed in the game. There is no maximum on the player-dealer's Casino War wager.
5. 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

Tie wager

Each player also has the option of placing a Tie wager. If the player and the player-dealer have the same rank of card than the player's that have placed an optional Tie wager are paid 10 to 1.

Collection Rates Schedule

For schedule options **1 and 4**, a collection fee shall be taken per round of play from the player-dealer and the player position. A collection fee shall not be taken from the player when placing a Tie or War wager. The collection fees will be collected from the players and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to the cards being dealt or any round of play being conducted. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time.

Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned.

Schedule Option	Wager	Wager Limit	Player Collection Fee	Player-Dealer Collection Fee
1	Game Wager	\$5-\$100	\$1	\$2
	Tie Wager	\$5-\$50	\$0	
2	Game Wager	\$10-\$100	\$1	\$2
	Tie Wager	\$5-\$50	\$0	
3	Game Wager	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie Wager	\$5-\$200	\$0	
4	Game Wager	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie Wager	\$20-\$200	\$0	

For schedule options **5 through 8**, a collection fee shall be taken per round of play from the player-dealer and the player position. A collection fee shall also be taken per player per Tie wager placed. There shall be no additional collection fee required from a player when placing a War wager.



Schedule Option	Wager	Wager Limit	Player Collection Fee	Player-Dealer Collection Fee
5	Game Wager	\$5-\$100	\$1	\$2
	Tie Wager	\$5-\$50	\$1	
6	Game Wager	\$10-\$100	\$1	\$2
	Tie Wager	\$5-\$50	\$1	
7	Game Wager	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie Wager	\$10-\$100	\$1	
		\$101-\$200	\$2	
8	Game Wager	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie Wager	\$20-\$100	\$1	
		\$101-\$200	\$2	

Table Layout



Poker Games Collection Rates

Texas Hold'em (GEGA-001983), Texas Hold'em High/Low Split (GEGA-001973), Omaha (GEGA-001974), Omaha High/Low Split (GEGA-001987)

Limit Games

For **schedule options 1 through 8**, the collection fees shall be taken by the house dealer from the pot prior to the hand being awarded. The appropriate fees are dependent on the number of players seated and playing during that round of play. For **schedule options 2, 4, 6, and 8**, the Added Fee shall be taken after the River Card (fifth community card) has been revealed.

Minimum of a \$1-\$2 Limit Game

Maximum of a \$10,000-\$20,000 Limit Game

Schedule Options	7 or More Players	6 Players	5 or Less Players	No Flop	Added Fee
1	\$4.00	\$3.00	\$1.00	\$1.00	\$0.00
2	\$4.00	\$3.00	\$1.00	\$1.00	\$1.00
3	\$5.00	\$3.00	\$1.00	\$1.00	\$0.00
4	\$5.00	\$3.00	\$1.00	\$1.00	\$1.00
5	\$6.00	\$3.00	\$1.00	\$1.00	\$0.00
6	\$6.00	\$3.00	\$2.00	\$1.00	\$1.00
7	\$7.00	\$4.00	\$2.00	\$1.00	\$0.00
8	\$7.00	\$4.00	\$2.00	\$1.00	\$1.00

For **schedule options 9 through 20**, the collection fees shall be taken by the house dealer from the pot prior to the hand being awarded. The appropriate fees are dependent on the number of players seated and playing during that round of play. Added Fee A and Added Fee B indicate a base fee for number of players as an addition to the regular table fee during a single hand of play. Added Fee A will be taken when the value of the pot reaches 10 times the big blind for that hand. Added Fee B will be taken when the value of the pot reaches 20 times the big blind for that hand. The value of the pot to determine an added fee will be the net value after any other fee has been removed from the pot.

***For example:** If a \$1/\$2 game is being played, once the pot reached \$20, Added Fee A would be taken from the pot; once the pot reached \$40, Added Fee B would be taken from the pot.*

Schedule Options	6 or More Players	5 or Less Players	No Flop	Added Fee A	Added Fee B
9	\$4.00	\$3.00	\$1.00	\$0.00	\$1.00
10	\$4.00	\$3.00	\$1.00	\$1.00	\$0.00
11	\$4.00	\$3.00	\$1.00	\$1.00	\$1.00
12	\$5.00	\$3.00	\$1.00	\$0.00	\$1.00
13	\$5.00	\$3.00	\$1.00	\$1.00	\$0.00
14	\$5.00	\$3.00	\$1.00	\$1.00	\$1.00
15	\$6.00	\$3.00	\$1.00	\$0.00	\$1.00
16	\$6.00	\$3.00	\$1.00	\$1.00	\$0.00
17	\$6.00	\$3.00	\$1.00	\$1.00	\$1.00
18	\$7.00	\$4.00	\$2.00	\$0.00	\$1.00
19	\$7.00	\$4.00	\$2.00	\$1.00	\$0.00
20	\$7.00	\$4.00	\$2.00	\$1.00	\$1.00

Poker Games Collection Rates

No Limit Games

For **schedule options 21 through 28**, the collection fees shall be taken by the house dealer from the pot prior to the hand being awarded. The appropriate fees are dependent on the number of players seated and playing during that round of play. For **schedule options 22, 24, 26, and 28**, the Added Fee shall be taken after the River Card (Fifth Community Card) has been revealed.

\$10 Minimum Buy In

\$50,000 Maximum Buy-In

Schedule Options	7 or More Players	6 Players	5 or Less Players	No Flop	Added Fee
21	\$4.00	\$3.00	\$1.00	\$1.00	\$0.00
22	\$4.00	\$3.00	\$1.00	\$1.00	\$1.00
23	\$5.00	\$3.00	\$1.00	\$1.00	\$0.00
24	\$5.00	\$3.00	\$1.00	\$1.00	\$1.00
25	\$6.00	\$3.00	\$2.00	\$1.00	\$0.00
26	\$6.00	\$3.00	\$2.00	\$1.00	\$1.00
27	\$7.00	\$4.00	\$2.00	\$1.00	\$0.00
28	\$7.00	\$4.00	\$2.00	\$1.00	\$1.00

For **schedule options 29 through 40**, the collection fees shall be taken by the house dealer from the pot prior to the hand being awarded. The appropriate fees are dependent on the number of players seated and playing during that round of play. Added fee options A and B indicate a base fee for number of players as an addition to the regular table fee during a single hand of play. Added Fee A will be taken when the value of the pot reaches 10 times the big blind for that hand. Added Fee B will be taken when the value of the pot reaches 20 times the big blind for that hand. The value of the pot to determine an added fee will be the net value after any other fee has been removed from the pot.

***For example:** If a \$1/\$2 game is being played, once the pot reached \$20, Added Fee A would be taken from the pot; once the pot reached \$40, Added Fee B would be taken from the pot.*

Schedule Options	6 or More Players	5 or Less Players	No Flop	Added Fee A	Added Fee B
29	\$4.00	\$3.00	\$1.00	\$0.00	\$1.00
30	\$4.00	\$3.00	\$1.00	\$1.00	\$0.00
31	\$4.00	\$3.00	\$1.00	\$1.00	\$1.00
32	\$5.00	\$3.00	\$1.00	\$0.00	\$1.00
33	\$5.00	\$3.00	\$1.00	\$1.00	\$0.00
34	\$5.00	\$3.00	\$1.00	\$1.00	\$1.00
35	\$6.00	\$3.00	\$1.00	\$0.00	\$1.00
36	\$6.00	\$3.00	\$1.00	\$1.00	\$0.00
37	\$6.00	\$3.00	\$1.00	\$1.00	\$1.00
38	\$7.00	\$4.00	\$2.00	\$0.00	\$1.00
39	\$7.00	\$4.00	\$2.00	\$1.00	\$0.00
40	\$7.00	\$4.00	\$2.00	\$1.00	\$1.00

Poker Games Collection Rates

Seven Card Stud (GEGA-001981), Seven Card Stud High/Low Split (GEGA-001967), Seven Card Stud Low (GEGA-001978)

Limit Games

For **schedule options 41 through 48**, the collection fees shall be taken by the house dealer from the pot prior to the hand being awarded. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Minimum of a \$1-\$2 Limit Game

Maximum of a \$10,000-\$20,000 Limit Game

Schedule Options	7 or More Players	6 Players	5 or Less Players	No Flop
41	\$5.00	\$2.00	\$1.00	\$1.00
42	\$5.00	\$3.00	\$1.00	\$1.00
43	\$5.00	\$3.00	\$2.00	\$1.00
44	\$6.00	\$3.00	\$2.00	\$1.00
45	\$7.00	\$4.00	\$2.00	\$1.00
46	\$8.00	\$4.00	\$2.00	\$1.00
47	\$9.00	\$4.00	\$2.00	\$1.00
48	\$10.00	\$5.00	\$3.00	\$2.00

Timed Collection Rates (applies to all Poker Games)

For **schedule options 49 through 59**, a collection fee shall be taken from each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. The collection fees shall be taken prior to the hand being awarded.

\$10 Minimum Buy In to No Maximum Buy In

Schedule Option	6 or More Players	5 or Less Players
49	\$9.00	\$6.00
50	\$10.00	\$6.00
51	\$11.00	\$6.00
52	\$12.00	\$12.00
53	\$13.00	\$13.00
54	\$14.00	\$14.00
55	\$15.00	\$15.00
56	\$16.00	\$16.00
57	\$17.00	\$17.00
58	\$18.00	\$18.00
59	\$20.00	\$20.00

Poker Games Collection Rates

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- 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.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Bay 101 Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

No Bust 21st Century Blackjack[®]

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

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
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		

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

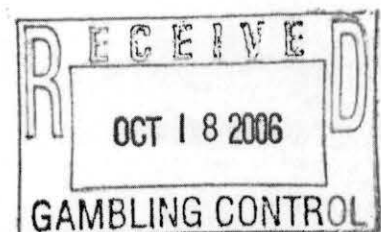
The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards when the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2-9.
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.



RANKING CHART

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

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats ten players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) $11^{1/2}$ 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. 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 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

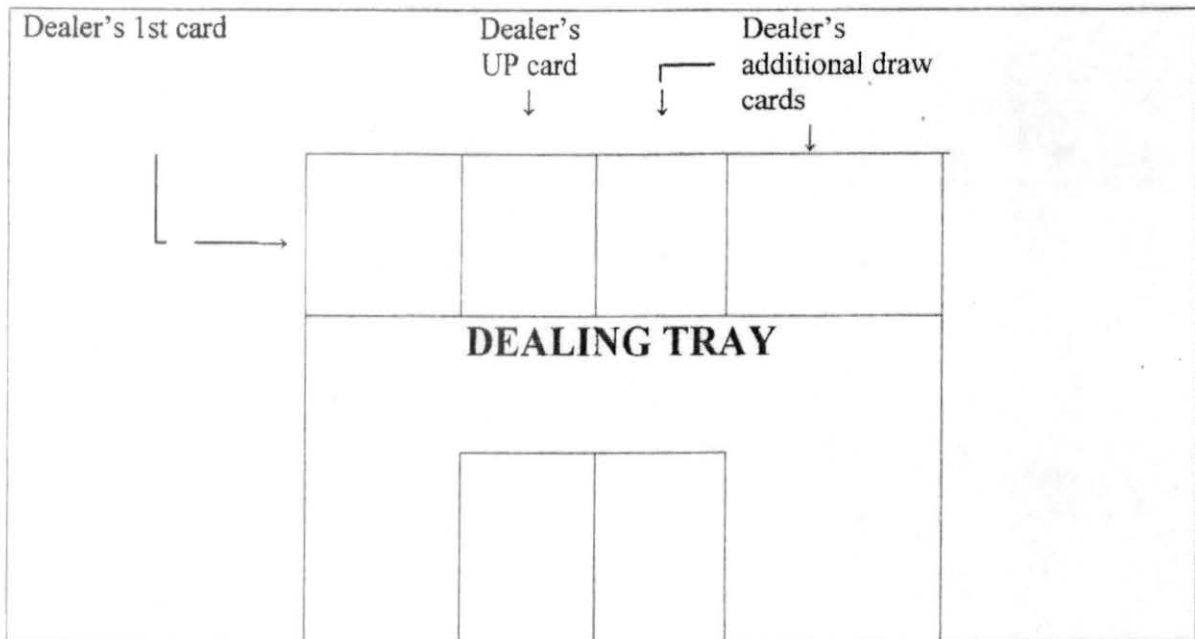
the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

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 and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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

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. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
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. 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" ($21^{1/2}$) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural," the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
8. A two card $21^{1/2}$ beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. 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 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 of the amount wagered or won.
11. Backline betting is allowed.

12. 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 the first two-cards only, with the exception of a Natural. The Player must place a second wager equal to the original wager. The Player will only receive one hit card regardless of the total.
- There is no additional collection fee on a double-down executed by a Player.

- **SPLIT**

- Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
- There is no additional collection fee on a split executed by a Player.

- **SURRENDER**

- Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited to the Player Dealer. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.

- **ODDS**

- Any Blackjack hand pays 6 to 5

- **INSURANCE**

- When the Dealer has an Ace showing, Players can take insurance by betting half ($\frac{1}{2}$) 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.

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.

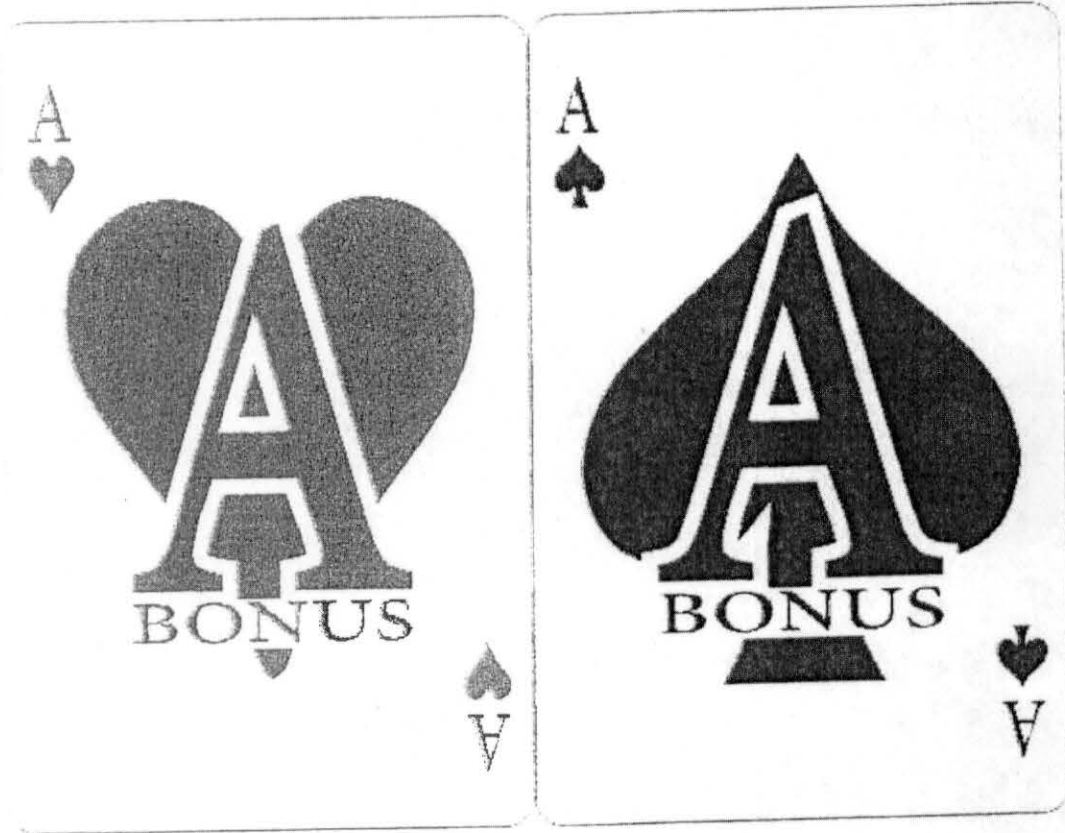
Game Option

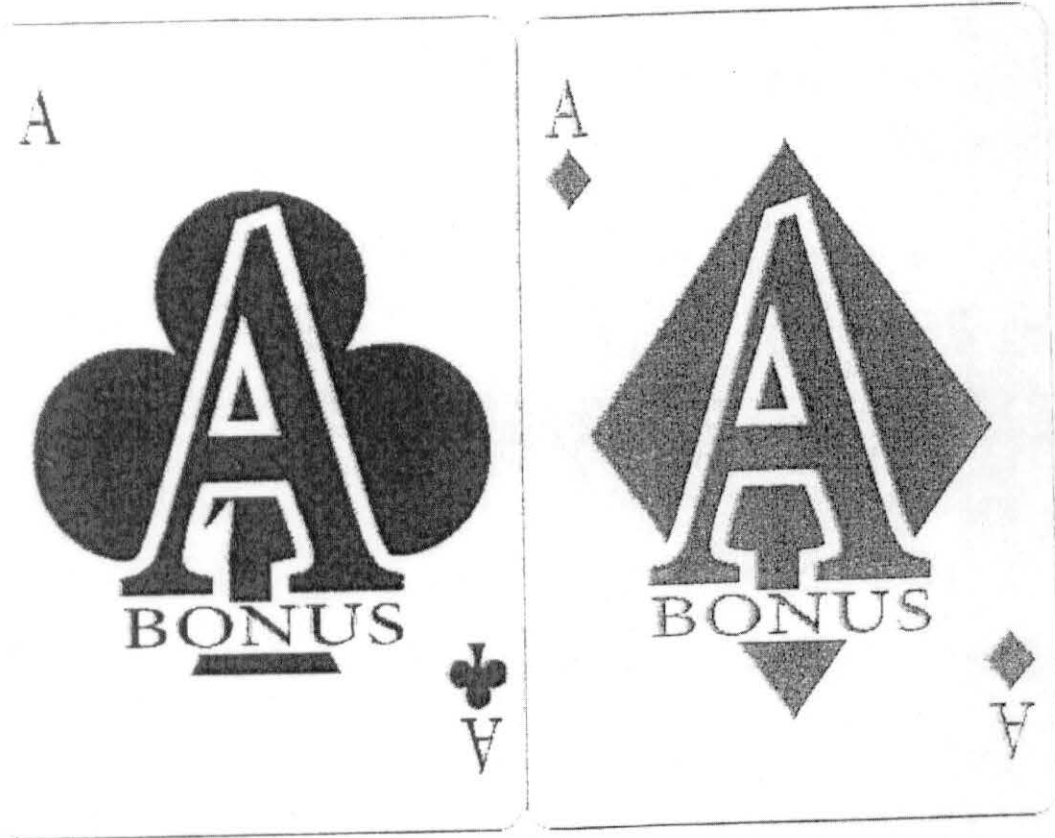
- a. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 24, or 25 and then they will "PUSH".

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 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, as required by the California Penal Code.

Bonus Ace'





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

"No Bust" 21ST CENTURY BLACKJACK, CAL ACES, CARRIBEAN STUD, FAST ACTION HOLD'EM

<u>LIMIT</u>	<u>PLAYER POSITION COLLECTION</u>	<u>PLAYER / BANKER POSITION COLLECTION</u>	
		<u>1st Position</u>	<u>2nd Position or Later</u>
\$5 - \$50	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$10 - \$100	\$1.00 Per Square/Wager	\$2.00	\$1.00
\$20 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$40 - \$100	\$1.00 Per Square/Wager	\$3.00	\$2.00
\$100	\$1.00 Per Square/Wager	\$4.00	\$3.00

EZ Baccarat Panda 8

Type of Game

The game of EZ Baccarat Panda 8 is a California game and utilizes a player-dealer position. The player-dealer position will be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer will 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 will 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 place a bet on either the Player or Banker hand that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards 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. The cards can be shuffled by hand or with an automatic card shuffling device ('shuffler').

Card Values and Hand Rankings

The value of each card used in EZ Baccarat Panda 8, will be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, will be:

EZ Baccarat Panda 8 Hand Ranking

Hand Dealt	Hand Requirements
Natural 9	A two-card hand that has a value of nine. A Natural 9 will only be achieved when the total of 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 will only be achieved when the total of the first two cards dealt to a hand is valued at eight,
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 will be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to nine players and a player-dealer position for a total of ten seated positions. Backline is permitted on all wagers.

- Within each betting area for each seated player, there will be ten separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, Dragon 7 Bonus Bet and the Panda 8 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.

EZ Baccarat Panda 8

Dealing Procedures and Round of Play

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

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line pays 1 to 1;
 - c. 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, which pays 8 to 1.
 - d. 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.
 - e. 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 Bonus Bet, which pays 25 to 1.
3. 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.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player's hand is resolved first and then the banker's hand is resolved.
 - e. The hand closest to nine wins.
4. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed:
 - o 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.
 - o If the player's hand stands, then the dealer hand hits on a total of 5 or less.
 - o If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - a. 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.
 - b. 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.
 - c. 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.
 - d. 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.
5. The following chart shows when the banker hits (H) or stands (S) according to the rules above:

EZ Baccarat Panda 8

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

How Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. All wagers will be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, all Panda 8 Bonus Bets, and then all Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

An action button will be used to determine which player receives first action on their wager(s). The second card dealt to the Bankers 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. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

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

The following will apply for each possible outcome when determining the winner. The player-dealer will pay and collect all wagers accordingly:

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

EZ Baccarat Panda 8

Bonus Bets

Tie Bet

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 the player's hand and the banker's hand are of the same value (tie), the Tie Bet will win. In the event the player's hand and the banker's hand are not of the same value, the player-dealer will win the Tie Bet.

- For each seated position, there will be one separate and specifically designated area for the placement of a Tie Bet. A player may not place a Tie Bet if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer will pay all winning Tie Bets when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer will collect all losing Tie Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet.
- The Tie Bet pays 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 will be returned to the players.

Dragon 7 Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. 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 will lose on all other outcomes.

- Backline betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- All winning Dragon 7 Bonus Bets will be paid 40 to 1.
- The player-dealer will pay all winning Dragon 7 Bonus Bets and will collect all losing Dragon 7 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.

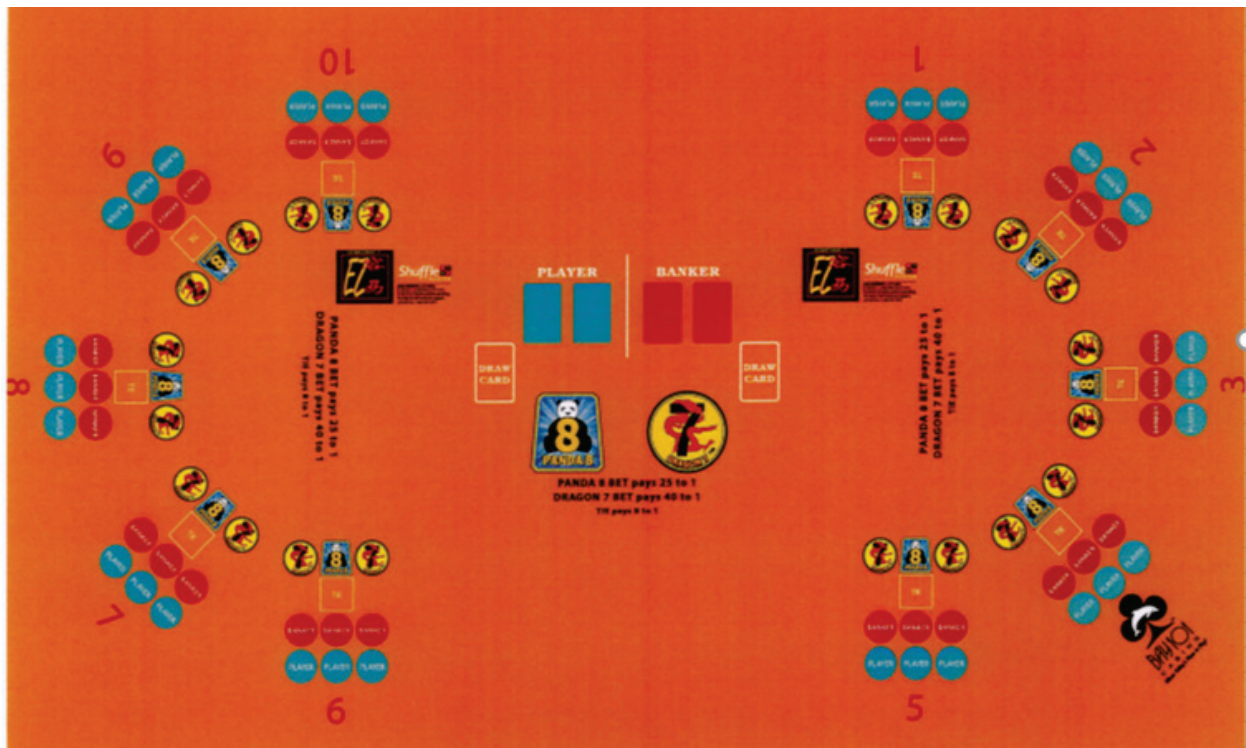
Panda 8 Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Panda 8 Bonus Bet. A player may only place a Panda 8 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. 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 Bonus Bet wins. The Panda 8 Bonus Bet will lose on all other outcomes.

- All winning Panda 8 Bonus Bets will be paid 25 to 1.
- Panda 8 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.
- Backline betting is permitted on the Panda 8 Bonus Bet.

EZ Baccarat Panda 8

Table Layout



EZ Baccarat Panda 8

Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.



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

Key Features

- Table game min and max amounts.
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 Bonus Bet and Panda 8 Bonus Bet.
- 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.

ZooBac

Type of Game

The game of ZooBac utilizes a player-dealer position and is a California game. The player-dealer will 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 will be returned to the respective players. A player will only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. 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 place a bet on either the Player line hand or the Banker line hand the player believes will have an accumulated point value closer to nine than the other hand. Additionally, there are five optional bonus bets the players may wager on: Tie, Rabbit, Tiger, Monkey, and/or Zoo. No particular wager is dependent on another. Participants may wager on any of the options or any combination of their choosing.

Description of the Deck and Number of Decks Used

ZooBac uses at least four but no more than eight standard 52-card decks with no jokers. The house dealer will have a standard "shoe" from which to deal the cards. The cards can be shuffled by hand or with an automatic card shuffling device (shuffler).

Card Values and Hand Rankings

The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as ten and all others as their face value. When combined cards have a total sum greater than ten, the last digit of the total sum is the value of the hand. For example, a hand with a sum of eighteen would be valued as eight. The ranking of hands for ZooBac, in order from highest to lowest rank, shall be:

ZooBac Hand Ranking

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

One type of ZooBac table will be a standard half moon blackjack style gaming table. The house dealer will be seated in the center of the flat portion while the participants will be seated around the outside of the circular portion. A second type of ZooBac table will be a batwing table with both a house dealer and a casino representative and/or another house dealer. The two employees will be seated in the center, with the participants seated to either side of them. There will be clearly marked areas to bet on Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and there will be demarcated areas for backline wagers. The area directly in front of the house dealer will be where the cards for Player and Banker are placed. There will be seats for up to twelve participants. Backline betting is allowed.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer. Once a player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) within the table limits as listed below.
3. The house dealer will shuffle/mix the cards. The person in the player-dealer position is offered the cut of the deck after the shuffle but before the cards are placed in the shoe or continuous shuffle machine. The first card dealt out of the shoe or continuous shuffle machine will be placed face-up. The value of the card will equal the amount of cards to be burned face-down; aces will be one, cards 2-10 have their value and jacks, queens and kings will be 15.
 - a. A free hand is where the house dealer will deal cards with no bets placed. Up to five free hands can be dealt:
 - i. At the beginning of the shoe;
 - ii. At a player's request;
 - iii. If there has been no wagering for at least 30 seconds.
4. Each player has the following option(s) when placing their wager(s):
 - a. Active players are not allowed to place wagers on any unoccupied betting positions;
 - b. The Player line hand pays 1 to 1;
 - c. The Banker line hand pays 1 to 1;
 - d. Place a wager on the Tie Bet which pays 9 to 1; a player may place a Tie Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
 - e. Place a wager on the Rabbit Bet which pays 25 to 1, unless the Banker hand totals zero, in which case the payout will be 75 to 1; a player may place a Rabbit Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
 - f. Place a wager on the Tiger Bet which pays 25 to 1, unless the Player hand totals zero, in which case the payout will be 75 to 1; a player may place a Tiger Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
 - g. Place a wager on the Monkey Bet which pays 150 to 1; a player may place a Monkey Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
 - h. Place a wager on the Zoo Bet which pays 10 to 1 if the Rabbit wager wins or if the Rabbit bet wins and the Banker hand totals zero, the Zoo bet payout is tripled to 30-to-1; if the Tiger bet wins, the Zoo wager payout is 10-to-1 or if the Tiger wager wins and the Player hand totals zero, the Zoo bet payout is tripled to 30-to-1; if the Monkey wager wins, the Zoo payout is 30-to-1; a player may place a Zoo Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
5. 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 the Banker line hand and the Player line hand have a total of two cards each. All cards are dealt face-up.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line hand.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line hand.
6. The Player line hand is resolved first and then the Banker line hand is resolved.

ZooBac

7. After the house dealer delivers the first two cards to both the Player line hand and the Banker line hand, the following ZooBac rules are followed.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand must hit on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was a ten value card thus the Player line hand equals zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.
 - v. If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards.
 - vi. If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards.
8. The following chart shows when the Banker line hand 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

9. The hand closest to nine wins.
10. In the event that the player-dealer wager does not cover all other wagers, the House Dealer will start from the action button and proceed clockwise, using the Player/Dealer's wager to settle all other wagers in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Each participant's Player wager will be settled first, followed by each participant's Banker wager, and so on. Wagers not covered by the Player/Dealer shall be returned to the respective participants. The player-dealer can win or lose only the amount of their wager.
11. The first card dealt for Player will determine the location of the action button, taking the value of the card and counting clockwise from the Player/Dealer seat. For example, if the first card dealt is a three, three spots clockwise from the player-dealer position would get first action. If the action button lands on an empty spot, the button will move clockwise to the first seat with wager(s) to be settled.
12. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

ZooBac

How Winners are Determined and Paid

Once both hands have been completed, according to the rules 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 to the extent they have wagered:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers when the Player line hand is closer to nine than the Banker line hand.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If both the Player line hand and Banker line hand are of the same value, a tie, all Banker line and Player line wagers will push.

Bonus Bets

Tie

The optional Tie bet wins when the Player and Banker end the hand with identical point totals. Tie wagers will be paid 9-to-1. If either Player or Banker wins, Tie wagers lose.

Rabbit

The optional Rabbit bet wins when the Player line wins the hand with a three-card hand totaling seven points and will be paid 25-to-1. If the Rabbit bet wins and the Banker hand totals zero, the payout is tripled to 75-to-1. Rabbit bets lose with any outcome other than Player winning with a three-card hand totaling seven points.

Tiger

The optional Tiger bet wins when the Banker line wins the hand with a three-card hand totaling eight points and will be paid 25-to-1. If the Tiger bet wins and the Player hand totals zero, the payout is tripled to 75-to-1. Tiger bets lose with any outcome other than Banker winning with a three-card hand totaling eight points.

Monkey

The optional Monkey bet wins when the hand ends in a zero-to-zero tie and will be paid 150-to-1. Monkey bets lose with any result other than a zero-to-zero tie.

Zoo

The optional Zoo bet is a combination wager that wins if any one of the Rabbit, Tiger, or Monkey bets wins. The payout varies depending on which wager wins. If the Rabbit wager wins, the Zoo wager payout is 10-to-1. If the Rabbit bet wins and the Banker hand totals zero, the Zoo bet payout is tripled to 30-to-1. If the Tiger bet wins, the Zoo wager payout is 10-to-1. If the Tiger wager wins and the Player hand totals zero, the Zoo bet payout is tripled to 30-to-1. If the Monkey wager wins, the Zoo payout is 30-to-1.

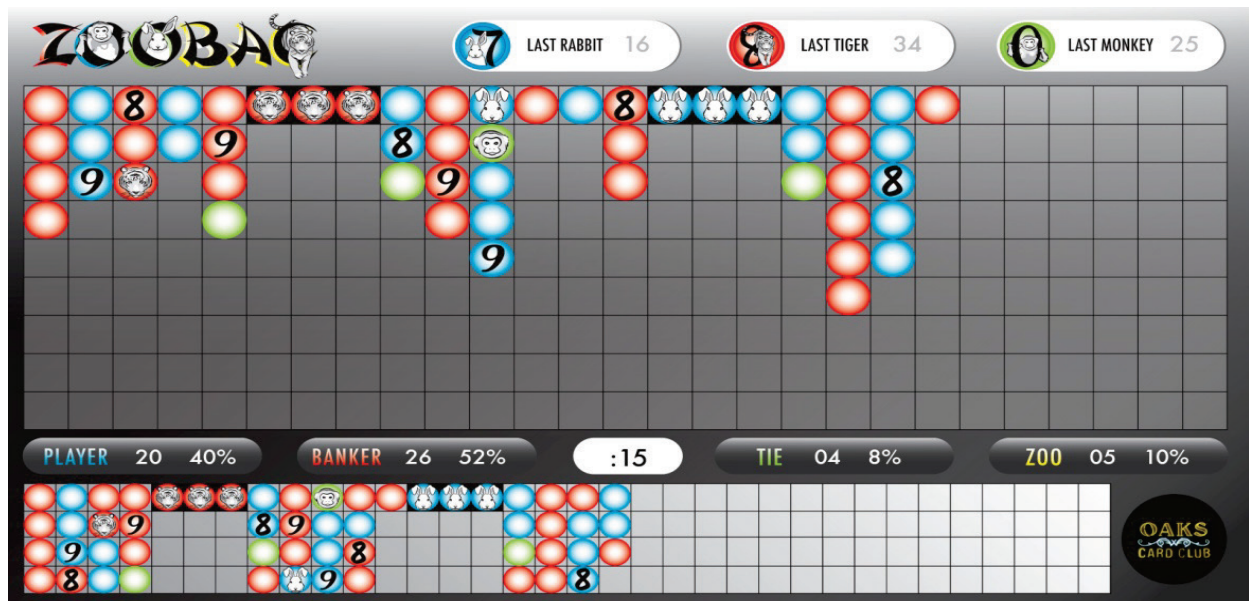
ZooBac

Table Layout













ZooBac may also have one or more of the following additional pieces of equipment:

- a. An electronic scoreboard which will show the results of previous hands from a given shoe. It may also have a game clock which will give players a set amount of time to place their wagers. It may also display statistical results based on previous hands. A graphic representation of a potential scoreboard is shown below.



- b. An entry pad, which the house dealer will use to enter the result of a given hand, which will then be displayed on the electronic scoreboard.
- c. A payout screen, which will be a fixed, display showing the various payouts for the different possible wager results. A graphic representation of a potential payout screen is shown below.

ZooBac

RABBIT PAYS		Winning Three-Card Player Seven	25-1
		Three-Card Player Seven vs. Banker Zero	75-1
TIGER PAYS		Winning Three-Card Banker Eight	25-1
		Three-Card Banker Eight vs. Player Zero	75-1
MONKEY PAYS		Zero to Zero tie	150-1
ZOO PAYS		Winning Three-Card Player Seven	10-1
		Three-Card Player Seven vs. Banker Zero	30-1
		Winning Three-Card Banker Eight	10-1
		Three-Card Banker Eight vs. Player Zero	30-1
		Zero to Zero tie	30-1

- d. A CPU unit, which will be affixed under the table. It will enable the scoreboard and keypad to work together properly, and for the scoreboard and payout screen to display properly.
- e. A shuffling machine, which the house dealer will use only when he or she reaches the end of a given shoe.

No Bust 21st Century Blackjack 5.0 Bonus Bets

Bureau Requirements

Bay 101 shall display the BGC ID (GEGM-000662) at all No Bust 21st Century Blackjack 5.0 tables where the bonus bets, as explained below, are offered for play.

Eligible Controlled Games

The Bonus Bets shall be attached to the following Bureau approved controlled game offered at Bay 101, as shown below, at all times this game is being offered for play. All controlled game rules shall be played as previously approved by the Bureau.

- No Bust 21st Century Blackjack 5.0 (GEGA-001197)

Object and Summary

Buster Blackjack Bonus Bet

The Buster Blackjack Bonus Bet is an optional wager that complements the above listed Bureau approved game. The Buster Blackjack Bonus Bet is offered to all players who placed a base game wager, and allows the player to bet the player-dealer hand will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table where the player will place the optional wager. Backline betting is permitted.

- If a player chooses to participate, an additional wager is placed in the designated area on the layout prior to the initial deal.
- All bets will be placed prior to the house dealer dealing any cards.
- Once all players have made decisions concerning their hands according to the Bureau approved base game rules, the player-dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in their busted hand, the higher the payoff.
 - If the player-dealer hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - If the player-dealer does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
- Winning bets will be left in the betting circle and will not be collected until the round of play is complete. Losing bets will be placed on top of the player's cards to signify a loss, and will not be collected until the round of play is complete.
- The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
- In the event the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: base game wager, Buster Blackjack Bonus Bet, Lucky Lucky Bonus Bet.
- If there are no base game wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack Bonus Bets, the player-dealer must complete their hand, if not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1

No Bust 21st Century Blackjack 5.0 Bonus Bets

6	18 to 1
7	50 to 1
8 or more	200 to 1

Lucky Lucky Bonus Bet

The Lucky Lucky Bonus Bet is an optional wager that complements the above listed Bureau approved game. The Lucky Lucky Bonus Bet is offered to all players who placed a base game wager, and allows the player to bet that the combination of the player's two cards plus the player-dealer's first face-up card will be equal to one of the hands listed in the Lucky Lucky Bonus Bet pay table below. There will be a distinctive marked circle on the table where the player will place the optional wager. Backline betting is permitted.

- If a player chooses to participate, an additional bet is placed in the designated area on the layout.
- All bets will be placed prior to the house dealer dealing any cards.
- Once all cards have been dealt, and prior to any draws being made, the house dealer will check to see if any players have received a Lucky Lucky Bonus Bet winning hand. The Lucky Lucky Bonus Bet is based on the player's first two cards and the player-dealer's up card. The Lucky Lucky Bonus Bet pay table is as stated below.
- Lucky Lucky bonus bets are decided and acted upon independently of the player-dealer's potential for a Natural hand.
- Winning bets will be left in the betting circle and will not be paid until the round of play is complete. Losing bets will be placed on top of the player's cards to signify a loss, and will not be collected until the round of play is complete.
- The player-dealer will pay all winning Lucky Lucky Bonus Bets and will collect all losing Lucky Lucky Bonus Bets.
- In the event the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: base game wager, Buster Blackjack Bonus Bet, Lucky Lucky Bonus Bet.
- In the event the player qualifies for more than one win, each player shall be entitled to only one payout (which is the highest win) from the Lucky Lucky Bonus Bet Pay Table.

Lucky Lucky Bonus Bet Pay Table

Player's Hand	Pays
Suited 777	200 to 1
Suited 678	100 to 1
777	50 to 1
678	30 to 1
Suited 21	10 to 1
21 Total	3 to 1
20 Total	2 to 1
19 Total	2 to 1
18 Total or less	Loss

Collection Rates

Please refer to California Games Collection Rates (GEGA-000067) for the collection rates for the Bonus Bets attached to the game of No Bust 21st Century Blackjack 5.0.

Golden Frog Baccarat 1.0

Type of Game

The game of Golden Frog Baccarat 1.0 utilizes a player-dealer position and is a California game. 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. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. 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 place a bet on either the Player line hand or the Banker line hand the player believes will have an accumulated point value closer to nine than the other hand. Additionally, there are six optional bonus bets the players may wager on: Tie Bet, Jin Chan 7 Bet, Koi 8 Bet, 3 Card 9 Over a 3 Card 1 Bet, Natural 9 Over 2 Card 7 Bet, and 8 Over 6 Bet.

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 shuffled and dealt using either a multiple deck "shoe," a continuous shuffle machine or an automated shuffling machine; one to eight decks will be used.

Card Values and Hand Rankings

The value of each card used in Golden Frog Baccarat 1.0 will be as follows: aces have a value of one, two through nine have their face value, while picture cards (king, queen, jack) and tens have a value of zero. When the total numerical value of the cards equal ten or more, only the right-hand digit (numeric count) is considered.

EXAMPLE: *Two cards on the Banker line hand, a queen and a five, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Golden Frog Baccarat 1.0, in order from highest to lowest rank, will be:

Golden Frog Baccarat 1.0 Hand Rankings

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

Golden Frog Baccarat 1.0

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table and accommodate up to six active players and a player-dealer position for a total of seven seated positions, or a standard baccarat table and accommodate up to thirteen active players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be eight separate betting spaces specifically designated for two separate controlled game wagers and six optional bonus bets: the Player line hand, the Banker line hand, the Tie Bet, the Jin Chan 7 Bet, the Koi 8 Bet, the 3 Card 9 Over a 3 Card 1 Bet, the Natural 9 Over 2 Card 7 Bet, and the 8 Over 6 Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts players may wager. Players must bet at least the table minimum. Backline betting is permitted on all wagers.



Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer. Once a player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) within the table limits as listed below.
3. The house dealer will shuffle/mix the cards. The person in the player-dealer position is offered the cut of the deck after the shuffle but before the cards are placed in the shoe or continuous shuffle machine. The first card dealt out of the shoe or continuous shuffle machine will be placed face-up. The value of the card will equal the amount of cards to be burned face-down; face cards are equal to ten. Free hands can be dealt at a player's request but no more than five free hands per shoe will be dealt. A free hand is where the house dealer will deal cards with no bets placed.
4. Each player has the following option(s) when placing their wager(s):
 - a. Active players are not allowed to place wagers on any unoccupied betting positions;
 - b. The Player line hand pays 1 to 1;
 - c. The Banker line hand pays 1 to 1;
 - d. The Tie Bet and pays 8 to 1. A player must place a wager on the Player line or the Banker line in order to place a Tie Bet;
 - e. Jin Chan 7 Bet and pays 40 to 1. A player must place a wager on the Player line or the Banker line in order to place a Jin Chan 7 Bet;
 - f. Koi 8 Bet and pays 25 to 1. A player must place a wager on the Player line or the Banker line in order to place a Koi 8 Bet;
 - g. 3 Card 9 Over a 3 Card 1 Bet and pays 150 to 1. A player must place a wager on the Player line or the Banker line in order to place a 3 Card 9 Over a 3 Card 1 Bet;
 - h. Natural 9 Over 2 Card 7 Bet and pays 50 to 1. A player must place a wager on the Player line or the Banker line in order to place a Natural 9 Over 2 Card 7 Bet;
 - i. 8 Over 6 Bet and pays 25 to 1. A player must place a wager on the Player line or the Banker line in order to place an 8 Over 6 Bet;
5. 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 the Banker line hand and the Player line hand have a total of two cards each. All cards are dealt face-up.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line hand.

Golden Frog Baccarat 1.0

- b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line hand.
6. The Player line hand is resolved first and then the Banker line hand is resolved.
7. After the house dealer delivers the first two cards to both the Player line hand and the Banker line hand, the following Golden Frog Baccarat 1.0 rules are followed.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand must hit on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line has a value of zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.
 - v. If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards.
 - vi. If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards.
8. The following chart shows when the Banker line hand 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

9. The hand closest to nine wins.
10. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers will be settled at one time in the following order from player to player: all winning Player line wagers, all winning Banker line wagers, all losing Player line wagers, all losing Banker line wagers, all Tie Bets, all Jin Chan 7 Bets, all Koi 8 Bets, all 3 Card 9 Over a 3 Card 1 Bets, all Natural 9 Over 2 Card 7 Bets, and then all 8 Over 6 Bets.
11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Golden Frog Baccarat 1.0

How Winners are Determined and Paid

Once both hands have been completed, according to the rules 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 to the extent they have wagered:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers when the Player line hand is closer to nine than the Banker line hand.
- If the Banker line hand equals 7 with three cards and is closer to nine than the Player line hand, all Banker line wagers push.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If both the Player line hand and Banker line hand are of the same value, a tie, all Banker line and Player line wagers will push.

Bonus Bets

Tie Bet

The optional Tie Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The Tie Bet wins when the total of the Player line hand and the total of the Banker line hand are equal.

- A player may place a Tie Bet if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Tie Bet wagers shall be paid 8 to 1.
- The player-dealer will pay all winning Tie Bets and collect all losing Tie Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Tie Bet and if any collection fees are to be taken.

Jin Chan 7 Bet

The optional Jin Chan 7 Bet takes into account only the cards in the Banker line hand. If the Banker line hand wins with a three-card hand equaling 7, all Jin Chan 7 Bets win. If the Banker line hand is not a three-card hand equaling 7, all Jin Chan 7 Bets shall lose.

- A player may place a Jin Chan 7 Bet if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Jin Chan 7 wagers are paid 40 to 1.
- The player-dealer will pay all winning Jin Chan 7 Bets and collect all losing Jin Chan 7 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Golden Frog Baccarat 1.0

- See the collection rate schedule for restrictions on the amount to be wagered on the Jin Chan 7 Bet and if any collection fees are to be taken.

Koi 8 Bet

The optional Koi 8 Bet takes into account only the cards in the Player line hand. If the Player line hand wins with a three-card hand equaling 8, all Koi 8 Bets win. If the Player line hand is not a three-card hand equaling 8, all Koi 8 Bets shall lose.

- A player may place a Koi 8 Bet wager if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Koi 8 wagers are paid 25 to 1.
- The player-dealer will pay all winning Koi 8 Bets and collect all losing Koi 8 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Koi 8 Bet and if any collection fees are to be taken.

3 Card 9 Over a 3 Card 1 Bet

The optional 3 Card 9 Over a 3 Card 1 Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand or the Banker line hand equals 9 with three cards and wins over a Player line hand or Banker line hand equaling 1 with three cards, the 3 Card 9 Over a 3 Card 1 Bet wins. If the Player line hand or the Banker line hand is not a three-card 9 hand nor a three-card 1 hand, all 3 Card 9 Over 3 Card 1 Bets shall lose.

- A player may place a 3 Card 9 Over a 3 Card 1 Bet if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning 3 Card 9 Over a 3 Card 1 wagers are paid 150 to 1.
- The player-dealer will pay all winning 3 Card 9 Over a 3 Card 1 Bets and collect all losing 3 Card 9 Over a 3 Card 1 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the 3 Card 9 Over a 3 Card 1 Bet and if any collection fees are to be taken.

Natural 9 Over 2 Card 7 Bet

The optional Natural 9 Over 2 Card 7 Bet takes into account the cards in the Player line hand or Banker line hand. If the Player line hand or Banker line hand equals 9 with two cards and wins over a Player line hand or Banker line hand equaling 7 with two cards, the Natural 9 Over 2 Card 7 Bet wins. If the Player line hand or Banker line hand is not a two-card hand equaling 9 nor a two-card hand equaling 7, all Natural 9 Over 2 Card 7 Bets shall lose.

- A player may place a Natural 9 Over 2 Card 7 Bet if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Natural 9 Over 2 Card 7 wagers are paid 50 to 1.
- The player-dealer will pay all winning Natural 9 Over 2 Card 7 Bets and collect all losing Natural 9 Over 2 Card 7 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Natural 9 Over 2 Card 7 Bet and if any collection fees are to be taken.

Golden Frog Baccarat 1.0

8 Over 6 Bet

The optional 8 Over 6 Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand or Banker line hand equals 8 and wins over a Player line hand or Banker line hand equaling 6, the 8 Over 6 Bet wins. If the Player line hand or Banker line hand does not equal 8 and does not win over a Player line hand or Banker line hand equaling 6, all 8 Over 6 Bets shall lose.

- A player may place an 8 Over 6 Bet if they have placed either a Player line wager or a Banker line wager prior to the initial deal.
- Winning 8 Over 6 Bets are paid 25 to 1.
- The player-dealer will pay all winning 8 Over 6 Bets and collect all losing 8 Over 6 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the 8 Over 6 Bet and if any collection fees are to be taken.

Golden Frog Baccarat 1.0

Table Layout



California Games Collection Rates

Pai Gow Poker (GEGA-001991)-For **schedule options 1 through 2**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each base game wager that they place. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$100 minimum table limits

\$40-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1

For **schedule options 3 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager placed depending on the value of the wager.

\$40-\$500 minimum table limits

\$300-\$1,000 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
3	\$40-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$500	\$3	
4	\$100-\$200	\$1	\$4
	\$201-\$400	\$2	
	\$401-\$500	\$3	
5	\$300-\$500	\$3	\$4
	\$501-\$800	\$4	
	\$801-\$1,000	\$5	

Fortune Pai Gow Poker (GEGA-002450)-For **schedule option 1**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each base game wager that they place. There will be no additional collection fee required from a player or backline bettor when placing a Fortune Side Bet. The wagering limit for the Fortune Side Bet shall be between \$1-\$5. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$20 minimum table limits

\$5-\$40 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$3	\$1

For **schedule options 2 through 4**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each base game wager and each Fortune Side Bet that they place.

California Games Collection Rates

\$5-\$40 minimum table limit

\$20-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Fee	Fortune Side Bet Limit	Fortune Side Bet Fee
2	\$3	\$1	\$5-\$40	\$1
3	\$3	\$1	\$5-\$100	\$1
4	\$5	\$2	\$5-\$500	\$1

For **schedule options 5 through 10**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each base game wager that they place, based on the amount of the Player Wager. There will be no additional collection fee required from a player or backline bettor when placing a Fortune Side Bet. The wagering limit for the Fortune Side Bet shall be between \$5-\$40. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$40-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee
5	\$1	\$5-\$100	\$1
6	\$2	\$5-\$100	\$1
7	\$1	\$10-\$100	\$1
8	\$2	\$10-\$100	\$1
9	\$1	\$10-\$100	\$1
		\$101-\$200	\$2
10	\$2	\$10-\$100	\$1
		\$101-\$200	\$2

For **schedule options 11 through 16**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each base game wager that they place, based on the amount of the Player Wager. There will be no additional collection fee required from a player or backline bettor when placing a Fortune Side Bet. The wagering limit for the Fortune Side Bet shall be between \$5-\$100. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$100-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee
11	\$1	\$5-\$100	\$1
12	\$2	\$5-\$100	\$1
13	\$1	\$10-\$100	\$1
14	\$2	\$10-\$100	\$1
15	\$1	\$10-\$100	\$1
		\$101-\$200	\$2
16	\$2	\$10-\$100	\$1
		\$101-\$200	\$2

California Games Collection Rates

For **schedule options 17 through 23**, a collection fee will be taken per hand from the player-dealer position. A Player Fee collection fee will be taken from each seated player and from each backline bettor for each base game wager based on Player Wager. The Fortune Side Bet Fee will be taken from each player and backline bettor for each Fortune Side Bet that they place. The wagering limit for the Fortune Side Bet shall be between \$5-\$40. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$40-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee	Fortune Side Bet Fee
17	\$1	\$5-\$100	\$1	\$1
18	\$2	\$5-\$100	\$1	\$1
19	\$1	\$10-\$100	\$1	\$1
20	\$2	\$10-\$100	\$1	\$1
21	\$1	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
22	\$2	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
23	\$3	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	

For **schedule options 24 through 30**, a collection fee will be taken per hand from the player-dealer position. The Player Fee will be taken from each seated player and from each backline bettor for each base game wager based on Player Wager. The Fortune Side Bet Fee will be taken from each player and backline bettor for each Fortune Side Bet that they place. The wagering limit for the Fortune Side Bet shall be between \$5-\$100. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$40-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee	Fortune Side Bet Fee
24	\$1	\$5-\$100	\$1	\$1
25	\$2	\$5-\$100	\$1	\$1
26	\$1	\$10-\$100	\$1	\$1
27	\$2	\$10-\$100	\$1	\$1
28	\$1	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
29	\$2	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
30	\$3	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	

California Games Collection Rates

Pai Gow Tiles (GEGA-001990)-For **schedule options 1 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$10-\$200 minimum table limits

\$100-\$500 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$3	\$2
4	\$5	\$1
5	\$5	\$2

For **schedule options 6 through 15**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager.

\$20-\$300 minimum table limits

\$300-\$1,000 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
6	\$20-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$500	\$3	
7	\$25-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$500	\$3	
8	\$40-\$200	\$1	\$3
	\$201-\$400	\$2	
9	\$40-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$500	\$3	
10	\$40-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$600	\$3	
11	\$50-\$200	\$1	\$3
	\$201-\$400	\$2	
	\$401-\$500	\$3	
12	\$100-\$200	\$1	\$2
	\$201-\$400	\$2	
	\$401-\$500	\$3	
13	\$100-\$200	\$1	\$4
	\$201-\$400	\$2	
	\$401-\$600	\$3	

California Games Collection Rates

14	\$100-\$250	\$1	\$5
	\$251-\$500	\$2	
	\$501-\$750	\$3	
	\$751-\$1,000	\$4	
15	\$300-\$500	\$3	\$4
	\$501-\$800	\$4	
	\$801-\$1,000	\$5	

For **schedule options 16 through 17**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager.

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
16	\$10-No Limit	\$10-\$1,000	\$1	\$5
		\$1,001+	\$2	
17	\$10-No Limit	\$10-\$1,000	\$2	\$5
		\$1,001+	\$4	

For **schedule options 18 through 26**, a collection fee will be taken per hand from the player-dealer based on the total monetary value (Total Table Action) of all game wagers placed prior to the cards being dealt. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager.

\$10-No Limit minimum table limits

\$2,000-No Limit maximum table limits

Schedule Option	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
18	\$10-No Limit	\$1	\$10-\$1,000	\$1
			\$1,001-\$3,000	\$6
			\$3,001-\$5,000	\$16
			\$5,001+	\$25
19	\$20-No Limit	\$1	\$20-\$1,000	\$1
			\$1,001-\$3,000	\$6
			\$3,001-\$5,000	\$16
			\$5,001+	\$25
20	\$20-\$1,000	\$1	\$20-\$7,500	\$25
	\$1,001+	\$2	\$7,501-\$10,000	\$38
			\$10,001+	\$50
21	\$40-No Limit	\$1	\$40-\$1,000	\$1
			\$1,001-\$3,000	\$6
			\$3,001-\$5,000	\$16
			\$5,001+	\$25
22	\$40-\$1,000	\$1	\$40-\$7,500	\$25
	\$1,001+	\$2	\$7,501-\$10,000	\$38
			\$10,001+	\$50

California Games Collection Rates

23	\$100-No Limit	\$1	\$100-\$1,000	\$1
			\$1,001-\$3,000	\$6
			\$3,001-\$5,000	\$16
			\$5,001+	\$25
24	\$100-\$1,000	\$1	\$100-\$7,500	\$25
	\$1,001+	\$2	\$7,501-\$10,000	\$38
			\$10,001+	\$50
25	\$100-\$2,000	\$2	\$100-\$15,000	\$50
	\$2,001+	\$3	\$15,001-\$20,000	\$75
			\$20,001+	\$100
26	\$2,000+	\$1	\$2,000-\$4,000	\$20
			\$4,001-\$12,000	\$40
			\$12,001-\$18,000	\$60
			\$18,001+	\$100

For **schedule options 27 through 55**, a collection fee will be taken per hand from the player-dealer based on the total monetary value (Total Table Action) of all game wagers placed prior to the cards being dealt. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager.

\$20-\$2,000 minimum table limits

\$1,000-\$4,000 maximum table limits

Schedule Option	Player Wager	Player Fee (per spot)	Total Table Action	Player-Dealer Fee per Hand
27	\$20-\$300	\$2	\$5-\$1,000	\$3
	\$301-\$600	\$3	\$1,001-\$2,000	\$5
	\$601-\$1,000	\$5	\$2,001+	\$8
28	\$20-\$100	\$1	\$5-\$1,000	\$3
	\$101-\$300	\$2	\$1,001-\$2,000	\$5
	\$301-\$600	\$3	\$2,001+	\$8
	\$601-\$1,000	\$5		
29	\$20-\$500	\$1	\$5-\$5,000	\$5
	\$501-\$1,000	\$2	\$5,001-\$10,000	\$10
			\$10,001+	\$15
30	\$20-\$1,000	\$1	\$5-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,001-\$6,000	\$10
			\$6,001+	\$20
31	\$20-\$1,000	\$1	\$5-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,001-\$6,000	\$10
			\$6,001+	\$30
32	\$20-\$1,000	\$1	\$5-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,001-\$6,000	\$10
			\$6,001+	\$40
33	\$20-\$1,000	\$1	\$5-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$30

California Games Collection Rates

34	\$20-\$1,000	\$1	\$5-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$40
35	\$20-\$1,000	\$1	\$5-\$5,000	\$5
	\$1,001-\$2,000	\$2	\$5,001-\$10,000	\$10
			\$10,001+	\$15
36	\$100-\$1,000	\$1	\$100-\$5,000	\$5
	\$1,001-\$2,000	\$2	\$5,001-\$10,000	\$10
			\$10,001+	\$20
37	\$100-\$1,000	\$1	\$100-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,001-\$6,000	\$10
			\$6,001+	\$20
38	\$100-\$1,000	\$1	\$100-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,001-\$6,000	\$10
			\$6,001+	\$30
39	\$100-\$1,000	\$1	\$100-\$2,000	\$5
	\$1,001-\$2,000	\$2	\$2,000-\$6,000	\$10
			\$6,001+	\$40
40	\$100-\$1,000	\$1	\$100-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$30
41	\$100-\$1,000	\$1	\$100-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$40
42	\$100-\$1,000	\$1	\$100-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$60
43	\$200-\$1,000	\$1	\$200-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$30
44	\$200-\$1,000	\$1	\$200-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$40
45	\$200-\$1,000	\$1	\$200-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$60
46	\$500-\$1,000	\$1	\$500-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$30
47	\$500-\$1,000	\$1	\$500-\$4,000	\$5
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$10
			\$8,001+	\$40

California Games Collection Rates

48	\$500-\$1,000	\$1	\$500-\$4,000	\$10
	\$1,001-\$2,000	\$2	\$4,001-\$8,000	\$20
			\$8,001+	\$60
49	\$500-\$2,000	\$1	\$500-\$4,000	\$10
			\$4,001-\$12,000	\$20
			\$12,000-\$18,000	\$40
			\$18,001+	\$60
50	\$500-\$2,000	\$1	\$500-\$4,000	\$10
			\$4,001-\$12,000	\$20
			\$12,000-\$18,000	\$50
			\$18,001+	\$80
51	\$1,000-\$2,000	\$1	\$1,000-\$4,000	\$10
			\$4,001-\$12,000	\$20
			\$12,000-\$18,000	\$40
			\$18,001+	\$60
52	\$1,000-\$2,000	\$1	\$1,000-\$4,000	\$10
			\$4,001-\$12,000	\$20
			\$12,000-\$18,000	\$50
			\$18,001+	\$80
53	\$1,000-\$4,000	\$1	\$1,000-\$4,000	\$20
			\$4,001-\$12,000	\$40
			\$12,001-\$18,000	\$60
			\$18,001+	\$100
54	\$2,000-\$4,000	\$1	\$2,000-\$4,000	\$20
			\$4,001-\$12,000	\$40
			\$12,001-\$18,000	\$60
			\$18,001+	\$80
55	\$2,000-\$4,000	\$1	\$2,000-\$4,000	\$20
			\$4,001-\$12,000	\$40
			\$12,001-\$18,000	\$60
			\$18,001+	\$100

No Bust 21st Century Blackjack (GEGA-001992)-For **schedule options 1 and 2**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. There will be no additional collection fee required from a player or backline bettor when doubling-down, splitting cards, placing an insurance wager, or surrendering their hand. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$50 minimum table limit

\$20-\$100 maximum table limit

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1

California Games Collection Rates

For **schedule options 3 through 6**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when doubling-down, splitting cards, placing an insurance wager, or surrendering their hand.

\$10-\$200 minimum table limit

\$100-\$500 maximum table limit

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
3	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	
4	\$20-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
5	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
6	\$100-\$200	\$2	\$4
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401-\$500	\$5	

No Bust 21st Century Blackjack 4.0 (GEGA-000129)-For **schedule options 1 through 2**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. There will be no additional collection fee required from a player or backline bettor when doubling-down, splitting cards, or surrendering their hand. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$50 minimum table limit

\$20-\$100 maximum table limit

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1

For **schedule options 3 through 6**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand.

\$10-\$200 minimum table limit

\$100-\$500 maximum table limit

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
3	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	

California Games Collection Rates

4	\$20-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
5	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
6	\$100-\$200	\$2	\$4
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401-\$500	\$5	

No Bust 21st Century Blackjack 5.0 (GEGA-001197)-For schedule options 1 through 23, a collection fee will be taken per hand from the player-dealer position. A collection fee shall also be taken from each seated player and from each backline bettor for each base game wager that they place depending on the monetary value of the wager. A collection fee will also be taken from each player and backline bettor for each Buster Bonus Bet that they place. There will be no additional collection fee required from a player or backline bettor when placing a Lucky Lucky Bonus Bet, doubling-down, splitting cards, placing an insurance wager or surrendering their hand. The bonus bet limit will range from \$5 through \$50.

\$5-\$40 minimum table limit

\$100-\$500 maximum table limit

Schedule Option	Player Amount	Player Fee	Buster Bonus Bet Fee	Player-Dealer Fee
1	\$5-\$100	\$1	\$1	\$1
2	\$5-\$100	\$1	\$1	\$2
3	\$5-\$100	\$1	\$1	\$3
4	\$10-\$100	\$1	\$1	\$1
5	\$10-\$100	\$1	\$1	\$2
6	\$10-\$100	\$1	\$1	\$3
7	\$10-\$100	\$1	\$1	\$1
	\$101-\$200	\$2		
8	\$10-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
9	\$10-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
10	\$20-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
11	\$20-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
12	\$10-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3		
13	\$10-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
	\$201-\$300	\$3		

California Games Collection Rates

14	\$20-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3		
15	\$20-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
	\$201-\$300	\$3		
16	\$10-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
17	\$10-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
18	\$20-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
19	\$20-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
20	\$20-\$100	\$1	\$1	\$4
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
21	\$40-\$100	\$1	\$1	\$2
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
22	\$40-\$100	\$1	\$1	\$3
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		
23	\$40-\$100	\$1	\$1	\$4
	\$101-\$200	\$2		
	\$201-\$300	\$3		
	\$301-\$400	\$4		
	\$401-\$500	\$5		

California Games Collection Rates

For **schedule options 24 through 26**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each seated player and from each backline bettor for each base game wager that they place. There will be no additional collection fee required from a player when placing a bonus bet, doubling-down, splitting cards, placing an insurance wager or surrendering their hand. The collection fees shall be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer shall promptly deposit “drop” the table fees into the locked table drop box. The bonus bet limit will range from \$5 through \$50.

\$5-\$50 minimum table limit

\$20-\$100 maximum table limit

Schedule Option	Player-Dealer Fee	Player Fee
24	\$1	\$1
25	\$2	\$1
26	\$3	\$1

For **schedule options 27 through 31**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each seated player and from each backline bettor for each base game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a bonus bet, doubling-down, splitting cards, placing an insurance wager or surrendering their hand. The collection fees shall be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer shall promptly deposit “drop” the table fees into the locked table drop box. The bonus bet limit will range from \$5 through \$50.

\$10-\$200 minimum table limits

\$100-\$500 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
27	\$10-\$100	\$1	\$1
	\$101-\$200	\$2	
28	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	
29	\$20-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
30	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
31	\$100-\$200	\$2	\$4
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401-\$500	\$5	

California Games Collection Rates

California Blackjack (GEGA-001969)-For **schedule options 1 through 2**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. There will be no additional collection fee required from a player or backline bettor when doubling-down, splitting cards, or surrendering their hand. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$50 minimum table limits

\$20-\$100 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1

For **schedule options 3 through 6**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when doubling-down, splitting cards, or surrendering their hand.

\$10-\$200 minimum table limits

\$100-\$500 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
3	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	
4	\$20-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
5	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	
	\$301-\$400	\$4	
6	\$100-\$200	\$2	\$4
	\$201-\$300	\$3	
	\$301-\$400	\$4	
	\$401-\$500	\$5	

Three Card Poker (GEGA-002045)-For **schedule option 1**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Ante wager that they place. There will be no additional collection fee required from a player or backline bettor when placing a bonus bet or when placing the Play wager. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$60 minimum table limits

\$10-\$100 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1

California Games Collection Rates

For **schedule options 2 through 4**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Ante wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when placing a bonus bet or when placing the Play wager.

\$10-\$200 minimum table limits

\$40-\$300 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
2	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	
3	\$20-\$100	\$1	\$2
	\$101-\$200	\$2	
4	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	

Three Card Poker 1.3 (GEGA-002056)-For **schedule option 1**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Ante wager that they place. There will be no additional collection fee required from a player or backline bettor when placing a bonus bet or when placing the Play wager. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$60 minimum table limits

\$10-\$100 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1

For **schedule options 2 through 4**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Ante wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when placing a Bonus Bet or when placing a Play wager.

\$10-\$200 minimum table limits

\$40-\$300 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
2	\$10-\$100	\$1	\$2
	\$101-\$200	\$2	
3	\$20-\$100	\$1	\$2
	\$101-\$200	\$2	
4	\$40-\$100	\$1	\$3
	\$101-\$200	\$2	
	\$201-\$300	\$3	

California Games Collection Rates

Super Pan 9 (GEGA-001989)-For **schedule options 1 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$100 minimum table limits

\$100-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$4	\$1
4	\$5	\$1
5	\$5	\$2

Bay Baccarat (GEGA-001198)-For **schedule options 1 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$100 minimum table limits

\$100-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$4	\$1
4	\$5	\$1
5	\$5	\$2

For **schedule options 6 through 8**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place depending on the monetary value of the wager.

\$40-\$500 minimum table limits

\$100-\$800 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
6	\$40-\$200	\$1	\$4
	\$201-\$300	\$2	
	\$301-\$500	\$3	
7	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$500	\$3	
8	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$600	\$3	
	\$601-\$800	\$4	

California Games Collection Rates

21st Century Baccarat 4.0 (GEGA-002057)-For **schedule options 1 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and each Player-dealer line wager that they place. There will be no additional collection fee required from a player or backline bettor when placing an Early Tie Bet, a Late Tie Bet, a Player Pair wager, or a Dealer Pair wager. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$100 minimum table limits

\$100-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$4	\$1
4	\$5	\$1
5	\$5	\$2

For **schedule options 6 through 8**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and each Player-dealer line wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when placing an Early Tie Bet, a Late Tie Bet, a Player Pair wager, or a Dealer Pair wager.

\$40-\$500 minimum table limits

\$100-\$800 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
6	\$40-\$200	\$1	\$4
	\$201-\$300	\$2	
	\$301-\$500	\$3	
7	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$500	\$3	
8	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$600	\$3	
	\$601-\$800	\$4	

21st Century Baccarat 8.0 (GEGA-002545)-For **schedule options 1 through 5**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and each Banker line wager that they place. There will be no additional collection fee required from a player or backline bettor when placing a Tie Bet. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

California Games Collection Rates

\$5-\$100 minimum table limits

\$100-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$4	\$1
4	\$5	\$1
5	\$5	\$2

For **schedule options 6 through 8**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and each Banker line wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player or backline bettor when placing a Tie Bet.

\$40-\$500 minimum table limits

\$100-\$800 maximum table limits

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
6	\$40-\$200	\$1	\$4
	\$201-\$300	\$2	
	\$301-\$500	\$3	
7	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$500	\$3	
8	\$100-\$200	\$1	\$5
	\$201-\$400	\$2	
	\$401-\$600	\$3	
	\$601-\$800	\$4	

Millennium-19 (GEGA-002547)-For **schedule options 1 through 4**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each game wager that they place. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limits

\$40-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$2	\$1
2	\$3	\$1
3	\$3	\$2
4	\$5	\$2

Three Card Poker 6 Card Bonus (GEGA-004086)-For **schedule options 1 through 3**, the collection fees will be taken per hand from the player-dealer position. There will be a collection fee taken from each player for each Ante wager or 6 Card Poker Bonus Bet, based on the schedule below. There are no collection fees taken from the player or player-dealer for any Play wager or Pair Plus wager placed. The collection fees taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

California Games Collection Rates

\$5-\$60 minimum table limits

\$20-\$200 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee (per bet)	
		Per Ante Bet	Per 6 Card Bonus Bet
1	\$3	\$1	\$1
2	\$4	\$1	\$1
3	\$4	\$2	\$1

For **schedule options 4 through 9**, a collection fee will be taken per hand from the player-dealer position. The Player Fee will be taken from each seated player for each Ante wager, based on Player Wager. There are no collection fees taken from the player or player-dealer for any Play wager or Pair Plus wager placed. The wagering limit for the 6 Card Bonus Bet shall be between \$5-\$60. No collection fee will be taken when placing a 6 Card Bonus Bet.

\$5-\$10 minimum table limit

\$60-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee
4	\$1	\$5-\$60	\$1
5	\$2	\$5-\$60	\$1
6	\$1	\$5-\$100	\$1
7	\$2	\$5-\$100	\$1
8	\$1	\$10-\$100	\$1
		\$101-\$200	\$2
9	\$2	\$10-\$100	\$1
		\$101-\$200	\$2

For **schedule options 10 through 15**, a collection fee will be taken per hand from the player-dealer position. The Player Fee will be taken from each seated player for each Ante wager, based on Player Wager. There are no collection fees taken from the player or player-dealer for any Play wager or Pair Plus wager placed. The wagering limit for the 6 Card Bonus Bet shall be between \$5-\$100. No collection fee will be taken when placing a 6 Card Bonus Bet.

\$5-\$10 minimum table limit

\$60-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee
10	\$1	\$5-\$60	\$1
11	\$2	\$5-\$60	\$1
12	\$1	\$5-\$100	\$1
13	\$2	\$5-\$100	\$1
14	\$1	\$10-\$100	\$1
		\$101-\$200	\$2
15	\$2	\$10-\$100	\$1
		\$101-\$200	\$2

California Games Collection Rates

For **schedule options 16 through 19**, a collection fee will be taken per hand from the player-dealer position. The Player Fee will be taken from each seated player for each Ante wager, based on Player Wager. The 6 Card Poker Bonus Bet Fee will be taken from each player and backline bettor for each 6 Card Poker Bonus Bet that they place. The wagering limit for the Fortune Side Bet shall be between \$5-\$60. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$40-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee	6 Card Poker Bonus Bet Fee
16	\$1	\$5-\$60	\$1	\$1
17	\$2	\$5-\$60	\$1	\$1
18	\$1	\$5-\$100	\$1	\$1
19	\$2	\$5-\$100	\$1	\$1

For **schedule options 20 through 24**, a collection fee will be taken per hand from the player-dealer position. The Player Fee will be taken from each seated player for each Ante wager, based on Player Wager. The 6 Card Poker Bonus Bet Fee will be taken from each player and backline bettor for each 6 Card Poker Bonus Bet that they place. The wagering limit for the Fortune Side Bet shall be between \$5-\$100. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

\$5-\$10 minimum table limit

\$40-\$200 maximum table limit

Schedule Option	Player-Dealer Fee	Player Wager	Player Fee	6 Card Poker Bonus Bet Fee
20	\$1	\$5-\$100	\$1	\$1
21	\$2	\$5-\$100	\$1	\$1
22	\$1	\$10-\$100	\$1	\$1
23	\$2	\$10-\$100	\$1	\$1
24	\$1	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
25	\$2	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	

Ultimate Texas Hold'em Bad Beat Bonus (GEGA-004177)

For **schedule options 1 through 10**, a collection will be taken per hand from the player for each Ante wager, Bad Beat and/or Trips wager combined. There will be no additional collection required from a player when placing a Blind or Play wager. A collection will also be taken per round of play from the player-dealer. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

California Games Collection Rates

Schedule Option	Wager	Table Limit	Player Fee	Player-Dealer Fee
1	Ante	\$5-\$100	\$1	\$1
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
2	Ante	\$5-\$100	\$1	\$2
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
3	Ante	\$5-\$100	\$1	\$3
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
4	Ante	\$10-\$100	\$1	\$1
	Blind	\$10-\$100	\$0	
	Play	\$10-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
5	Ante	\$10-\$100	\$1	\$2
	Blind	\$10-\$100	\$0	
	Play	\$10-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
6	Ante	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Blind	\$10-\$200	\$0	
	Play	\$10-\$800	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
7	Ante	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Blind	\$10-\$200	\$0	
	Play	\$10-\$800	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
8	Ante	\$20-\$100	\$1	\$3
	Blind	\$20-\$100	\$0	
	Play	\$5-\$400	\$0	
	Bad Beat	\$1-\$50	\$1	
	Trips	\$5-\$100		
9	Ante	\$40-\$200	\$1	\$3
	Blind	\$40-\$200	\$0	
	Play	\$40-\$800	\$0	
	Bad Beat	\$1-\$100	\$1	
	Trips	\$5-\$200		

California Games Collection Rates

10	Ante	\$40-\$200	\$2	\$4
	Blind	\$40-\$200	\$0	
	Play	\$40-\$800	\$0	
	Bad Beat	\$1-\$100	\$2	
	Trips	\$5-\$200		

For **schedule options 11 through 13**, a collection will be taken per hand from the player for each Ante wager, Bad Beat and Trips wager they place. There will be no additional collection fee required from a player when placing a Blind or Play wager. A collection is also taken per round of play from the player-dealer.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
11	Ante	\$10-\$500	\$10-\$250	\$2	\$3
			\$251-\$500	\$3	
	Blind	\$10-\$500	\$10-\$500	\$0	
	Play	\$10-\$2,000	\$10-\$2,000	\$0	
	Bad Beat	\$5-\$250	\$5-\$250	\$2	
	Trips	\$5-\$500	\$5-\$250	\$2	
			\$251-\$500	\$3	
12	Ante	\$20-\$500	\$20-\$250	\$2	\$3
			\$251-\$500	\$3	
	Blind	\$20-\$500	\$20-\$500	\$0	
	Play	\$20-\$2,000	\$20-\$2,000	\$0	
	Bad Beat	\$5-\$250	\$5-\$250	\$2	
	Trips	\$5-\$500	\$5-\$250	\$2	
			\$251-\$500	\$3	
13	Ante	\$40-\$1,000	\$40-\$250	\$2	\$3
			\$251-\$500	\$3	
			\$501-\$1,000	\$4	
	Blind	\$40-\$1,000	\$40-\$1,000	\$0	
	Play	\$40-\$4,000	\$40-\$4,000	\$0	
	Bad Beat	\$5-\$500	\$5-\$250	\$2	
			\$251-\$500	\$3	
	Trips	\$5-\$1,000	\$5-\$250	\$2	
			\$251-\$500	\$3	

For **schedule options 14 through 19**, a collection will be taken per hand from the player for each Ante wager. There will be no additional collection required from a player when placing a Blind wager, Play wager, Trips and/or Bad Beat wager. A collection will also be taken per round of play from the player-dealer. The wagering limit for the Trips Bet shall be between \$5-\$100. The Wagering limit for the Bad Beat Bonus shall be between \$1-\$50. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

Schedule Option	Wager	Table Limit	Player Fee	Player-Dealer Fee
14	Ante	\$5-\$100	\$1	\$1
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	

California Games Collection Rates

15	Ante	\$5-\$100	\$1	\$2
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	
16	Ante	\$5-\$100	\$1	\$3
	Blind	\$5-\$100	\$0	
	Play	\$5-\$400	\$0	
17	Ante	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Blind	\$10-\$200	\$0	
	Play	\$10-\$800	\$0	
18	Ante	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Blind	\$10-\$200	\$0	
	Play	\$10-\$800	\$0	
19	Ante	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	Blind	\$10-\$200	\$0	
	Play	\$10-\$800	\$0	

Let It Ride Bonus (GEGA-004556)-For **schedule options 1 through 19**, a collection fee will be taken per round of play from the player-dealer position. A collection fee will also be taken per player per game and bonus bet placed. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Base Game	\$5-\$100	\$1	\$3
	3 Card Poker	\$5-\$50	\$1	
2	Base Game	\$5-\$100	\$1	\$2
	3 Card Poker	\$5-\$50	\$1	
3	Base Game	\$10-\$100	\$1	\$3
	3 Card Poker	\$5-\$50	\$1	
4	Base Game	\$10-\$100	\$1	\$2
	3 Card Poker	\$5-\$50	\$1	
5	Base Game	\$20-\$100	\$1	\$3
	3 Card Poker	\$5-\$50	\$1	
6	Base Game	\$20-\$100	\$1	\$2
	3 Card Poker	\$5-\$50	\$1	
7	Base Game	\$10-\$100	\$1	\$3
	3 Card Poker	\$5-\$100	\$1	
8	Base Game	\$10-\$100	\$1	\$2
	3 Card Poker	\$5-\$100	\$1	
9	Base Game	\$20-\$100	\$1	\$3
	3 Card Poker	\$5-\$100	\$1	
10	Base Game	\$20-\$100	\$1	\$2
	3 Card Poker	\$5-\$100	\$1	
11	Base Game	\$10-\$100	\$1	\$4
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	

California Games Collection Rates

12	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
13	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
14	Base Game	\$20-\$100	\$1	\$4
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
15	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
16	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
17	Base Game	\$10-\$100	\$1	\$4
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
		\$101-\$200	\$2	
18	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
		\$101-\$200	\$2	
19	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	3 Card Poker	\$5-\$100	\$1	
		\$101-\$200	\$2	

Crazy 4 Poker (GEGA-004555)-For **schedule options 1 through 7**, the collection fees will be taken per hand from the player and the player-dealer position before each round of play. There will be no collection taken from the player for the Super Bonus or Queens Up bets. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Base Game	\$5-\$100	\$1	\$1
2	Base Game	\$5-\$100	\$1	\$2
3	Base Game	\$5-\$100	\$1	\$2
		\$101-\$200	\$2	
4	Base Game	\$5-\$100	\$1	\$3
		\$101-\$200	\$2	
5	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
6	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
7	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	

California Games Collection Rates

For **schedule options 8 through 21**, the collection fees will be taken per hand from the player and the player-dealer position before each round of play. There will also be a collection taken from the player for the Queens Up wagers.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
8	Base Game	\$5-\$100	\$1	\$1
	Queen Up Bonus	\$5-\$50	\$1	
9	Base Game	\$5-\$100	\$1	\$2
	Queen Up Bonus	\$5-\$50	\$1	
10	Base Game	\$5-\$100	\$1	\$1
	Queen Up Bonus	\$5-\$100	\$1	
11	Base Game	\$5-\$100	\$1	\$2
	Queen Up Bonus	\$5-\$100	\$1	
12	Base Game	\$5-\$100	\$1	\$2
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
		\$101-\$200	\$1	
13	Base Game	\$5-\$100	\$1	\$3
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
		\$101-\$200	\$1	
14	Base Game	\$5-\$100	\$1	\$2
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
		\$101-\$200	\$2	
15	Base Game	\$5-\$100	\$1	\$3
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
		\$101-\$200	\$2	
16	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
17	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Queens Up Bonus	\$5-\$100	\$1	
18	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Queens Up Bonus	\$10-\$100	\$1	
		\$101-\$200	\$1	
19	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	Queens Up Bonus	\$10-\$100	\$1	
		\$101-\$200	\$1	
20	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Queens Up Bonus	\$10-\$100	\$1	
		\$101-\$200	\$2	

California Games Collection Rates

21	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	Queens Up Bonus	\$10-\$100	\$1	
		\$101-\$200	\$2	

Casino War (GEGA-004553)-For **schedule options 1 through 7**, a collection fee will be taken per round of play from the player and the player-dealer position. A collection fee will not be taken from the player when placing a Tie or War wager. The collection fees will be taken prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit the table fees into the locked table drop box.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Base Game	\$5-\$100	\$1	\$1
	Tie/War	\$5-\$50	\$0	
2	Base Game	\$5-\$100	\$1	\$2
	Tie/War	\$5-\$50	\$0	
3	Base Game	\$10-\$100	\$1	\$2
	Tie/War	\$5-\$50	\$0	
4	Base Game	\$10-\$100	\$1	\$1
	Tie/War	\$5-\$100	\$0	
5	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie/War	\$5-\$100	\$0	
6	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie/War	\$5-\$200	\$0	
7	Base Game	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie/War	\$20-\$200	\$0	

For **schedule options 8 through 14**, a collection fee will be taken per round of play from the player-dealer and the player position. A collection fee will also be taken per player per Tie wager placed. There will be no additional collection fee required from a player when placing a War wager.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
8	Base Game	\$5-\$100	\$1	\$1
	Tie/War	\$5-\$50	\$1	
9	Base Game	\$5-\$100	\$1	\$2
	Tie/War	\$5-\$50	\$1	
10	Base Game	\$10-\$100	\$1	\$1
	Tie/War	\$5-\$50	\$1	
11	Base Game	\$10-\$100	\$1	\$2
	Tie/War	\$5-\$50	\$1	
12	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie/War	\$10-\$100	\$1	

California Games Collection Rates

13	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie/War	\$10-\$100	\$1	
		\$101-\$200	\$2	
14	Base Game	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie/War	\$20-\$100	\$1	
		\$101-\$200	\$2	

EZ Baccarat Panda 8 (GEGA-003090)-For **schedule options 1 through 23**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and/or each Banker line wager. There will be an additional collection fee required from a player when placing any or all bonus wagers, which include Dragon 7 Bonus, Panda 8 Bonus and/or Tie wagers. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit "drop" the table fees into the locked table drop box.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Base Game	\$10-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
2	Base Game	\$10-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
3	Base Game	\$10-\$100	\$1	\$3
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
4	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-50		
	Panda 8	\$5-\$50		
5	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-50		
	Panda 8	\$5-\$50		
6	Base Game	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		

California Games Collection Rates

7	Base Game	\$20-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
8	Base Game	\$20-\$100	\$1	\$3
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
9	Base Game	\$20-\$100	\$1	\$3
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
10	Base Game	\$20-\$100	\$1	\$4
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
11	Base Game	\$20-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
12	Base Game	\$20-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
13	Base Game	\$40-\$100	\$1	\$3
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
14	Base Game	\$40-\$100	\$1	\$4
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
15	Base Game	\$40-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		

California Games Collection Rates

16	Base Game	\$40-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
17	Base Game	\$40-\$100	\$1	\$5
		\$101-\$200	\$2	
		\$201-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
18	Base Game	\$100-\$300	\$2	\$4
		\$301-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
19	Base Game	\$100-\$300	\$2	\$5
		\$301-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
20	Base Game	\$100-\$300	\$2	\$6
		\$301-\$500	\$3	
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
21	Base Game	\$200-\$500	\$3	\$4
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
22	Base Game	\$200-\$500	\$3	\$5
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		
23	Base Game	\$200-\$500	\$3	\$6
	Tie	\$5-\$100	\$1	
	Dragon 7	\$5-\$50		
	Panda 8	\$5-\$50		

California Games Collection Rates

For **schedule options 24 through 26**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place. There will no additional collection fee required from a player or backline bettor when placing Dragon 7, Panda 8, or Tie Bet bonus bets. The Dragon 7, Panda 8, and Tie Bet bonus bets may be less than, equal to, or greater than the base game wager. The Tie Bet may be between \$5 and \$100, and the Dragon 7 and Panda 8 bonus bets may be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit “drop” the table fees into the locked table drop box.

\$5-\$500 minimum table limits

\$50-\$1,000 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
24	\$1	\$1
25	\$2	\$1
26	\$3	\$1

For **schedule options 27 through 36**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place, based on the wagering limits. There will no additional collection fee required from a player or backline bettor when placing Dragon 7, Panda 8, or Tie Bet bonus bets. The Dragon 7, Panda 8, and Tie Bet bonus bets may be less than, equal to, or greater than the base game wager. The Tie Bet may be between \$5 and \$100, and the Dragon 7 and Panda 8 bonus bets may be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit “drop” the table fees into the locked table drop box.

\$5-\$500 minimum table limits

\$50-\$1,000 maximum table limits

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
27	Base Game	\$10-\$100	\$1	\$1
28	Base Game	\$10-\$100	\$1	\$2
29	Base Game	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
30	Base Game	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
31	Base Game	\$5-\$100	\$1	\$2
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
32	Base Game	\$5-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	

California Games Collection Rates

33	Base Game	\$5-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
34	Base Game	\$5-\$200	\$1	\$3
		\$201-\$400	\$2	
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1000	\$5	
35	Base Game	\$5-\$200	\$1	\$4
		\$201-\$400	\$2	
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1000	\$5	
36	Base Game	\$5-\$200	\$1	\$5
		\$201-\$400	\$2	
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1000	\$5	

ZooBac (GEGR-002052)-For **schedule options 1 through 33**, a collection fee will be taken from each seated player and from each backline bettor for each wager or combination of wagers as specified in each schedule option. A collection fee will also be taken per hand from the player-dealer position. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit or “drop” the table fees into the locked table drop box.

Minimum wagering limits will be between \$1 and \$200

Maximum wagering limits will be between \$40 and \$2,000

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Player	\$1	\$2
	Banker	\$1	
	Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
2	Player	\$1	\$2
	Banker	\$1	
	Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
3	Player	\$1	\$2
	Banker	\$1	
	Tie/Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
4	Player	\$1	\$2
	Banker	\$1	
	Tie/Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	

California Games Collection Rates

5	Player/Tie	\$1	\$2
	Banker/Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
6	Player/Tie	\$1	\$2
	Banker/Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
7	Player/Rabbit	\$1	\$2
	Banker/Tiger	\$1	
	Tie/Monkey	\$1	
	Zoo	\$1	
8	Player	\$1	\$2
	Banker	\$1	
	Tie/Rabbit/Tiger/Monkey/Zoo	\$1	
9	Player/Tie	\$1	\$2
	Banker/Tie	\$1	
	Rabbit/Tiger/Monkey/Zoo	\$1	
10	Player/Rabbit	\$1	\$2
	Banker/Tiger	\$1	
	Tie/Monkey/Zoo	\$1	
11	Player/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	\$2
	Banker/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	
12	Player	\$1	\$3
	Banker	\$1	
	Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
13	Player	\$1	\$3
	Banker	\$1	
	Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
14	Player	\$1	\$3
	Banker	\$1	
	Tie/Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
15	Player	\$1	\$3
	Banker	\$1	
	Tie/Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
16	Player/Tie	\$1	\$3
	Banker/Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
17	Player/Tie	\$1	\$3
	Banker/Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	

California Games Collection Rates

18	Player/Rabbit	\$1	\$3
	Banker/Tiger	\$1	
	Tie/Monkey	\$1	
	Zoo	\$1	
19	Player	\$1	\$3
	Banker	\$1	
	Tie/Rabbit/Tiger/Monkey/Zoo	\$1	
20	Player/Tie	\$1	\$3
	Banker/Tie	\$1	
	Rabbit/Tiger/Monkey/Zoo	\$1	
21	Player/Rabbit	\$1	\$3
	Banker/Tiger	\$1	
	Tie/Monkey/Zoo	\$1	
22	Player/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	\$3
	Banker/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	
23	Player	\$1	\$5
	Banker	\$1	
	Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
24	Player	\$1	\$5
	Banker	\$1	
	Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
25	Player	\$1	\$5
	Banker	\$1	
	Tie/Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
26	Player	\$1	\$5
	Banker	\$1	
	Tie/Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
27	Player/Tie	\$1	\$5
	Banker/Tie	\$1	
	Zoo	\$1	
	Rabbit/Tiger/Monkey	\$1	
28	Player/Tie	\$1	\$5
	Banker/Tie	\$1	
	Zoo/Monkey	\$1	
	Rabbit/Tiger	\$1	
29	Player/Rabbit	\$1	\$5
	Banker/Tiger	\$1	
	Tie/Monkey	\$1	
	Zoo	\$1	
30	Player	\$1	\$5
	Banker	\$1	
	Tie/Rabbit/Tiger/Monkey/Zoo	\$1	

California Games Collection Rates

31	Player/Tie	\$1	\$5
	Banker/Tie	\$1	
	Rabbit/Tiger/Monkey/Zoo	\$1	
32	Player/Rabbit	\$1	\$5
	Banker/Tiger	\$1	
	Tie/Monkey/Zoo	\$1	
33	Player/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	\$5
	Banker/Tie/Rabbit/Tiger/Monkey/Zoo	\$1	

For **schedule options 34 through 61**, Player Fee #1 will be taken from each seated player and each backline bettor based on their base game wager. Player Fee #2 will be taken from each seated player and each backline bettor for each bonus bet or combination of bonus bets as specified in each schedule option. A collection fee will also be taken per hand from the player-dealer position. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit or “drop” the table fees into the locked table drop box.

Schedule Option	Wager	Wager Amount (per bet)	Player Fee #1	Bonus Bet	Player Fee #2	Player-Dealer Fee
34	Player/Banker	\$10-\$100	\$1	Tie/Monkey	\$1	\$3
		\$101-\$200	\$2	Zoo	\$1	
		\$201-\$300	\$3	Rabbit/Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
35	Player/Banker	\$10-\$100	\$1	Tie/Monkey/ Zoo	\$1	\$3
		\$101-\$200	\$2	Rabbit	\$1	
		\$201-\$300	\$3	Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
36	Player/Banker	\$10-\$100	\$1	Tie/Zoo	\$1	\$3
		\$101-\$200	\$2	Rabbit/Tiger/ Monkey	\$1	
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			
37	Player/Banker	\$10-\$100	\$1	Tie/Monkey/ Zoo	\$1	\$3
		\$101-\$200	\$2	Rabbit/Tiger	\$1	
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			
38	Player/Banker	\$10-\$100	\$1	Rabbit/Tiger/ Tie/Monkey/ Zoo	\$1	\$3
		\$101-\$200	\$2			
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			

California Games Collection Rates

39	Player/Banker	\$10-\$100	\$1	Tie/Monkey	\$1	\$5
		\$101-\$200	\$2	Zoo	\$1	
		\$201-\$300	\$3	Rabbit/Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
40	Player/Banker	\$10-\$100	\$1	Tie/Monkey/ Zoo	\$1	\$5
		\$101-\$200	\$2	Rabbit	\$1	
		\$201-\$300	\$3	Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
41	Player/Banker	\$10-\$100	\$1	Tie/Zoo	\$1	\$5
		\$101-\$200	\$2	Rabbit/Tiger/ Monkey	\$1	
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			
42	Player/Banker	\$10-\$100	\$1	Tie/Monkey/ Zoo	\$1	\$5
		\$101-\$200	\$2	Rabbit/Tiger	\$1	
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			
43	Player/Banker	\$10-\$100	\$1	Rabbit/Tiger/ Tie/Monkey/ Zoo	\$1	\$5
		\$101-\$200	\$2			
		\$201-\$300	\$3			
		\$301-\$400	\$4			
		\$401-\$500	\$5			
44	Player/Banker	\$20-\$100	\$1	Tie	\$1	\$3
		\$101-\$200	\$2	Zoo	\$1	
		\$201-\$300	\$3	Rabbit/Tiger/ Monkey	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
45	Player/Banker	\$20-\$100	\$1	Tie	\$1	\$3
		\$101-\$200	\$2	Zoo/Monkey	\$1	
		\$201-\$300	\$3	Rabbit/Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
46	Player/Banker	\$20-\$100	\$1	Tie	\$1	\$5
		\$101-\$200	\$2	Zoo	\$1	
		\$201-\$300	\$3	Rabbit/Tiger/ Monkey	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			
47	Player/Banker	\$20-\$100	\$1	Tie	\$1	\$5
		\$101-\$200	\$2	Zoo/Monkey	\$1	
		\$201-\$300	\$3	Rabbit/Tiger	\$1	
		\$301-\$400	\$4			
		\$401-\$500	\$5			

California Games Collection Rates

48	Player/Banker	\$40-\$200	\$1	Tie	\$1	\$3
		\$201-\$400	\$2	Zoo	\$1	
		\$401-\$600	\$3	Rabbit/Tiger/ Monkey	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
49	Player/Banker	\$40-\$200	\$1	Tie	\$1	\$3
		\$201-\$400	\$2	Zoo/Monkey	\$1	
		\$401-\$600	\$3	Rabbit/Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
50	Player/Banker	\$40-\$200	\$1	Tie/Monkey	\$1	\$3
		\$201-\$400	\$2	Zoo	\$1	
		\$401-\$600	\$3	Rabbit/Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
51	Player/Banker	\$40-\$200	\$1	Tie/Monkey/ Zoo	\$1	\$3
		\$201-\$400	\$2	Rabbit	\$1	
		\$401-\$600	\$3	Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
52	Player/Banker	\$40-\$200	\$1	Tie/Zoo	\$1	\$3
		\$201-\$400	\$2	Rabbit/Tiger/ Monkey	\$1	
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
53	Player/Banker	\$40-\$200	\$1	Tie/Monkey/ Zoo	\$1	\$3
		\$201-\$400	\$2	Rabbit/Tiger	\$1	
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
54	Player/Banker	\$40-\$200	\$1	Rabbit/Tiger/ Tie/Monkey/ Zoo	\$1	\$3
		\$201-\$400	\$2			
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
55	Player/Banker	\$40-\$200	\$1	Tie	\$1	\$5
		\$201-\$400	\$2	Zoo	\$1	
		\$401-\$600	\$3	Rabbit/Tiger/ Monkey	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
56	Player/Banker	\$40-\$200	\$1	Tie	\$1	\$5
		\$201-\$400	\$2	Zoo/Monkey	\$1	
		\$401-\$600	\$3	Rabbit/Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			

California Games Collection Rates

57	Player/Banker	\$40-\$200	\$1	Tie/Monkey	\$1	\$5
		\$201-\$400	\$2	Zoo	\$1	
		\$401-\$600	\$3	Rabbit/Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
58	Player/Banker	\$40-\$200	\$1	Tie/Monkey/ Zoo	\$1	\$5
		\$201-\$400	\$2	Rabbit	\$1	
		\$401-\$600	\$3	Tiger	\$1	
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
59	Player/Banker	\$40-\$200	\$1	Tie/Zoo	\$1	\$5
		\$201-\$400	\$2	Rabbit/Tiger/ Monkey	\$1	
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
60	Player/Banker	\$40-\$200	\$1	Tie/Monkey/ Zoo	\$1	\$5
		\$201-\$400	\$2	Rabbit/Tiger	\$1	
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			
61	Player/Banker	\$40-\$200	\$1	Rabbit/Tiger/ Tie/Monkey/ Zoo	\$1	\$5
		\$201-\$400	\$2			
		\$401-\$600	\$3			
		\$601-\$800	\$4			
		\$801-\$1,000	\$5			

For **schedule options 62 through 75**, a collection fee will be taken per hand from the player-dealer position based upon the monetary value of all base game wagers and bonus bets placed by both seated players and backline bettors prior to cards being dealt, referred to as total table action. A collection fee will also be taken from each seated player and from each backline bettor for each wager or combination of wagers as specified in each schedule option. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit or “drop” the table fees into the locked table drop box.

Minimum wagering limits on player/banker wagers will be between \$1 and \$200

Minimum wagering limits on bonus bets will be between \$1 and \$100

Maximum wagering limits on player/banker wagers will be between \$100 and \$2,000

Maximum wagering limits on bonus bets will be between \$40 and \$200

Schedule Option	Total Table Action	Player-Dealer Fee	Wager	Player Fee
62	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie	\$1
	\$801+	\$8	Zoo	\$1
			Rabbit/Tiger/Monkey	\$1

California Games Collection Rates

63	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie	\$1
	\$801+	\$8	Zoo/Monkey	\$1
			Rabbit/Tiger	\$1
64	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie/Monkey	\$1
	\$801+	\$8	Zoo	\$1
			Rabbit/Tiger	\$1
65	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie/Monkey/Zoo	\$1
	\$801+	\$8	Rabbit	\$1
			Tiger	\$1
66	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie/Zoo	\$1
	\$801+	\$8	Rabbit/Tiger/Monkey	\$1
67	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Tie/Monkey/Zoo	\$1
	\$801+	\$8	Rabbit/Tiger	\$1
68	\$1-\$200	\$2	Player	\$1
	\$201-\$500	\$4	Banker	\$1
	\$501-\$800	\$6	Rabbit/Tiger/Tie/Monkey/Zoo	\$1
	\$801+	\$8		
69	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie	\$1
	\$4,001+	\$40	Zoo	\$1
			Rabbit/Tiger/Monkey	\$1
70	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie	\$1
	\$4,001+	\$40	Zoo/Monkey	\$1
			Rabbit/Tiger	\$1
71	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie/Monkey	\$1
	\$4,001+	\$40	Zoo	\$1
			Rabbit/Tiger	\$1
72	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie/Monkey/Zoo	\$1
	\$4,001+	\$40	Rabbit	\$1
			Tiger	\$1

California Games Collection Rates

73	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie/Zoo	\$1
	\$4,001+	\$40	Rabbit/Tiger/Monkey	\$1
74	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Tie/Monkey/Zoo	\$1
	\$4,001+	\$40	Rabbit/Tiger	\$1
75	\$1-\$1,000	\$5	Player	\$1
	\$1,001-\$2,000	\$10	Banker	\$1
	\$2,001-\$4,000	\$20	Rabbit/Tiger/Tie/Monkey/Zoo	\$1
	\$4,001+	\$40		

Golden Frog Baccarat 1.0 (GEGR-002128)-For **schedule options 1 through 9**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place. There will be no additional collection fee taken from a player or backline bettor when placing a Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 or a Tie Bet. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit "drop" the collection fees into the locked table drop box.

\$5-\$500 minimum table limits

\$50-\$1000 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee
1	\$1	\$1
2	\$2	\$1
3	\$3	\$1
4	\$4	\$1
5	\$5	\$1
6	\$3	\$2
7	\$4	\$2
8	\$5	\$2
9	\$6	\$2

California Games Collection Rates

For **schedule options 10 through 38**, a collection fee will be taken per hand from the player-dealer position. A collection fee will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place, based on the wager amount. There will no additional collection fee required from a player or backline bettor when placing a Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 or a Tie Bet. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit “drop” the table fees into the locked table drop box.

\$10-\$500 minimum table limits

\$50-\$1,000 maximum table limits

Schedule Option	Wager	Player Amount	Player Fee	Player-Dealer Fee
10	Player or Banker Wager	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
11	Player or Banker Wager	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
12	Player or Banker Wager	\$10-\$100	\$1	\$3
		\$101-\$200	\$2	
13	Player or Banker Wager	\$10-\$100	\$1	\$4
		\$101-\$200	\$2	
14	Player or Banker Wager	\$10-\$100	\$1	\$5
		\$101-\$200	\$2	
15	Player or Banker Wager	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
		\$201-\$500	\$3	
16	Player or Banker Wager	\$20-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$500	\$3	
17	Player or Banker Wager	\$20-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$500	\$3	
18	Player or Banker Wager	\$20-\$100	\$1	\$5
		\$101-\$200	\$2	
		\$201-\$500	\$3	
19	Player or Banker Wager	\$20-\$100	\$1	\$2
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
20	Player or Banker Wager	\$20-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	

California Games Collection Rates

21	Player or Banker Wager	\$20-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
22	Player or Banker Wager	\$20-\$100	\$1	\$5
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
23	Player or Banker Wager	\$40-\$100	\$1	\$2
		\$101-\$200	\$2	
		\$201-\$500	\$3	
24	Player or Banker Wager	\$40-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$500	\$3	
25	Player or Banker Wager	\$40-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$500	\$3	
26	Player or Banker Wager	\$40-\$100	\$1	\$5
		\$101-\$200	\$2	
		\$201-\$500	\$3	
27	Player or Banker Wager	\$40-\$100	\$1	\$2
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
28	Player or Banker Wager	\$40-\$100	\$1	\$3
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
29	Player or Banker Wager	\$40-\$100	\$1	\$4
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
30	Player or Banker Wager	\$40-\$100	\$1	\$5
		\$101-\$200	\$2	
		\$201-\$300	\$3	
		\$301-\$400	\$4	
		\$401-\$500	\$5	
31	Player or Banker Wager	\$100-\$200	\$1	\$3
		\$201-\$400	\$2	
		\$401-\$600	\$3	
32	Player or Banker Wager	\$100-\$200	\$1	\$4
		\$201-\$400	\$2	
		\$401-\$600	\$3	

California Games Collection Rates

33	Player or Banker Wager	\$100-\$200	\$1	\$5
		\$201-\$400	\$2	
		\$401-\$600	\$3	
34	Player or Banker Wager	\$100-\$200	\$1	\$6
		\$201-\$400	\$2	
		\$401-\$600	\$3	
35	Player or Banker Wager	\$301-\$400	\$2	\$3
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1,000	\$5	
36	Player or Banker Wager	\$301-\$400	\$2	\$4
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1,000	\$5	
37	Player or Banker Wager	\$301-\$400	\$2	\$5
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1,000	\$5	
38	Player or Banker Wager	\$301-\$400	\$2	\$6
		\$401-\$600	\$3	
		\$601-\$800	\$4	
		\$801-\$1,000	\$5	

For **schedule options 39 through 47**, a collection fee will be taken per hand from the player-dealer position. A collection fee (Player Fee #1) will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place. There will be an additional collection fee (Player Fee #2) required from a player when placing a Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 or Tie Bet. If a player places multiple bonus bets, he or she shall only be required to pay the collection fee once. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit "drop" the table fees into the locked table drop box.

\$5-\$500 minimum table limits

\$50-\$1000 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee #1	Player Fee #2
39	\$2	\$1	\$1
40	\$3	\$1	\$1
41	\$4	\$1	\$1
42	\$5	\$1	\$1
43	\$6	\$1	\$1
44	\$3	\$2	\$1
45	\$4	\$2	\$1
46	\$5	\$2	\$1
47	\$6	\$2	\$1

California Games Collection Rates

For **schedule options 48 through 103**, a collection fee will be taken per hand from the player-dealer position. A collection fee (Player Fee #1) will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place, based on the wager amount. There will be an additional collection fee (Player Fee #2) required from a player when placing a Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 or Tie Bet based on the schedule option and the Bonus Bet(s) played by the player. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit "drop" the table fees into the locked table drop box.

\$10-\$500 minimum table limits

\$50-\$1,000 maximum table limits

Schedule Option	Wager	Player Amount	Player Fee #1	Bonus Bet	Player Fee #2	Player-Dealer Fee
48	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1		
				9 Over 7		
				8 Over 6		
49	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1		
				9 Over 7		
				8 Over 6		
50	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1		
				9 Over 7		
				8 Over 6		
51	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1		
				9 Over 7		
				8 Over 6		
52	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		

California Games Collection Rates

53	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		
54	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		
55	Player or Banker Wager	\$10-\$100	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
				Tie		
		\$101-\$200	\$2	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		
56	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
57	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
58	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
59	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
60	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
				9 Over 7		
		\$201-\$500	\$3	8 Over 6		

California Games Collection Rates

61	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
		\$101-\$200	\$2	Tie	\$1	
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
62	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
		\$101-\$200	\$2	Tie	\$1	
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
63	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
		\$101-\$200	\$2	Tie	\$1	
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
64	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$2
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1		
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
65	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$3
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1		
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
66	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$4
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1		
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
67	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$5
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1		
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
68	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$2
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		

California Games Collection Rates

69	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$3
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
70	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$4
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
71	Player or Banker Wager	\$20-\$100	\$1	Jin Chan 7	\$1	\$5
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
72	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
73	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
74	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
75	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		
76	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$2
				Koi 8		
		\$101-\$200	\$2	Tie		
				9 Over 1		
		\$201-\$500	\$3	9 Over 7		
				8 Over 6		

California Games Collection Rates

77	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$3	
				Koi 8			
		\$101-\$200	\$2	Tie	\$1		
				9 Over 1			
		\$201-\$500	\$3	9 Over 7			
				8 Over 6			
78	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$4	
				Koi 8			
		\$101-\$200	\$2	Tie	\$1		
				9 Over 1			
		\$201-\$500	\$3	9 Over 7			
				8 Over 6			
79	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$5	
				Koi 8			
		\$101-\$200	\$2	Tie	\$1		
				9 Over 1			
		\$201-\$500	\$3	9 Over 7			
				8 Over 6			
80	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$2	
		\$101-\$200	\$2	Koi 8			
		\$201-\$300	\$3	Tie			
		\$301-\$400	\$4	9 Over 1			
		\$401-\$500	\$5	9 Over 7			
				8 Over 6			
81	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$3	
		\$101-\$200	\$2	Koi 8			
		\$201-\$300	\$3	Tie			
		\$301-\$400	\$4	9 Over 1			
		\$401-\$500	\$5	9 Over 7			
				8 Over 6			
82	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$4	
		\$101-\$200	\$2	Koi 8			
		\$201-\$300	\$3	Tie			
		\$301-\$400	\$4	9 Over 1			
		\$401-\$500	\$5	9 Over 7			
				8 Over 6			
83	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$5	
		\$101-\$200	\$2	Koi 8			
		\$201-\$300	\$3	Tie			
		\$301-\$400	\$4	9 Over 1			
		\$401-\$500	\$5	9 Over 7			
				8 Over 6			
84	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$2	
		\$101-\$200	\$2	Koi 8			
		\$201-\$300	\$3	Tie			
		\$301-\$400	\$4	9 Over 1	\$1		
		\$401-\$500	\$5	9 Over 7			
				8 Over 6			

California Games Collection Rates

85	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$3
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
86	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$4
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
87	Player or Banker Wager	\$40-\$100	\$1	Jin Chan 7	\$1	\$5
		\$101-\$200	\$2	Koi 8		
		\$201-\$300	\$3	Tie		
		\$301-\$400	\$4	9 Over 1	\$1	
		\$401-\$500	\$5	9 Over 7		
				8 Over 6		
88	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
		\$201-\$400	\$2	Tie		
				9 Over 1		
		\$401-\$600	\$3	9 Over 7		
				8 Over 6		
89	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$4
				Koi 8		
		\$201-\$400	\$2	Tie		
				9 Over 1		
		\$401-\$600	\$3	9 Over 7		
				8 Over 6		
90	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$5
				Koi 8		
		\$201-\$400	\$2	Tie		
				9 Over 1		
		\$401-\$600	\$3	9 Over 7		
				8 Over 6		
91	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$6
				Koi 8		
		\$201-\$400	\$2	Tie		
				9 Over 1		
		\$401-\$600	\$3	9 Over 7		
				8 Over 6		
92	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$3
				Koi 8		
		\$201-\$400	\$2	Tie		
				9 Over 1		
		\$401-\$600	\$3	9 Over 7		
				8 Over 6		

California Games Collection Rates

93	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$4	
				Koi 8			
		\$201-\$400	\$2	Tie	\$1		
				9 Over 1			
		\$401-\$600	\$3	9 Over 7			
		8 Over 6					
94	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$5	
				Koi 8			
		\$201-\$400	\$2	Tie	\$1		
				9 Over 1			
		\$401-\$600	\$3	9 Over 7			
		8 Over 6					
95	Player or Banker Wager	\$100-\$200	\$1	Jin Chan 7	\$1	\$6	
				Koi 8			
		\$201-\$400	\$2	Tie	\$1		
				9 Over 1			
		\$401-\$600	\$3	9 Over 7			
		8 Over 6					
96	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$3	
		\$401-\$600	\$3	Koi 8			
		\$601-\$800	\$4	Tie			
				9 Over 1			
		\$801-\$1,000	\$5	9 Over 7			
		8 Over 6					
97	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$4	
		\$401-\$600	\$3	Koi 8			
		\$601-\$800	\$4	Tie			
				9 Over 1			
		\$801-\$1,000	\$5	9 Over 7			
		8 Over 6					
98	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$5	
		\$401-\$600	\$3	Koi 8			
		\$601-\$800	\$4	Tie			
				9 Over 1			
		\$801-\$1,000	\$5	9 Over 7			
		8 Over 6					
99	Player or Banker Wager	\$300-\$600	\$3	Jin Chan 7	\$1	\$6	
				Koi 8			
		\$601-\$800	\$4	Tie			
				9 Over 1			
		\$801-\$1,000	\$5	9 Over 7			
		8 Over 6					
100	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$3	
		\$401-\$600	\$3	Koi 8			
		\$601-\$800	\$4	Tie	\$1		
				9 Over 1			
		\$801-\$1,000	\$5	9 Over 7			
		8 Over 6					

California Games Collection Rates

101	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$4
		\$401-\$600	\$3	Koi 8		
		\$601-\$800	\$4	Tie		
		\$801-\$1,000	\$5	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		
102	Player or Banker Wager	\$300-\$400	\$2	Jin Chan 7	\$1	\$5
		\$401-\$600	\$3	Koi 8		
		\$601-\$800	\$4	Tie		
		\$801-\$1,000	\$5	9 Over 1	\$1	
				9 Over 7		
				8 Over 6		
103	Player or Banker Wager	\$300-\$600	\$3	Jin Chan 7	\$1	\$6
				Koi 8		
		\$601-\$800	\$4	Tie		
				9 Over 1		
		\$801-\$1,000	\$5	9 Over 7		
				8 Over 6		

For **schedule options 104 through 112**, a collection fee will be taken per hand from the player-dealer position. A collection fee (Player Fee #1) will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place. There will no additional collection fee required from a player or backline bettor when placing a Jin Chan 7, Koi 8, or Tie Bet. There will be an additional collection fee (Player Fee #2) required from a player when placing 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7 or 8 Over 6 Bet. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit "drop" the table fees into the locked table drop box.

\$5-\$500 minimum table limits
\$50-\$1000 maximum table limits

Schedule Option	Player-Dealer Fee	Player Fee #1 (Player or Banker Wager)	Player Fee #2 (For 9 Over 1, 9 Over 7 and 8 Over 6 Wagers)
104	\$2	\$1	\$1
105	\$3	\$1	\$1
106	\$4	\$1	\$1
107	\$5	\$1	\$1
108	\$6	\$1	\$1
109	\$3	\$2	\$1
110	\$4	\$2	\$1
111	\$5	\$2	\$1
112	\$6	\$2	\$1

California Games Collection Rates

For **schedule options 113 through 140**, a collection fee will be taken per hand from the player-dealer position. A collection fee (Player Fee #1) will also be taken from each seated player and from each backline bettor for each Player line wager and/or Banker line wager that they place based on the wager amounts. There will no additional collection fee required from a player or backline bettor when placing a Jin Chan 7, Koi 8, or Tie Bet. There will be an additional collection fee (Player Fee #2) required from a player when placing a 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7 or a 8 Over 6 Bet. All Bonus Bets may be less than, equal to, or greater than the base game wager, but the Tie Bet must be between \$5 and \$100, and the Jin Chan 7, Koi 8, 3 Card 9 Over 3 Card 1, Natural 9 Over 2 Card 7, 8 Over 6 Bets must be between \$5 and \$50. The collection fees will be collected from the players and the player-dealer prior to the conclusion of each hand. At the conclusion of each hand, the house dealer will promptly deposit “drop” the table fees into the locked table drop box.

\$10-\$500 minimum table limits

\$50-\$1,000 maximum table limits

Schedule Option	Wager	Player Amount	Player Fee #1	Bonus Bet	Player Fee #2	Player-Dealer Fee
113	Player or Banker Wager	\$10-\$100	\$1	9 Over 1	\$1	\$2
		\$101-\$200	\$2	9 Over 7		
				8 Over 6		
114	Player or Banker Wager	\$10-\$100	\$1	9 Over 1	\$1	\$3
		\$101-\$200	\$2	9 Over 7		
				8 Over 6		
115	Player or Banker Wager	\$10-\$100	\$1	9 Over 1	\$1	\$4
		\$101-\$200	\$2	9 Over 7		
				8 Over 6		
116	Player or Banker Wager	\$10-\$100	\$1	9 Over 1	\$1	\$5
		\$101-\$200	\$2	9 Over 7		
				8 Over 6		
117	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$2
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		

California Games Collection Rates

118	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$3
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
119	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$4
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
120	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$5
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
121	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$2
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
122	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$3
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
123	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$4
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
124	Player or Banker Wager	\$20-\$100	\$1	9 Over 1	\$1	\$5
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
125	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$2
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		

California Games Collection Rates

126	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$3
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
127	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$4
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
128	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$5
		\$101-\$200	\$2	9 Over 7		
		\$201-\$500	\$3	8 Over 6		
129	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$2
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
130	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$3
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
131	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$4
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
132	Player or Banker Wager	\$40-\$100	\$1	9 Over 1	\$1	\$5
		\$101-\$200	\$2			
		\$201-\$300	\$3	9 Over 7		
		\$301-\$400	\$4			
		\$401-\$500	\$5	8 Over 6		
133	Player or Banker Wager	\$100-\$200	\$1	9 Over 1	\$1	\$3
		\$201-\$400	\$2	9 Over 7		
		\$401-\$600	\$3	8 Over 6		

California Games Collection Rates

134	Player or Banker Wager	\$100-\$200	\$1	9 Over 1	\$1	\$4
		\$201-\$400	\$2	9 Over 7		
		\$401-\$600	\$3	8 Over 6		
135	Player or Banker Wager	\$100-\$200	\$1	9 Over 1	\$1	\$5
		\$201-\$400	\$2	9 Over 7		
		\$401-\$600	\$3	8 Over 6		
136	Player or Banker Wager	\$100-\$200	\$1	9 Over 1	\$1	\$6
		\$201-\$400	\$2	9 Over 7		
		\$401-\$600	\$3	8 Over 6		
137	Player or Banker Wager	\$300-\$400	\$2	9 Over 1	\$1	\$3
		\$401-\$600	\$3			
		\$601-\$800	\$4	9 Over 7		
		\$801-\$1,000	\$5	8 Over 6		
138	Player or Banker Wager	\$300-\$400	\$2	9 Over 1	\$1	\$4
		\$401-\$600	\$3			
		\$601-\$800	\$4	9 Over 7		
		\$801-\$1,000	\$5	8 Over 6		
139	Player or Banker Wager	\$300-\$400	\$2	9 Over 1	\$1	\$5
		\$401-\$600	\$3			
		\$601-\$800	\$4	9 Over 7		
		\$801-\$1,000	\$5	8 Over 6		
140	Player or Banker Wager	\$300-\$600	\$3	9 Over 1	\$1	\$6
		\$601-\$800	\$4	9 Over 7		
		\$801-\$1,000	\$5	8 Over 6		

California Games Collection Rates

For **schedule options 141 through 146**, a collection fee will be taken per hand from the player-dealer position. A Player Fee will be taken from each seated player and each backline bettor for each Player line wager and/or Banker line wager that they place, based on the Wager Limit. A Player Fee will also be taken per hand from each player when placing a Tie Bet, a Jin Chan 7 or a Koi 8 based on the wager limit. If a player places multiple bonus bets, they shall only be required to pay the collection fee once. No collection fees shall be taken when placing a 3 Card 9 Over 3 Card 1, Natural 9 Over Card 7, or an 8 Over 6 Bet. The wagering limit for 3 Card 9 Over 3 Card 1, Natural 9 Over Card 7, or an 8 Over 6 Bet will be \$5-\$50.

<u>Schedule Option</u>	<u>Wager</u>	<u>Wager Limit</u>	<u>Player Fee</u>	<u>Player-Dealer Fee</u>
141	Player/Banker	\$5-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
142	Player/Banker	\$5-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
143	Player/Banker	\$10-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
144	Player/Banker	\$10-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
145	Player/Banker	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
146	Player/Banker	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		

California Games Collection Rates

For **schedule options 147 through 154**, a collection fee will be taken per hand from the player-dealer position. A Player Fee will be taken, based on the Wager Limit, from each seated player and each backline bettor for each Player line and/or Banker line wager; for each Tie Bet, Jin Chan 7 or Koi 8; and for each 3 Card 9 Over 3 Card 1, Natural 9 Over Card 7, or 8 Over 6 Bet placed.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
147	Player/Banker	\$5-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
148	Player/Banker	\$5-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
149	Player/Banker	\$10-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
150	Player/Banker	\$10-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
151	Player/Banker	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
Any 8 over 6	\$5-\$50			

California Games Collection Rates

152	Player/Banker	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50	\$1	
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
153	Player/Banker	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$100		
	Koi 8	\$5-\$100		
	3-C over 3-C 1	\$5-\$50	\$1	
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
154	Player/Banker	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$100		
	Koi 8	\$5-\$100		
	3-C over 3-C 1	\$5-\$50	\$1	
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		

For **schedule options 155 through 162**, a collection fee will be taken per hand from the player-dealer position. A Player Fee will be taken from each seated player and each backline bettor for each Player line wager and/or Banker line wager that they place, based on the Wager Limit. A Player Fee will also be taken per hand, based on the Wagering Limit, from each player when placing a Tie Bet, a Jin Chan 7, a Koi 8, a 3 Card 9 Over 3 Card 1, a Natural 9 Over Card 7, or an 8 Over 6 Bet.

<u>Schedule Option</u>	<u>Wager</u>	<u>Wager Limit</u>	<u>Player Fee</u>	<u>Player-Dealer Fee</u>
155	Player/Banker	\$5-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
156	Player/Banker	\$5-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		

California Games Collection Rates

157	Player/Banker	\$10-\$100	\$1	\$1
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
158	Player/Banker	\$10-\$100	\$1	\$2
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
159	Player/Banker	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
160	Player/Banker	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$50		
	Koi 8	\$5-\$50		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		
161	Player/Banker	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$100		
	Koi 8	\$5-\$100		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
Any 8 over 6	\$5-\$50			
162	Player/Banker	\$10-\$100	\$1	\$2
		\$101-\$200	\$2	
	Tie	\$5-\$100	\$1	
	Jin Chan 7	\$5-\$100		
	Koi 8	\$5-\$100		
	3-C over 3-C 1	\$5-\$50		
	Natural 9 over 7	\$5-\$50		
	Any 8 over 6	\$5-\$50		

California Games Collection Rates

Collection Fees for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Bay 101 shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.