Cameo Club

Black Jack House collections

Bet	Collection
$10 to $100	$1.00
$105 to $200	$2.00
$205 to $300	$3.00
Player / Banker	$2.00

Limits $10 to $300

One split max to $600
One double down max to $600

Player banker position may bank twice. Then the player banker position is passed clockwise around the table and offered to each and every player.

Cameo Club

Double Hand Poker House collections

Bet per square	Collection
$10 to $100	$1.00
$105 to $200	$2.00
Player / Banker	$2.00

Limits $10 to $200 per square

5 Squares per player hand delt
$1000 max bet per player hand delt
6 player hands and 1 player banker hand

Player banker position may bank twice. Then the player banker position is passed clockwise around the table and offered to each and every player.

CAMEO CLUB

Updated 5/22/07

NO-LIMIT TEXAS HOLD'EM COLLECTION FEES

Table Limits	6 Players or More	5 Players	4 Players or Less
All Table Limits	$5.00	$4.00	$2.00

NO BUST

21st CENTURY BLACKJACK

21st Century Blackjack

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

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

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

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

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

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 additional (hit) up cards. Players may draw as many cards as permited.

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

21st Century Blackjack

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1or 11
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	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

21st Century Blackjack

OBJECT OF THE GAME

The object of the 21st Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- **Achieve the best possible point total (Natural 22).**

GAME RULES

The following are game rules for 21st Century Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... ..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
   A) Player / dealer is closer to Natural 22 .....**Player/ Dealer Wins.**
   B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

21st Century Blackjack

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

1- Players can double- down on any two cards and receive one draw card card.

2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
   a) Aces will receive one draw card for each Ace only.
   b) Any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)

4 Player's Joker-Joker pays 2 to1.

5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer money covers.

NO BUST 21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES
NATURAL 22		JOKER JOKER
		JOKER ♣
2	21	JOKER ANY CARD
		♣ ♣
		J♣ ♣ ♥ ♥
3	20	J♣ J♥
4	19	J♣ ♣ ♥
5	18	J♣ ♣ ♥
6	17	J♣ J♥
7	16	♣ ♥

HAND RANKING	COUNT VALUE	EXAMPLES
8	15	J♣ ♣
9	14	J♣ ♠ ♥
10	13	J♣ ♣
11	12	J♣ ♠
12	22	J♣ J♥ ♠
13	23	J♣ ♣ ♥ ♠ ♥
14	24	J♣ ♠ ♥ J♥
15	25	♣ ♣ ♥ ♠ ♥
16	26	J♣ ♠ ♥ ♣
17	27	J♣ J♥ J♣

CAMEO Club

RULES FOR DOUBLE HAND POKER

CONTENTS:

GAME DESCRIPTION
METHOD OF PLAY
RULES

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

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

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

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

METHOD OF PLAY

* Players make a bet
* The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table
* The Designated Player selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
* The Designated Player shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
* Each pile of seven cards are distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.

* Players form two hands, a two-carded and a five-carded hand
* When all Players' hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
* Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.
* Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: *The Designated Player has $200 wagered. The first Player had $60 bet and lost. The Player's bet and $60 from the Designated Dealer's $200 are returned to the DP and that money is now "out of action". The DP now has $140 left in action. The next Player bet $60 and won. That bet and $60 from the DP's remaining bet is returned to the winning Player. There has been $120 of the DP's bet removed from action, leaving $80 for continued action.. The process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.*

RULES

1. The Garden City 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 Garden City.
2. Time collection is taken in advance for each bet. You must have a full minimum bet **after** paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated
5. Any amounts over the maximum table limit will receive no action.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Cardroom Ordinance.

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

23. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".
24. Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent that it affects the play of his hand.
25. No side bets or proposition bets are allowed.
26. Any Player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.
27. A Player may not surrender his hand.
28. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
29. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
31. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
32. A Player may see one hand only, regardless of the number of hands on which he has wagered.
33. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
34. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35. All FOUL hands are considered losing hands.
36. A Player has a FOUL hand if:

    (a) The two-card front hand is stronger than the five-card back hand, or
    (b) The Player does not have exactly two cards in the front hand, or
    (c) The Player does not have exactly five cards in the back hand, or

(d) The Player does not protect his hand and it comes in contact with other cards.

(e) The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

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

RULES FOR HOLD'EM

CONTENTS:

DESCRIPTION OF GAMES HOLD'EM

GENERAL RULES RULES #1 to #3

DEALING RULES RULES #4 to #10

RULES OF PLAYING RULES #11 to #14

RULES OF PLAY - BLINDS RULES #15 to #27

BETTING RULES RULES #28 to #34

SHOWDOWN RULES RULES #35 to #39

HOLD'EM POKER

HOLD'EM is played using a standard 52 card deck. The object is to make the best High hand among competing Players using the traditional ranking of Poker hands.

METHOD OF PLAY

* Blinds are posted as in many other Poker games.
* Each Player is dealt two cards, one at a time, in rotation, in turn.
* A round of betting ensues for Players who wish to continue and contend for the pot.

* Three cards are turned face up in the middle of the table. These are commonly called the "flop."
* A round of betting ensues for Players who wish to continue and contend for the pot.
* A fourth card is turned next to the initial three (Fourth Street).
* A round of betting ensues for Players who wish to continue and contend for the pot.
* A fifth and final card is turned next to the previous four. ("The River Card"/"At The River"). These five cards are common to all active Players.
* A final betting round.
* All active Players expose their hands. Using the best of their personal two cards and the five communal cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected abandoned, or discarded hands are dead or have been folded.

Neither the house nor the dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys which bring you up to the minimum buy-in will not be considered a short buy-in.

3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank--spades, hearts, diamonds and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among his down cards before acting on his hand,

then he has a foul hand and forfeits all rights to the pot and all monies involved.

5. If a Player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.

6. If a Player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on his hand, all monies, antes and blinds are forfeited by that Player.

7. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If

this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and reshuffled.

9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will then deal the fifth card.

10. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

RULES OF PLAY

11. A Player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.

12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

13. Initial round betting action begins with the Player who

is to the immediate left of the "big blind." Thereafter, action begins with the Player to the immediate left of the dealer button.

14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

RULES OF PLAY - BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead but, this does not save a Player at the table a blind position on any given round. Players in games are responsible for putting in the total amount of the blinds each round even though the dealer button may skip ahead.

16. When a new Player enters a game he must wait for the big blind or post the amount of the big blind. If he chooses to post the amount of the big blind, the blind acts as his opening bet and he may either call by rapping the table or raise.

17. An established Player who misses all or part of his blinds on a round can make them up by posting an additional blind--an amount equal to the sum of the blinds. The excess amount over the bring-in or big blind becomes dead money and is placed in the center pot

as it is not part of the bet. The additional blind plays in turn and is a live blind.

18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a Player with a missed blind button must do one of the following:

    a. Wait and come in on his big blind;

    b. Place an <u>additional blind</u> in the pot (See #17);

    c. Place a straddle blind in the pot, if position is to immediate left of the big blind. (See #21).

    A Player who makes up his blind is still required to take the blind in normal rotation.

19. A new or established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand. On the next hand the new Player will be on the button, as the button will move forward one position.

20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button

will skip over the Player who receives a hand in this manner on the next deal.

21. An established Player who misses all or part of his blinds on a round can make them up by posting a "straddle blind." A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

    a. Only one straddle blind is permitted on a deal. (However, if the Dealer breaks the house rule and allows an additional Player to post a straddle blind and substantial action takes place, the bet must stand is live);

    b. A specific size straddle is set for each game. A straddle of larger size than regulation is not permitted;

    c. The action before the flop is initiated by the person on the immediate left of the straddle;

    d. The straddle is a live blind; that Player may raise the pot;

    e. The button never has the option of posting a straddle blind;

    f. If a Player posts an additional blind in the straddle position, but does not post the amount of a straddle blind, he will be the first Player to act;

g. No sleeper bets are allowed.

22. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

23. A Player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.

24. A Player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

25. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

BETTING RULES

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a $3-$6 game, on the last card, the first Player bets $6. The next Player goes all-in for $10. The next Player to act may call the initial bet and all-in wager by placing $10 in the pot or he may raise the initial bet by placing $12 in the pot.

27. String bets or raises are not allowed. A Player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e. I bet, I raise, before action is started, clarifies the action and allows the Player to return to his stack to fulfill his bet or raise.

28. Check and raise is permitted.

29. Anyone who checks out of turn may not initiate any action.

30. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

31. A Player who puts a single chip into the pot that is

larger than the bet to him is assumed to have called the bet, unless he announces "raise."

32. All blinds are "live," meaning the Player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

SHOWDOWN RULES

33. Cards Speak: Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The Player instituting the action (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.

34. Although verbal declarations with regard to the content of a Player's hand are no longer binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of Management, risk forfeiting the pot and further disciplinary action.

35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

36. The winning hand must show all cards face up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players MUST use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards,* the active player with the best high hand is awarded the pot. In the event of ties in poker games, the "pot" is split amongst the players who "tie".*

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

OMAHA HI-LO SPLIT POKER

Omaha Hi-Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52-card deck, generally without the Joker. * The Ace can be used for both High or Low hands. The qualifier for Low is eight or better (five cards eight or lower that are not paired.) * As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and /or low. They may use a different set of two cards to form each hand. At the showdown time, the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best-exposed high hand. A player may make the best high and best low to win the entire pot. **In the event of a "tie" in poker games, the 'pot' is split amongst players who tie.****

All general poker rules and Hold'em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

Value of high hand in sequence:

1. Royal Flusb
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

NO BUST 21st CENTURY BLACKJACK

4.3

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4,2006	No Bust 21 Blackjack

And additional pending patents

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

No Bust Blackjack Trademark Registration No. 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:

1 Obtain the best possible hand of 21and a half, or "Natural." (This hand pays 6 to 5.)

2 A "Natural" beats all other hands.

3 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.

1 Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.

2 An Ace has a value of :

a)11and a half 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 Two aces have a value of 2 or 12

4 All cards from 2-10 have their face value.

5 Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a)11and a half 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.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players.

c) 1 or 11 with three or more cards.

3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.

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

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

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

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

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

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

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

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
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		· tic
		· and
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□20□□□After all Players have made their best hands by indicating to the casino Dea
ler that they do not wish to have additional cards dealt to them, the house Dealer will
turn over the Player/Dealer hole card. This card will determine where the "action button" wi

11. be placed. □The Action Button determines where the action starts or who will be first t
o be paid for their winning hand or lose their wager. The Action Button is placed based on
its numerical value and in comparison to the Players seated at the table. (Please see th
e chart below for an example of how the card's value is used to determine the placement
of the Act

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

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

14. yer/Dealer. □The Player/Dealer's cards will always be dealt and placed in front of the ca
sino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games an
d is depicted in the

c

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

or details: □□**Rules For**		
er/Dealer□□□	*Must Stand O*	*n□Must Hit On□H*
Option On□□□□Hard	17 And Above□So	ft 17

r

Less□None□□□Once the Player/Dealer's hand has been made, all winners and losers
re determined when their card's numerical value are compared to the Player/D

Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.

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

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

GAME RULES

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

DOUBLE-DOWN, SPLIT, SURRENDER &ODDS

1 DOUBLE-DOWN

- Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.

2 SPLIT

- Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is

permitted. Multiple splitting of aces is permitted.

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

3 SURRENDER

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

4 ODDS

- Any Natural hand pays 6 to 5

5 INSURANCE

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

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

Game Options:

1-If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:

c. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.

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

Bonus Ace'

The Player/Dealer position must rotate in a continuous systematic fashion, and connot 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 relation to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Divison of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Wedger Amounts	Player/Dealer Collection	Player Collection
$10 - 100	$1	$1
$105 - 200	$2	$2
$205 - 300	$2	$3

2/1/06 - 1/31/07

Cameo Club Casino
Pure 21.5 Blackjack

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

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

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

ROUND OF PLAY

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

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

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

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

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

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

7. After the fees have been collected, the dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the exception of the player/dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person

on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated player/dealer, in a clock-wise manner. Each player will be dealt one card face up with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the casino dealer.

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

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

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

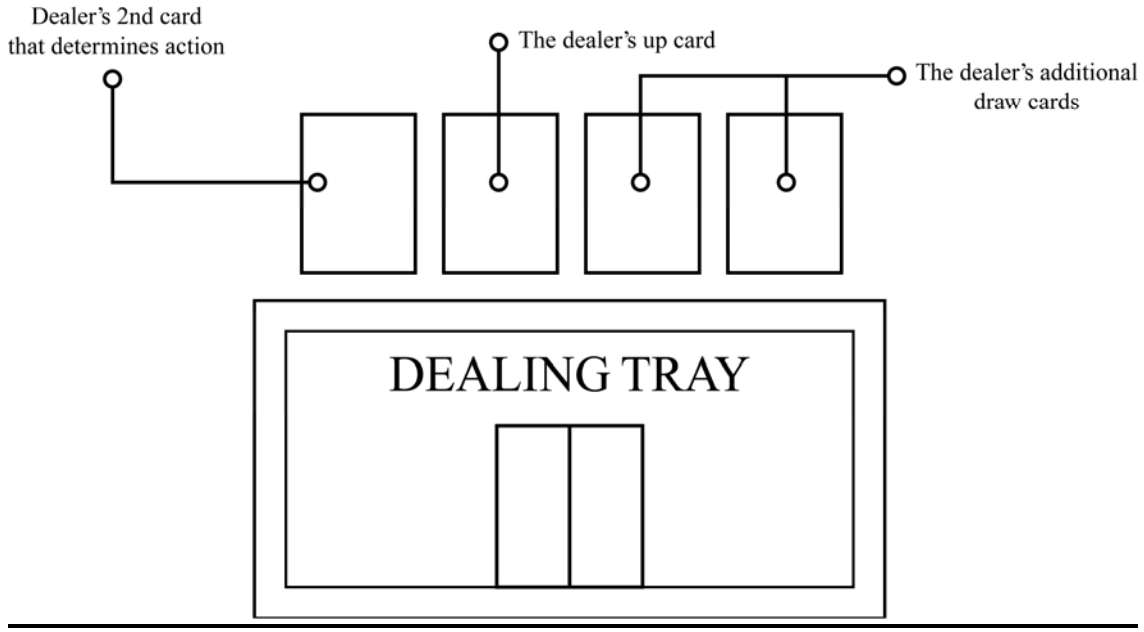
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

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

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

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

DIAGRAM #2



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

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) offer the player/dealer position clockwise to the next position on the table.

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

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

GAME RULES

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

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

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

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

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

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

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

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

   a) If the player/dealer’s hand is 888 (three eights) all players whose total is more than 21.5 push
   b) If the player/dealer’s hand is not 888 (three eights) all players whose total is more than 21.5 lose

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

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

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

12. Backline betting is allowed.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager for a minimum of $10, up to a maximum equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.

2. Players can split any tw cards with the same value or rank originally dealt to them. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. Players may double-down or surrender after each split. When splitting two Aces, the player only receives one additional card per ace. Aces may only be split once. There is no splitting for less.

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

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

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

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

Insurance- If the player/dealer's upcard is an ace, all players will have the option to place separate "insurance" wager. They are wagering that the player/dealer's undercard is a Bonus card giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

Even Money- In conjunction with offering insurance, when the player/dealer's upcard is an ace, players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the player/dealer's undercard is checked for a Bonus Card. The player is actually making an insurance wager equal to ½ of the original wager. If the player/dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the player/dealer does not

have a Bonus card as the undercard, the player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

LEGAL

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

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Standards of play:

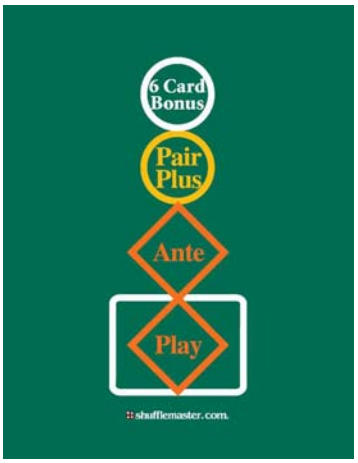
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

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.

3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with up to six decks, each consisting of a 52-card deck with backs of the same design.

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:

a.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.
b.	Straight Flush	5 cards of the same suit in sequence.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.
e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
g.	High Card	From lowest to highest: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace

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 wagers.

Dealing procedures:

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

2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the 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. As the remaining stacks are dealt 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 one card will be turned face-up.

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

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 if a player 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 house 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 this bet to players.

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

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

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

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

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

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

8. An action button will be utilized to determine which player received 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 is not counted when determining the placement of the action button. 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 other numbers. 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). 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. 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 a 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.

Pair Plus:

The Pair Plus is an optional side 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 wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of $1 and a maximum of $50.
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:

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

6 Card Bonus:

The 6 Card Bonus is an additional optional side 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 Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
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:

TCB-6B4	
Hand	**Payoff**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

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

Action The player position where the settling of wagers begins.

Ante The mandatory wager players make before seeing their hand.

Backline Betting Any wager made by a player on any position other than their own position.

Bet Chips placed on the table in a betting square.

Betting Square A specially marked area on the table designated specifically for wagers.

Bonus Bet An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.

Boxed Card A card that is turned face up in the deck.

Cut Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card A card used to determine the location of the cut.

Fold The player option to surrender his/her ante, rather than continue the game.

Hand A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Play An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.

Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For schedules option 1, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for placing a wager on the Ante, Play, Pair Plus, or the 6 Card Bonus. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection
1	$5 - $100	$1 - $99	$1
		$100 - $299	$3
		$300 - $499	$6
		$500 - $699	$10
		$700 +	$12

TABLE LAYOUT

TABLE LAYOUT WITH BACKLINE BETTING

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Standards of Play

The object of *Supreme Baccarat* ™ is for players to choose and wager on which hand, Player or Banker, has the winning Baccarat Score Total:

- Two cards will be dealt to both the Banker spot and Player spot.
- The best possible Baccarat Score Total is (9) with (8) being second best.
- An additional card may be drawn to the Player and Banker hand according to *Supreme Baccarat* ™rules.

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 a Baccarat Score Total of (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The Baccarat Score Total closest to (9) wins.

Type of gaming table utilized for this game

Supreme Baccarat ™shall be played on a standard blackjack or Mini Baccarat table having four and up to eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side. Each *Supreme Baccarat* ™ table shall have a drop box attached to it. *Supreme Baccarat* ™ may be played on a Bat wing or figure eight table with a minimum 8 places and up to 14 places for players and players/dealers, and a place for up to 2 Casino dealers.

The cloth covering a *Supreme Baccarat* ™ table (the layout) shall have wagering areas for a minimum of 4 seated positions and up to a maximum of 14 seated positions depending on the type of table used.

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";

2. For wagers on the banker the word "Banker";

3. For tie bet wagers, the word "Tie";

4. For Total Shot™ bonus wagers, the words "Total Shot";

Number of Players in the Game

There is a minimum of two and a maximum of fourteen players including the player/dealer position.

Type of Card Deck

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one (1) deck totaling 52 cards and a maximum of eight (8) decks totaling 416 cards may be used during the play of *Supreme Baccarat*™. There are no Jokers.

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Value *of Cards*

- An Ace has a value of one (1).
- All cards from (2-9) have their face value.
- Kings, Queens, Jacks, and Tens have a value of ten (10)

Hand Rankings

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, an eight, and a nine, would have a (sum of 17) a Baccarat Score Total of (7) also a nine, and a six would have a (sum of 15) and Baccarat Score Total of (5).

1) 9 – Sum total of cards equaling 9
2) 8 – Sum total of cards equaling 8
3) 7 – Sum total of cards equaling 7
4) 6 – Sum total of cards equaling 6
5) 5 – Sum total of cards equaling 5
6) 4 – Sum total of cards equaling 4
7) 3 – Sum total of cards equaling 3
8) 2 – Sum total of cards equaling 2
9) 1 – Sum total of cards equaling 1
10) 0 – Sum total of cards equaling 0

Betting Scheme

1. All wagers in *Supreme 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):

   a. Player line winning Baccarat Score Totals 1,2,3,4,5,6,7,8,9 which pays 1 to 1.
   b. Banker line winning Baccarat Score Totals 1,2,3,4,5,7,8,9 which pays 1 to1
   c. Banker line winning Baccarat Score Total of (6) which pays 1 to 2
   d. Tie Bet which pays 8 to 1, e.
   e. Total Shot™ bonus bet which has various payouts (see paytable)..

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Tie Wager

The Tie bet pays 8 to1 if the banker and player hands tie.

Backline Betting is permitted on all wagers.

A Tie Bet wager may be placed with or without a player line wager or a banker line wager being made prior to the initial deal. In the event that the player's hand and the banker's hands are not of the same Baccarat Score Total, the player-dealer will win the tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

"Total Shot™"

This bet allows players to wager on the combined Baccarat Score Total of the Player and Banker's completed hands. For example, if the Player's completed hand is (7) and the Banker's completed hand is (8), then Baccarat Score Total for the "Total Shot™" wager is (15). If the Player's completed hand is (1) and the Banker's completed hand is (2), then the Baccarat Score Total would be (3). "Total Shot™" wagers will have a result on every hand (i.e. win or lose).
A "Total Shot™" wager may be place with or without a player line wager or a banker line wager being made prior to the initial deal. Wagers will have a result on every hand (i.e. win or lose).

The player-dealer will pay all winning "Total Shot™" wagers and will collect all losing "Total Shot™" 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

The paytable for the "Total Shot™" wager is below.

Player and Banker Baccarat Score Total	Result/Payoff
18	40 to 1
17	20 to 1
16,15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0	Loses – No Payout

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 casino dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face down. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the Banker line. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The dealer will turn the Player hand face up and turn the remaining two cards of the Banker hand face up. The Player hand takes a hit card if necessary and the banker hand takes a hit card if necessary. When the hand is resolved the Baccarat Score Total that is closest of (9) wins.

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A Natural (8) or (9) is accomplished when the first two cards of the player or dealer's hand has a Baccarat Score Total of (8) or (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 Baccarat Score Total 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.

Game Rules

After the casino dealer delivers the first two cards to both the Player Line and Banker Line, the following Baccarat rules are followed.

- The player hand must stand when their hand is valued at (6) through (9), and must hit when the Baccarat Score Total is at (5) or less.
- If the player stands, then the banker hand hits on a Baccarat Score Total of (5) or less.
- If the player does hit for a complete hand then the banker hand hits using the following rules:
  - If the banker hand Baccarat Score Total is (3), then the banker hand is dealt a third card unless the player's third card was an (8).
  - If the banker hand Baccarat Score Total is (4) then the banker hand is dealt a third card unless the player's third card was a 0, 1, 8, or (9).
  - If the banker hand Baccarat Score Total is (5), then the banker hand is dealt a third card unless the player's third card was 0, 1, 2, 3, 8, or (9).
  - If the dealer's hand Baccarat Score Total is (6), then the dealer stands unless the player's third card was a (6) or(7).
- The banker hand must stand if their Baccarat Score Total is at (7) through (9).

Once all cards have been dealt, the hand with the highest Baccarat Score Total is declared the winner. In the case where both hands have an equal Baccarat Score Total, the hand is a Tie.

Wagers will then be settled in one of the following two ways:

If the player/dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player/dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The action button is placed based on the numerical value of the Banker hand's first down card. The player/dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player/dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and banker line wager placed, then all tie bet wagers, then all Total Shot™ wagers.

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Action Button Card Chart:

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

Round of Play

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

2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees out as well.

3. The casino dealer will collect all of the collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

4. After the fees have been collected, the dealer will deal two (2) cards face down to the Player Box and two (2) cards face down to the Banker Box.

5. The dealer will turn the Player hand face up and turn the remaining two cards of the Banker hand face up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat ™ rules.

6. After both the Banker and Player hands are completed, the winning wagers will be determined. See the "Betting Scheme" section for amounts paid to winning wagers.

   A) If the Player has a higher Baccarat Score Total than the Banker (a Baccarat Score Total of 9 being best) – Player wagers win
   B) If the Banker has a higher Baccarat Score Total than the Player (a Baccarat Score Total of 9 being best) – Banker wagers win
   C) If both the Banker and Player have the same Baccarat Score Total – Tie wagers win (all Banker and Player wagers – push)

7. The payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

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

9. The casino dealer (if applicable) records whether the preceding hand was won by the player, banker

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or was a tie on the affixed electronic reader board.

Equipment

1. Equipment and accessories options:

   a) Vegas style matrix tower – A matrix tower which lists the winner of the last ten to twenty hands: (player, banker, tie and Total Shot™) may be used by casinos.
   b) Tracking sheets or scorecards – Scorecard style sheets may be provided by casinos to facilitate individual players in tracking the last few hands or wagers. These scorecards have columns marked player, banker, and tie, under which players can track their wagers or winning hands.

Wagering Limits and Collection Fees

For **schedule options 1 and 4**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, and the Total Shot circle prior to cards being dealt or any round of play being conducted. There shall be no collection taken from players for placing any wagers. For **schedule options 2 and 3** a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, and the Total Shot circle prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from players based on the total amount each player has wagered on the Player line, Banker line, Tie circle, and Total Shot circle. Fees may be charged for all base game wagers and bonus 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.

Schedule Options	Wagering Limit on Player Line and Banker Line	Wagering Limit on Tie and Total Shot	Player Wager	Player Collection Fee	Total Table Action	Player-Dealer Collection Fee
1	$5 - $1,000	$1 - $50	Any	$0	$5 - $99	$1
					$100 - $299	$3
					$300 - $499	$6
					$500 - $699	$10
					$700+	$12
2	$5 - $200	$1 - $50	$1 - $100	$1	$1 - $4	$0
			$101+	$2	$5+	$2
3	$10 - $400	$1 - $50	$1 - $100	$1	$1 - $9	$0
			$101 - $200	$2	$10+	$2
			$201+	$3		
4	$10 - $2,000	$1 - $50	Any	$0	$1 - $99	$1
					$100 - $299	$3
					$300 - $499	$6
					$500 - $699	$10
					$700+	$12

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All game limits will combine the Tie Bet and Total Shot Bet™ amounts when determining aggregate action. All game limits will offer Tie Bet and Total Shot Bet™ with a betting range of $1 to $50.

Table Signage

The Baccarat score keeping system uses patterns. Most Baccarat players and enthusiasts know the method and will likely use the scoreboard as a reference on where to start their score keeping. The scoreboard shows the history of the game in progress. With multiple decks in a shoe, this allows any player to get in the game at any point in time with little lag time to start playing.

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TABLE LAYOUT

BGC ID: GEGA-003424 (Feb 2012)

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Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow 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 play.

Object of Game

The object of the game of Fortune Pai Gow is to make a five-card and a two-card hand that ranks higher than the player-dealer's five-card and two-card hands.

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker. In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least $5 on the Fortune Bonus Bet qualifies for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace or to complete a straight or flush.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank.

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

Hand Dealt	Hand Rankings
Five Aces	A hand that consists of five cards containing all aces, including a joker.
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.

Fortune Pai Gow Poker

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

Description of Table Used and Total Number of Seated Players

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. The table felt will be marked with the game name and segregated areas for the Fortune Bonus Bet. Backline betting is permitted on the base game wager and the Fortune Bonus Bet.

The Fortune Pai Gow Poker table seats a maximum of seven players including the player-dealer position for a total of eight seated positions.

Dealing Procedures and Round of Play

1. Before the start of each hand the player and the player-dealer make their bets. Players also have the option of placing a Fortune Bonus Bet at this time as well.

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

3. Once cards have been stacked, the casino dealer will ask the player-dealer to select which pile will be distributed first. Once the player-dealer has identified the pile, the casino dealer will place a button marked "Action" on the pile, push it forward, and turn the pile side ways.

4. Beginning with the pile that has the "Action" button, the casino dealer shall distribute the seven piles of cards. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. To determine the placement of the first pile of cards with the "Action" button, the player-dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the pile of cards with the "Action" button will be distributed. The player-dealer's position

is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. The player to the left of the player that receives the first pile of cards, receives the “Action” button. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

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

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

Pai Gow Poker “House Way”	
Hand Dealt	**Logical Way Hand Setting**
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair are aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair are jacks, 10’s, or 9’s, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair are 8’s, 7’s, or 6’s, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair are 5’s, 4’s or 3’s, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to two pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back

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

8. Wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button. Each player's five card hand will be compared to the player-dealer's five card hand, and each player’s two card hand will be compared to the player-dealer’s two card hand, in turn. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

1. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player, ranks higher than the player-dealer’s two card hand and five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.

2. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer’s two card hand and five card hand.

3. The Fortune Pai Gow Poker game wager “pushes” if one of the hands held by the player ranks higher than the player-dealer’s corresponding hand, and the player’s other hand ranks lower than the player-dealer’s corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a “push” and is returned to the player.

4. If either the two card hand or the five card hand is identical in rank to the player-dealer’s two card hand or five card hand, it is a “copy hand.” The player-dealer wins all “copy hands.”

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

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

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

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

9. The player-dealer pays any “Envy” Bonuses at the end of the round as noted below:
   - If at least one player has a four of a kind or higher, all players with “Envy” buttons win (see pay table).

- In the event more than one player has at least four of a kind, then all players with “Envy” buttons win multiple payouts.
- A player cannot win an “Envy” Bonus for their own hand or for the player-dealer’s hand.

10. The player-dealer collects all losing Fortune Bonus Bets and pays all winning Fortune Bonus Bets.

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

Bonus Bets

Fortune Bonus

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

2. Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet. The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player’s hand, not a comparison of cards or hands.

3. The joker can be used as an ace or to complete a straight or flush, on the Fortune Bonus Bet.

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

5. **The player-dealer shall pay all qualifying Fortune Bonus Bets and shall collect all Fortune Bonus Bets that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. Qualifying Fortune Bonus Bets shall be paid according to the table, as shown below.

Envy Bonus

1. A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an “Envy” button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) “Envy” button for each Fortune Bonus Bet in an amount equal to or greater than $5.

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

3. The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. If multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

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

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

BONUS BET PAYTABLE OPTIONS

Hand	FPG-02	
	Pays	Envy
7 Card Straight Flush	8,000 to 1	$5,000
Royal Flush + Royal Match	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
5 Aces	400 to 1	$250
Royal Flush	150 to 1	$50
Straight Flush	50 to 1	$20
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	

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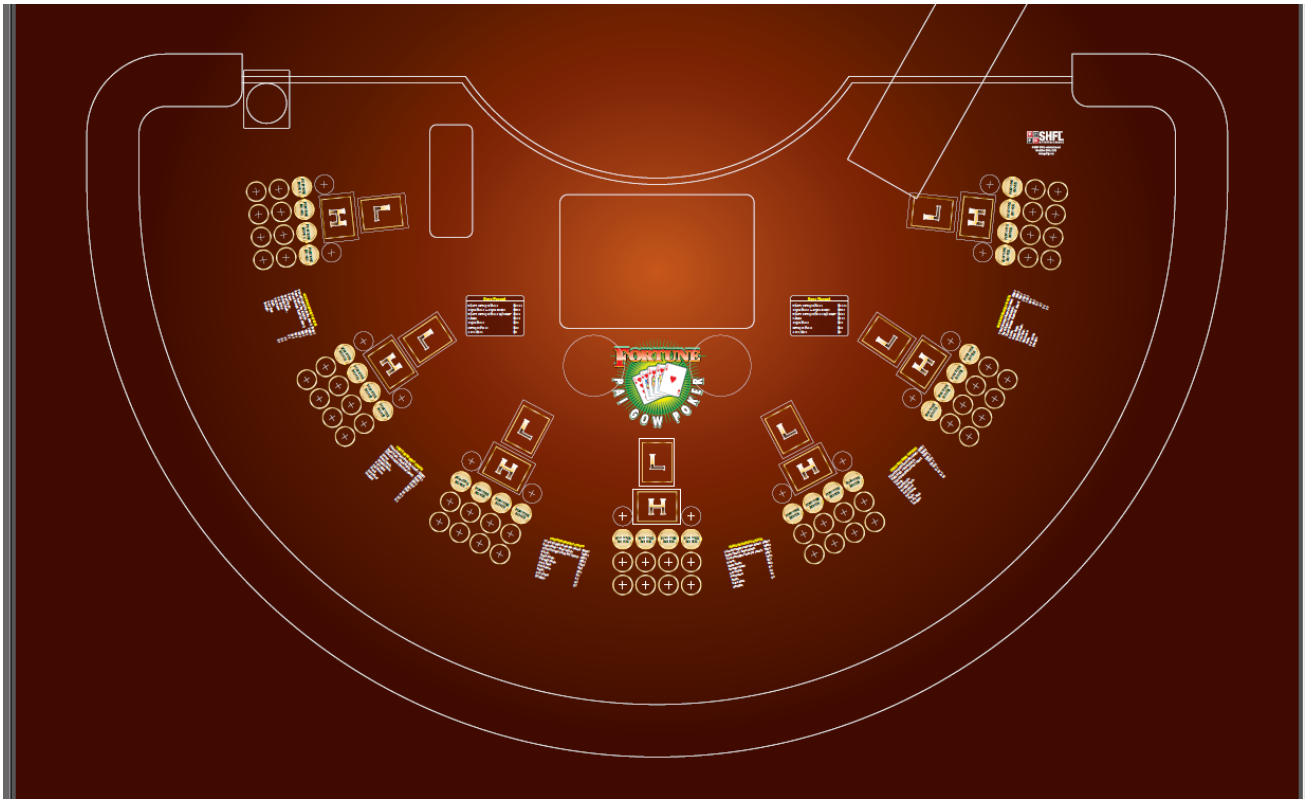
Table Layout



Fortune Pai Gow Poker

Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the Fortune Pai Gow Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the Fortune Pai Gow Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the Fortune Pai Gow Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule option 1 and 2**, a collection fee shall be taken per betting spot from each player for placing a base game wager. There shall be no collection taken for any Fortune Bonus Bet placed. There shall also be a collection fee taken from the player-dealer position per round of play. The collection fees shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted. The collection shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection 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 Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player-Dealer Collection Rate
1	$10 - $5,000	$10-$200	$1.00	$3.00
		$201-$300	$2.00	
		$301-$400	$3.00	
		$401-$500	$4.00	
		$501+	$5.00	
2	$10 - $2,000	$10-$200	$1.00	$3.00
		$201-$300	$2.00	
		$301-$400	$3.00	
		$401-$500	$4.00	
		$501+	$5.00	

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For **schedule option 3 and 4**, a collection fee shall be taken per betting spot from each player for placing a base game wager and/or any Fortune Bonus Bet placed. A collection fee is also taken from the player-dealer position per round of play.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player-Dealer Collection Rate
3	$10 - $2,000	$10-$200	$1.00	$4.00
		$201-$400	$2.00	
		$401-$600	$4.00	
		$601-$800	$6.00	
		$801+	$8.00	
4	$10 - $5,000	$10-$200	$1.00	$4.00
		$201-$400	$2.00	
		$401-$600	$4.00	
		$601-$800	$6.00	
		$801+	$8.00	