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. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of play.

Object of Game

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

Fortune Pai Gow Poker adds an optional 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. If a player wagers at least $5 on the Fortune Bonus Bet, they qualify 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.

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, 10, 9, 8, 7, 6, 5, 4, 3, 2. The ace would be considered low any time the ace begins a straight or a straight flush. All suits shall be considered equal in rank. A joker may be used as an ace, to complete any straight, to complete any flush, or to complete any straight flush.

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

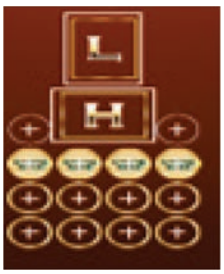
Fortune Pai Gow Poker Hand Ranking Chart

Hand Dealt	Hand Rankings
Seven-Card Straight Flush (No Joker)	A hand comprised of seven cards of the same suit in consecutive ranking and does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked Seven-Card Straight Flush (No Joker) and a 7, 6, 5, 4, 3, 2, and ace is the lowest ranked Seven-Card Straight Flush (No Joker).
Royal Flush + Royal Match	A hand comprised of an ace, king, queen, jack, 10 suited, and a king, queen suited.
Seven-Card Straight Flush (With Joker)	A hand comprised of seven cards of the same suit in consecutive ranking and utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked Seven-Card Straight Flush (With Joker), with one of those cards being substituted with a joker. A 7, 6, 5, 4, 3, 2 and ace is the lowest ranked Seven-Card Striaght Flush (With Joker), with one of those cards being substituted with a joker.
Five Aces	A hand comprised of four aces and a joker.

Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but 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 comprised of five cards in consecutive ranking, but 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards fo the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised 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.

NOTE: A joker may be used as an ace, or to complete any straight, to complete any flush, or to complete any straight flush.

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

Dealing Procedures and Round of Play

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

1. Third Party Providers of Proposition Player Services(TPPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on the base game wager and the Fortune Bonus Bet.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to

pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer.

4. 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.
5. The casino will have the option of either using a shuffling machine or manually dealing the cards.
   - Shuffling Machine: When using a shuffler, the house dealer will have the player-dealer shake the dice cup containing three standard dice to determine who has first action and who will be delivered the first hand.
     - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
     - If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
     - If the numerical total of the dice represents a seat/spot without any wagers placed in the betting position, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
     - All positions will receive a seven-card hand, hand by hand dealt from the shuffler.
     - 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.
   - Manual Shuffle: When manually shuffling and dealing, the house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
     - When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
     - Once there are seven cards laid out, the house 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.
     - Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
     - The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.
     - To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
     - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
     - If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
     - All positions will receive a seven-card hand, one by one.
6. Once the Action button position is determined, the house dealer shall distribute the seven piles of cards, starting with the pile that has the Action button and continuing clockwise around the table.

7. Once all the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager in the betting spots and place those cards in the discard pile.
8. Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two-card hand and a five-card hand. The two-card hand is always placed in front of the five-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
   - Players do not have to set their hand the “House Way”, they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player(s) will automatically lose their wager(s).
   - However, players may ask the house dealer to place their hand House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
9. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the “House Way” chart, as shown below.

Fortune Pai Gow Poker House Way Hand Set

Hand Dealt	House Way Hand Set
No Pairs	Put second and third highest ranked cards in front.
One Pair	Put the pair in the back and the highest two other ranked cards in the front.
Two Pairs	1. If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. 2. If the largest pair is a pair of jacks, 10s, or 9s, put both pairs in back if an ace or joker can be placed in front, otherwise, place the small pair in front and the higher pair in back. 3. If the largest pair is a pair of 8s, 7s, or 6s, put both pairs in back if a king or higher can be placed in front, otherwise, place the small pair in front and the higher pair in back. 4. If the largest pair is a pair of 5s, 4s or 3s, put both pairs in back if a queen or higher can be placed 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	1. If three aces, put one ace and the highest card in front and the pair of aces in the back.

	2. 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
Full House	Highest possible pair in front
Four of a Kind	1. Aces, Kings or Queens: Play four of a kind in back if at least a pair can be placed in front, otherwise split. 2. Jacks, 10s or 9s: Play four of a kind in back if at least a king can be placed in front, otherwise split. 3. 8s, 7s or 6s: Play four of a kind in back if at least a queen can be placed in front, otherwise split. 4. 5s, 4s, 3s, 2s: Never split.
Five Aces	Put pair of aces in front.

NOTE: Always play a pair in front with a complete hand behind when possible. A complete hand is considered a straight or better.

10. 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.
11. 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.
12. Wagers shall be settled in a clockwise manner around the table, starting with the player with the Action button.
13. 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 house 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 paytable by the player-dealer. The house dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The house 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 house dealer leaves the Envy button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The house 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 multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button shall win, other than for their own 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

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 the optional Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.

1. The Fortune Bonus Bet takes into account the first seven cards dealt as a player's hand.
2. In the event the first seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
3. The player does not have to set their hand just for the Fortune Bonus Bet. However, the player must declare this strategy to the house dealer upon setting the hand.

EXAMPLE: *A player is dealt an ace of hearts, ace of clubs, king of hearts, jack of hearts, 10 of hearts, 2 of spades and 3 of hearts, the player keeps the aces in the five-card hand and places the king and 2 in the two-card hand; the player will be awarded for the Fortune Bonus Bet for the flush.*

4. The player shall then receive a monetary payout based on the bonus hand the player has received and the paytable, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
5. 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.
6. Backline betting is permitted on the Fortune Bonus Bet.
7. The joker can be used as an ace, or to complete a straight, or to complete a flush, on the Fortune Bonus Bet.
8. The Fortune Bonus Bet remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
9. **The player-dealer shall pay all qualifying Fortune Bonus Bets and shall collect all Fortune Bonus Bets that did not qualify.**

Envy Bonus

A player who 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 Envy button for each Fortune Bonus Bet in an amount equal to or greater than $5.

1. Only seated players are eligible to receive an Envy button; not the backline bettor.
2. The Envy Bonus takes into account the first seven cards dealt as a player's hand.
3. In the event that the first seven 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.
4. A player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout.
5. If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button shall win, other than for their own hand.
6. If multiple Envy Bonus hands are achieved, only the highest ranking hand is awarded the payout.

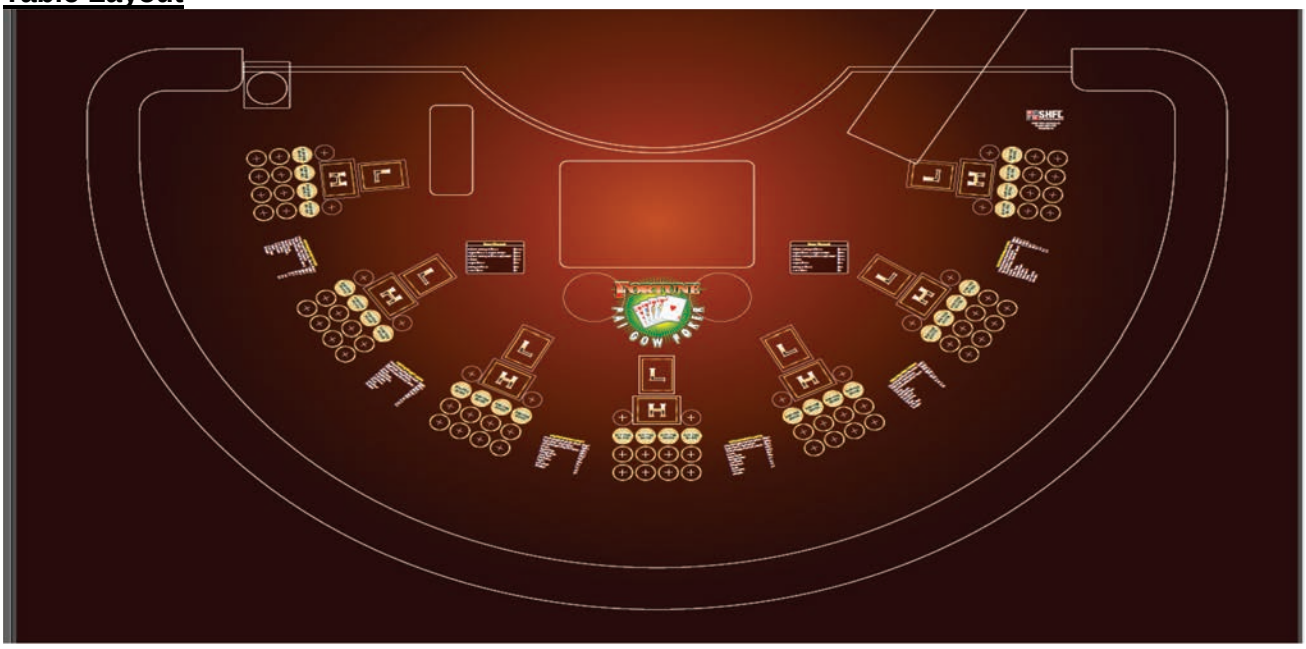
EXAMPLE: *One player achieves a Four of a Kind and another player achieves 5 aces. The 5 aces Envy Bonus is the only bonus payout.*

7. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown below.
8. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
9. The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
10. **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all Envy buttons that did not qualify.**
11. Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Bonus Bet & Envy Bonus Paytable Options

Hand	Pays	Envy
7 Card Straight Flush	5,000 to 1	$5,000
Royal Flush + Royal Match	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
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	4 to 1	
Flush	3 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Table Layout



Collection Rates

For collection rates for the game of Fortune Pai Gow Poker, please refer to California Collection Rates (GEGR-001821)

Type of Game

The game of Three Card Poker 6 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for a player to assemble a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (shuffler).

Physical Characteristics: Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

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

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

Card Values and Hand Rankings

The rank of each card used in Three Card Poker 6 Card Bonus when forming a three card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

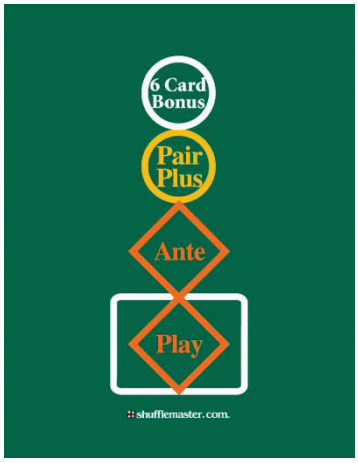
Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and ace, 2 and 3 is the lowest ranked Straight Flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and ace, 2, 3 is the lowest ranked Straight.

Flush	A hand that consists of three cards of the same suit, but are not in consecutive ranking. An ace, king, and jack is the highest ranked Flush and a 5, 3, and 2 is the lowest ranked Flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and jack of different suits is the highest ranked High Card hand and 5, 3, and 2 of different suits is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side for players and a 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 wagering areas shall be designated as follows:

- For the Ante Bet, the word “Ante”;
- For the Play Bet, the word “Play”;
- For the Pair Plus Bonus Bet, the word(s) “Bonus” or “Pair Plus”;
- For the 6 Card Bonus Bet, the words “6 Card Bonus”.

Dealing Procedures and Round of Play

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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. At the beginning of each round of play, each player shall be required to place an Ante Bet. Each player will have the option to place a Play Bet, after inspecting their hand, which must be equal to the Ante Bet.
4. Each player who has placed the Ante Bet required above, shall also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
   a. The Pair Plus Bonus Bet awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Bonus Bet Payout Table.
   b. The 6 Card Bonus Bet 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. If the player’s hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
5. The house dealer shall wait for each player to place their Ante Bet as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no

more bets." No Ante, Pair Plus, or 6 Card Bonus Bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

6. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed.
   a. After the cards are shuffled, one card will be dispensed and turned face-up. The value of the face-up card will correspond to how many additional cards will be burned face-down. Jack, queen, and king will hold the value of ten, ace will hold the value of one, and all other cards will hold their numerical value.
      i. ***Example 1****: If the first card is a six of diamonds, the house dealer will burn six cards face-down in addition to the first card, for a total of seven cards.*
      ii. ***Example 2****: If the first card is a ten of hearts, the house dealer will burn ten cards face-down in addition to the first card, for a total of eleven cards.*
7. Upon completion of the shuffle and burn, the device shall dispense cards in stacks of three starting with the player left of the player-dealer.
8. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine his/her cards.
10. Each player who wagers in Three Card Poker 6 Card Bonus is 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.
11. After examination of the cards, each player shall have the option to either make a Play Bet in an amount **equal** to the player's Ante Bet or forfeit the Ante Bet and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
    a. If a player has placed a Pair Plus Bonus Bet, but does not make a Play Bet, the player shall forfeit the wager, as well as the Ante Bet.
    b. If a player has placed a 6 Card Bonus Bet, the 6 Card Bonus Bet is still active.
12. After each player has either placed a wager on the table in the Play Bet 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 except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.
13. 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**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify.**
   a. The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play Bet atop the Ante Bet. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
   a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play Bets.

   b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play Bets.
   c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play Bets shall push and be returned to the player.
3. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: Pair Plus Bonus Bet, Ante wager, Play wager, and then the 6 Card Bonus Bet.
4. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
5. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
6. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for the Three Card Poker 6 Card Bonus. The rules are as follows:

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

Pair Plus Bonus Bet Payout

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

6 Card Bonus Bet

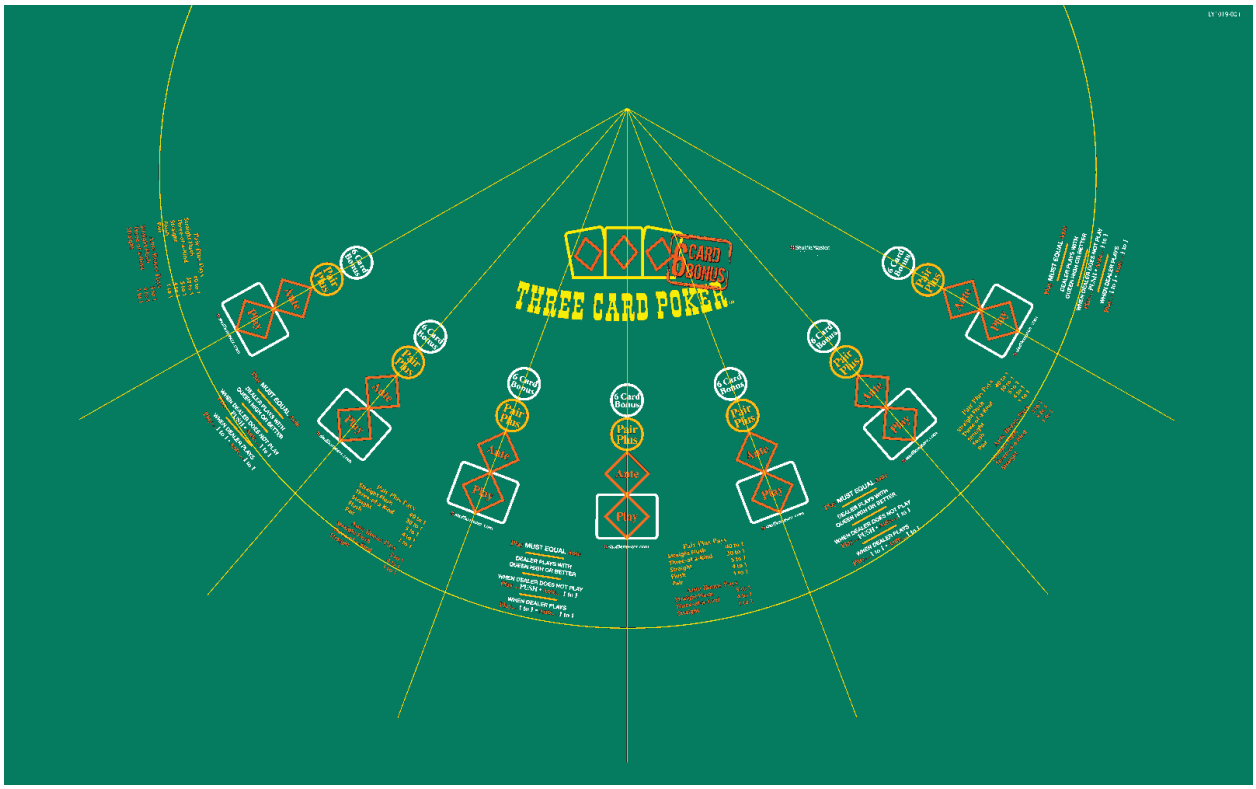
The 6 Card Bonus Bet is an optional bonus bet for Three Card Poker 6 Card Bonus. The rules are as follows:

- A player shall only place a 6 Card Bonus Bonus Bet if he/she has also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- 6 Card Bonus Bets consider 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.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus Bet.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 Card Bonus Bets.
- The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus Bet shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted.
- Winning 6 Card Bonus Bets pay as follows:

6 Card Bonus Bet Payout

5-Card Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Table Layout



Collection Rates Schedule

For collection rates for the game of Three Card Poker 6 Card Bonus, please refer to California Collection Rates (GEGR-001821)

PURE
21
Blackjack™

BUSTER
BLACKJACK

RED
Flex
BET

Pure 21.5 Blackjack 6 to 5

Type of Game

The game of Pure 21.5 Blackjack 6 to 5 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack 6 to 5 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 a king, queen, jack, or ten bonus card and an ace on the initial two cards dealt (Example: king bonus card below). This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

- King, queen, jack, or ten bonus cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.
- A king, queen, jack or ten 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 king, queen, jack, or ten 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.

Pure 21.5 Blackjack 6 to 5

Ranking Chart

Card	Value
King, Queen, Jack, 10 bonus card	10 or 10.5 when dealt with an ace
Ace	1 or 11
2 – 9	Hold their face value

Description of Table Used and Total Number of Seated Positions

Pure 21.5 Blackjack 6 to 5 is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the house dealer.

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.

There are designated betting circles for the base game wager and the bonus bets. Backline betting is allowed on the base game wager and on the bonus bets.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game.
3. The house dealer will mix/shuffle the cards either by using a continuous shuffler machine (shuffler) or manually shuffling the cards and load into a dealing shoe. Each process is described below:
   a. Shuffler burn - Once the house dealer has all the cards loaded into the shuffler, the house dealer will then burn the first card dealt out of the shuffler, face-up. The value of the face-up card will correspond to how many additional cards will be burned face-down. Jack, queen, and king will hold the value of ten, ace will hold the value of one, and all other cards will hold their numerical value.
      i. ***Example 1****: If the first card is a 6 of diamonds, the house dealer will burn six cards face-down in addition to the first card, for a total of seven cards.*
      ii. ***Example 2****: If the first card is a 10 of hearts, the house dealer will burn ten cards face-down in addition to the first card, for a total of eleven cards.*
   b. Shoe burn - Once the house dealer has loaded the shuffled cards into the shoe, the house dealer will burn the first card dealt out of the shoe, face-up. The value of the face-up card will correspond to how many additional cards will be burned face-down. Jack, queen, and king will hold the value of ten, ace will hold the value of one, and all other cards will hold their numerical value.
      iii. ***Example 1****: If the first card is a 6 of diamonds, the house dealer will burn six cards face-down in addition to the first card, for a total of seven cards.*
      iv. ***Example 2****: If the first card is a 10 of hearts, the house dealer will burn ten cards face-down in addition to the first card, for a total of eleven cards.*

4. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager 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. This button designates they are taking the player-dealer position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate 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 appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
6. Backline betting is permitted on the Pure 21.5 Blackjack base wager and all bonus bets.
7. After the fees have been collected, the house 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 house dealer is the only person on the table allowed to touch the cards.
8. The players will signal the house dealer with hand gestures that indicate whether they 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.
9. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clockwise manner. Each player will be dealt one card face-up with the player-dealer receiving the last card.
10. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
11. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face-down.
12. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace. (Rules and procedures for insurance will be outlined later).
    a. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
13. 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** below. This will happen prior to any additional cards being given to players.
14. 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 surrender will be outlined later).
15. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
16. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's face-down card will be turned up.
17. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**.

18. Once the player-dealer's hand is completed, the action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all base game wagers followed by all Red Flex wagers and then all Buster Blackjack Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
19. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer's wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. The player-dealer's must wager at least the table minimum.
20. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray.

CHART 1A

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

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards and the ace is counted as 11, not 1.
A "Hard" hand is achieved when a hand does not contain an ace, or when it does contain an ace, the ace is counted as 1, not 11.

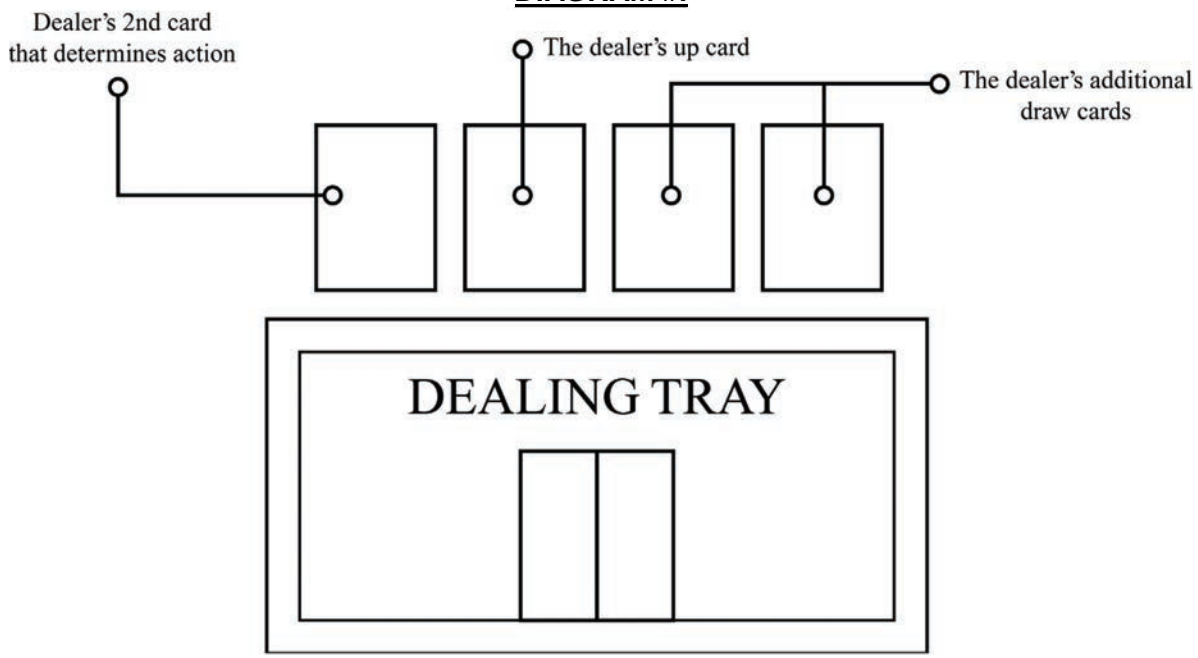
CHART 1B

PLAYER-DEALER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Soft 17 or less	No Options

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 17, and the ace may be counted as either 1 or 11.
A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

Pure 21.5 Blackjack 6 to 5

DIAGRAM #I



How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten bonus cards) is the best possible hand and pays 6 to 5. 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's face-up card is an ace, the player-dealer's face-down card will be checked by the house dealer for a Pure 21.5 Blackjack. This will happen prior to any additional cards being given to players. If the player-dealer has a Pure 21.5 Blackjack, all players' hands that do not have an insurance bet, if applicable, or a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with **Chart 1B**.
   a. 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.
   b. 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.
   c. 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.
   d. 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.
4. If a player's total and the player-dealer's total are 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 exceeding 21.5, push. Players that have surrendered their wager still lose 1/2 of their wager.
   b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
5. Backline betting is permitted on the base wager, the Red Flex and Buster Bonus Bets.

Pure 21.5 Blackjack 6 to 5

Player Options

In all Player Options below, seated players will make all decisions related to the control of the hand. In case of surrender, backline bettors will be forced to surrender if a seated player wants to surrender. In the case of insurance, backline bettors are only eligible if the seated player initiates insurance first.

Double-Down

Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total. If a backline bettor decides not to participate in doubling-down with the seated player, the backline player will only be eligible for the original hand's wager and cards.

Splits

Players can split any pair or two (king, queen, jack, or ten) bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two aces, the player only receives one additional card per ace. A maximum of three splits is allowed per hand, giving a player up to four hands. Doubling-down is permitted after splitting. If a backline bettor decides to not participate in the split with the seated player, the backline player will only be eligible for the original hand's wager and cards.

Insurance

If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a king, queen, jack or ten bonus cards, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wages may be equal to no more than 1/2 of a player's original wager. The player-dealer's face-down card will be checked by the house dealer for a Pure 21.5 Blackjack. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, all players' hands that do not have an insurance bet or a Pure 21.5 Blackjack will lose. If the player-dealer does not have a Pure 21.5 Blackjack, the insurance wager is collected and given to the player-dealer and the players will be given the option to draw to improve their hands, in accordance with **Chart 1A** above.

In conjunction with offering insurance, when the player-dealer's face-up card in an ace, players that have a Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten bonus card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a king, queen, jack , or ten bonus card. The player is actually making an insurance wager equal to 1/2 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 1/2 of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a king, queen, jack, or ten bonus card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, 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).

Surrender

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

Bonus Bets

Buster Blackjack Bonus Bet

The Buster Blackjack Bonus Bet allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

- The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet for each base game wager placed.
- A player must participate in the game in order to make the Buster Blackjack Bonus Bet.
- Buster Blackjack Bonus Bets must be placed prior to the initial deal.
- Backline betting is permitted on the Buster Blackjack Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
- If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
- Once all players have made the decisions concerning their hands according to the rules for game, the house dealer will reveal the player-dealer's face-down card and play out his/her hand. The payout odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack Bonus Bet pay table.
    b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of them money in action.

Note: If there are no base game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Player-Dealer's Busted Hand	Payout
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

Red Flex Bonus Bet

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager on the designated Red Flex Bonus Bet spot located next to each player's position on the gaming felt layout. When the player-dealer's first two (face-up and face-down) cards are "Red," the Red Flex Bonus Bet is an automatic winner. The more consecutive red cards in the player-dealer's hand the higher the Red Flex Bonus Bet pay off. There will be a distinctive marked circle on the table in which the player will place the optional wager.

- The Red Flex Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Red Flex Bonus Bet for each game wager placed.
- Red Flex Bonus Bets must be placed prior to the initial deal.
- Backline betting is permitted on the Red Flex Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Red Flex Bonus Bet.
- The Red Flex Bonus Bet shall remain in action regardless of the outcome of the base game wager.

Once all players have made the decisions concerning their hands according to the rules for game, the house dealer will reveal his/her face-down card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealer's hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. Red cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player-dealer's first two cards (face-up and face-down) are the same red color. Payoffs will increase exponentially if subsequent cards taken to the player-dealer's hand are also red. The order of the cards is listed below.

1. Player-dealer's first card (face-up).
2. Player-dealer's (face-down) second card.
3. Player-dealer's first hit card.
4. Player-dealer's second card.
5. Player-dealer's third card.
6. Player-dealer's fourth hit card and so on.

The amount of the winning payoff will be determined once the player-dealer's hand is complete or a black card is drawn. The player-dealer will pay all winning Red Flex Bonus Bets and will collect all losing Red Flex Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Red Flex Bonus Bet Pay Table Options

Consecutive Red Cards in Player-Dealer's Hand	Pays
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

Collection Rates Schedule

For collection rates for the game of Pure 21.5 Blackjack 6 to 5, please refer to California Collection Rates (GEGR-001821).

PURE
21
Blackjack™

BUSTER
BLACKJACK

RED
Flex
BET

Pure 21.5 Blackjack 3 to 2

Type of Game

The game of Pure 21.5 Blackjack 3 to 2 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack 3 to 2 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 a king, queen, jack, or ten bonus card and an ace on the initial two cards dealt (Example: king bonus card below). This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

- King, queen, jack, or ten bonus cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.
- A king, queen, jack or ten 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 3 to 2.
- A king, queen, jack, or ten 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.

Pure 21.5 Blackjack 3 to 2

Ranking Chart

Card	Value
King, Queen, Jack, 10 bonus card	10 or 10.5 when dealt with an ace
Ace	1 or 11
2 – 9	Hold their face value

Description of Table Used and Total Number of Seated Positions

Pure 21.5 Blackjack 3 to 2 is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the house dealer.

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.

There are designated betting circles for the base game wager and the bonus bets. Backline betting is allowed on the base game wager and on the bonus bets.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game.
3. The house dealer will mix/shuffle the cards either by using a continuous shuffler machine (shuffler) or manually shuffling the cards and load into a dealing shoe. Each process is described below:
    a. Shuffler burn - Once the house dealer has all the cards loaded into the shuffler, the house dealer will then burn the first card dealt out of the shuffler, face-up. The value of the face-up card will correspond to how many additional cards will be burned face-down. Jack, queen, and king will hold the value of ten, ace will hold the value of one, and all other cards will hold their numerical value.
        i. ***Example 1****: If the first card is a 6 of diamonds, the house dealer will burn six cards face-down in addition to the first card, for a total of seven cards.*
        ii. ***Example 2****: If the first card is a 10 of hearts, the house dealer will burn ten cards face-down in addition to the first card, for a total of eleven cards.*
    b. Shoe burn - Once the house dealer has loaded the shuffled cards into the shoe, the house dealer will burn the first card dealt out of the shoe, face-up. The value of the face-up card will correspond to how many additional cards will be burned face-down. Jack, queen, and king will hold the value of ten, ace will hold the value of one, and all other cards will hold their numerical value.
        iii. ***Example 1****: If the first card is a 6 of diamonds, the house dealer will burn six cards face-down in addition to the first card, for a total of seven cards.*
        iv. ***Example 2****: If the first card is a 10 of hearts, the house dealer will burn ten cards face-down in addition to the first card, for a total of eleven cards.*

4. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager 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. This button designates they are taking the player-dealer position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate 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 appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
6. Backline betting is permitted on the Pure 21.5 Blackjack base wager and all bonus bets.
7. After the fees have been collected, the house 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 house dealer is the only person on the table allowed to touch the cards.
8. The players will signal the house dealer with hand gestures that indicate whether they 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.
9. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clockwise manner. Each player will be dealt one card face-up with the player-dealer receiving the last card.
10. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
11. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face-down.
12. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace. (Rules and procedures for insurance will be outlined later).
    a. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
13. 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** below. This will happen prior to any additional cards being given to players.
14. 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 surrender will be outlined later).
15. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
16. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's face-down card will be turned up.
17. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**.

18. Once the player-dealer's hand is completed, the action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all base game wagers followed by all Red Flex wagers and then all Buster Blackjack Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
19. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer's wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. The player-dealer's must wager at least the table minimum.
20. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray.

CHART 1A

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

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards and the ace is counted as 11, not 1.
A "Hard" hand is achieved when a hand does not contain an ace, or when it does contain an ace, the ace is counted as 1, not 11.

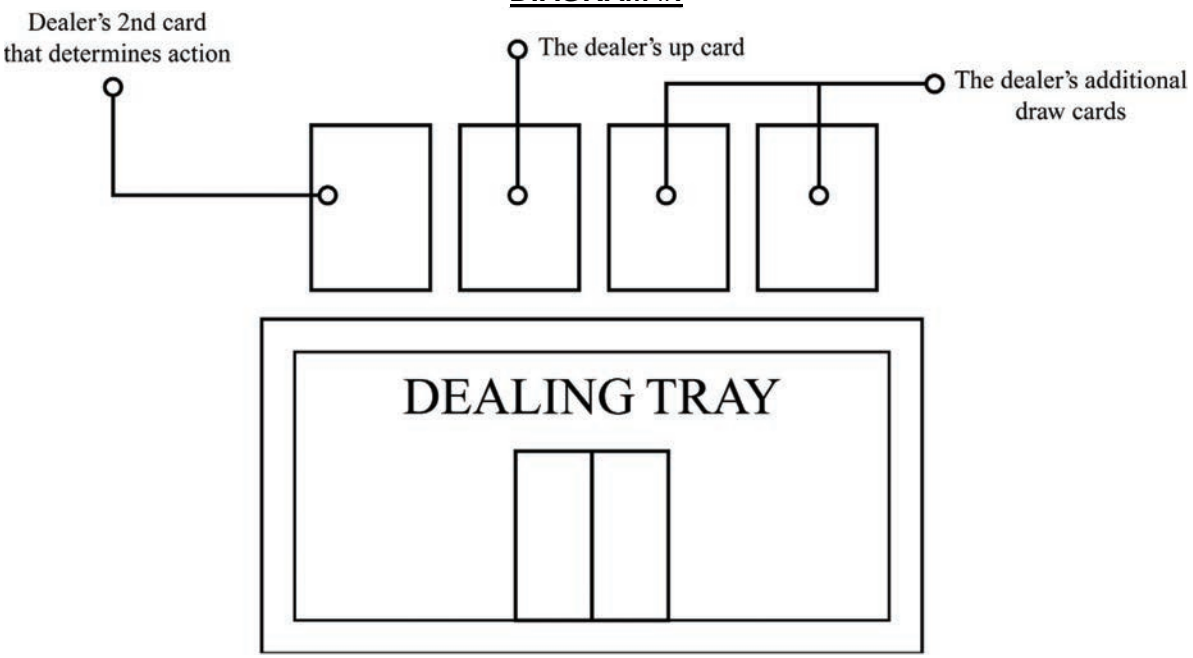
CHART 1B

PLAYER-DEALER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Soft 17 or less	No Options

A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 17, and the ace may be counted as either 1 or 11.
A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

Pure 21.5 Blackjack 3 to 2

DIAGRAM #I



How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten bonus cards) is the best possible hand and pays 3 to 2. 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's face-up card is an ace, the player-dealer's face-down card will be checked by the house dealer for a Pure 21.5 Blackjack. This will happen prior to any additional cards being given to players. If the player-dealer has a Pure 21.5 Blackjack, all players' hands that do not have an insurance bet, if applicable, or a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with **Chart 1B**.
   a. 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.
   b. 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.
   c. 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.
   d. 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.
4. If a player's total and the player-dealer's total are 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 exceeding 21.5, push. Players that have surrendered their wager still lose 1/2 of their wager.
   b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
5. Backline betting is permitted on the base wager, the Red Flex and Buster Bonus Bets.

Pure 21.5 Blackjack 3 to 2

Player Options

In all Player Options below, seated players will make all decisions related to the control of the hand. In case of surrender, backline bettors will be forced to surrender if a seated player wants to surrender. In the case of insurance, backline bettors are only eligible if the seated player initiates insurance first.

Double-Down

Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total. If a backline bettor decides not to participate in doubling-down with the seated player, the backline player will only be eligible for the original hand's wager and cards.

Splits

Players can split any pair or two (king, queen, jack, or ten) bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two aces, the player only receives one additional card per ace. A maximum of three splits is allowed per hand, giving a player up to four hands. Doubling-down is permitted after splitting. If a backline bettor decides to not participate in the split with the seated player, the backline player will only be eligible for the original hand's wager and cards.

Insurance

If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a king, queen, jack or ten bonus cards, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wages may be equal to no more than 1/2 of a player's original wager. The player-dealer's face-down card will be checked by the house dealer for a Pure 21.5 Blackjack. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, all players' hands that do not have an insurance bet or a Pure 21.5 Blackjack will lose. If the player-dealer does not have a Pure 21.5 Blackjack, the insurance wager is collected and given to the player-dealer and the players will be given the option to draw to improve their hands, in accordance with **Chart 1A** above.

In conjunction with offering insurance, when the player-dealer's face-up card in an ace, players that have a Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten bonus card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a king, queen, jack , or ten bonus card. The player is actually making an insurance wager equal to 1/2 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 1/2 of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a king, queen, jack, or ten bonus card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, 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).

Surrender

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

Bonus Bets

Buster Blackjack Bonus Bet

The Buster Blackjack Bonus Bet allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

- The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet for each base game wager placed.
- A player must participate in the game in order to make the Buster Blackjack Bonus Bet.
- Buster Blackjack Bonus Bets must be placed prior to the initial deal.
- Backline betting is permitted on the Buster Blackjack Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
- If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
- Once all players have made the decisions concerning their hands according to the rules for game, the house dealer will reveal the player-dealer's face-down card and play out his/her hand. The payout odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack Bonus Bet pay table.
    b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of them money in action.

Note: If there are no base game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Player-Dealer's Busted Hand	Payout
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

Red Flex Bonus Bet

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager on the designated Red Flex Bonus Bet spot located next to each player's position on the gaming felt layout. When the player-dealer's first two (face-up and face-down) cards are "Red," the Red Flex Bonus Bet is an automatic winner. The more consecutive red cards in the player-dealer's hand the higher the Red Flex Bonus Bet pay off. There will be a distinctive marked circle on the table in which the player will place the optional wager.

- The Red Flex Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Red Flex Bonus Bet for each game wager placed.
- Red Flex Bonus Bets must be placed prior to the initial deal.
- Backline betting is permitted on the Red Flex Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Red Flex Bonus Bet.
- The Red Flex Bonus Bet shall remain in action regardless of the outcome of the base game wager.

Once all players have made the decisions concerning their hands according to the rules for game, the house dealer will reveal his/her face-down card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealer's hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. Red cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player-dealer's first two cards (face-up and face-down) are the same red color. Payoffs will increase exponentially if subsequent cards taken to the player-dealer's hand are also red. The order of the cards is listed below.

1. Player-dealer's first card (face-up).
2. Player-dealer's (face-down) second card.
3. Player-dealer's first hit card.
4. Player-dealer's second card.
5. Player-dealer's third card.
6. Player-dealer's fourth hit card and so on.

The amount of the winning payoff will be determined once the player-dealer's hand is complete or a black card is drawn. The player-dealer will pay all winning Red Flex Bonus Bets and will collect all losing Red Flex Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Red Flex Bonus Bet Pay Table Options

Consecutive Red Cards in Player-Dealer's Hand	Pays
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	8 to 1
Three Red Cards	3 to 1
Two Red Cards	2 to 1

Collection Rates Schedule

For collection rates for the game of Pure 21.5 Blackjack 3 to 2, please refer to California Collection Rates (GEGR-001821).

Seven Card Stud High-Low Split

Type of Game

The game of Seven Card Stud High-Low Split is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a qualifying five-card poker hand that ranks higher or lower than the other players’ five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same combination of their dealt cards to satisfy each hand’s requirements.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The ace would be considered low any time the ace begins a straight or a straight flush. All suits shall be considered equal in rank.

Card hands shall rank from highest to lowest as follows:

Seven Card Stud High-Low Split Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a three of a kind and a pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.

One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Card Values - The rank of each card used in Seven Card Stud High-Low Split when forming a five-card low hand, in order of lowest to highest rank, shall be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits shall be considered equal in rank in regards to hand rankings.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

Example*: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.*

<u>Description of Table Used and Total Number of Seated Positions</u>
The game shall be played on a standard poker table which accommodates maximum of seven. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager.

<u>Dealing Procedures and Round of Play</u>

1. The game shall utilize a flat white disc with the words "dealer button" on it to visually designate the player in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards.
2. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card shall receive the dealer button. If there is a tie, the first high card dealt receives the dealer button.
   b. The cards are then placed back into the deck and shuffled, ready to be dealt.
3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an "Ante."
   a. These are used to initiate action are posted before players receive any cards.
   b. All Antes shall be placed in the center of the table, which is known as "the pot."

4. Once the Antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, and continuing clockwise around the table until all players have two face-down cards. The house dealer shall then deal one face-up card to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
5. Once each player has received their three cards, the first round of wagering will occur. The player dealt the lowest face-up card, according to the card rank, shall be required to place a wager equal to the amount of the tower table limit, referred to as the "Bring In." Ties are broken by card suit, ranking for card suits is; spades (highest), hearts, diamonds, clubs (lowest). The player with the forced bet must open for a full bet. Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player who placed the Bring In and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the Bring In or "call" a wager, meaning to match the amount wagered by another player; or
   b. Place their three cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the Bring In as well as an additional amount within the lower table limit, referred to as a "raise;" or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
   e. Check their hand and place no additional wager at this time. This is only permitted for the player that placed the Bring In and when all other players have called the Bring In and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; two face-down cards and two face-up cards.
   a. The face-up cards are not community cards and are only available to the player whose hand they belong.
10. Once each player has been dealt their fourth card, the second round of betting will occur.
11. All active players, players who called all wagers and did not fold their hand, shall be given the following options, starting with the player with the highest ranked face-up cards:
    a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering.
    b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot.

If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand; or

c. Raise the pot by placing a wager equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
d. Call a wager according to the rules and guidelines used in the previous round of play; or
e. Fold their hand according to the rules and guidelines used in the previous round of play.

12. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; two face-down cards and three face-up cards.
15. Once each player has been dealt their fifth card, the third round of betting will occur. Betting during this round will be at the higher table limit.
16. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
    a. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or
    b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
20. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.

21. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
    a. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or
    b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
23. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all discarded cards from the deck placed in the discard pile during each previous round, and shuffle these cards. The house dealer will deal out the remaining cards to any player who does not have a seven-card hand. The house dealer will* ***not*** *take the top card of the deck and place it in the discard pile without exposing it for this specific dealing procedure only.*

24. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
25. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
26. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
    a. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or
    b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play.
27. After the final round of betting has been completed, the house dealer shall move all player bets into the pot.

28. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the three face-down cards and the four face-up cards dealt to them throughout the course of the game to make the highest ranking five-card poker hand or the highest ranked low hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low hands, as described above, the pot shall be divided equally, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud, please refer to the Poker Games Collection Rates (GEGR-001822).

OMAHA HIGH/LOW SPLIT

Type of Game

The game of Omaha High/Low Split is a poker game where the patrons play against each other for “the pot” of money. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards to make their hand. When making a five-card low hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values - The rank of each card used in Omaha High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

Omaha High Hand Rankings

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

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Five-Card Low Card Values - The rank of each card used in Omaha High/Low Split when forming a five-card low hand, in order of lowest to highest rank, shall be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits shall be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disc/object with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disc/objects, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
   a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.

   a. The player with the highest ranked card shall receive the flat white disc with the words “dealer button.”
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
   a. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
   b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
   c. After exactly one card has been dealt to each seated and participating player, a player may optionally make larger blinds in an amount that is at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. These “over blinds” are not mandatory as opposed to the initial small blind and big blind which are required. The “over blinds” are not limited in number unless any maximum wager limit is exceeded, in which case that “over blind” would not be allowed. No “over blind” of any size is allowed after the very first player position (for the given round) receives a second card.
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
   a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind.
   b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.”
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
   e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
   a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits;

   b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player;
   c. “Call” a wager meaning to match the amount wagered by another player.
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play;
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
   a. This is referred to as “the turn card.”
   b. This card shall also become a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits;
   b. Call a wager according to the rules and guidelines used in the previous round of play;
   c. Check according to the rules and guidelines used in the previous round of play;
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play;
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table.
   a. This is referred to as “the river card.”
   b. This card shall also become a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits.
   b. Call a wager according to the rules and guidelines used in the previous round of play.
   c. Check according to the rules and guidelines used in the previous round of play;
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play;
22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot.

23. All active players shall then enter into a showdown with each other and compare their hands.

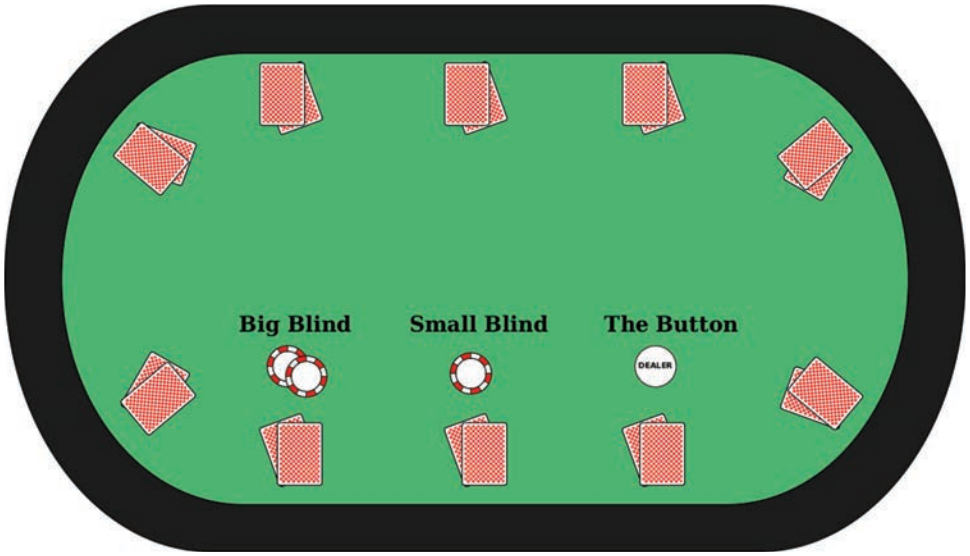
How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

OMAHA HIGH/LOW SPLIT

Table Layout



Collection Rates Schedule

For collection rates for the game of Omaha High/Low Split, please refer to Poker Collection Rates (GEGR-001822).

OMAHA

Type of Game

The game of Omaha is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands shall rank, from highest to lowest, as follows:

Omaha Hand Rankings

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

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disc/object with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disc/objects, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
   a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card shall receive the flat white disc with the words dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
   a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
   b. Both blind wagers shall be placed in the designated wagering area, referred to as "the pot."
   c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount that is at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. These "over blinds" are not mandatory as opposed to the initial small blind and big blind which are required.
      The "over blinds" are not limited in number unless any maximum wager limit is exceeded in which case that over blind would not be allowed. No "over blind" of any size is allowed after the very first card is dealt to a player.

5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
   a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind.
   b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.”
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
   e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
   a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player;
    c. “Call” a wager meaning to match the amount wagered by another player.
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play;
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
    a. This is referred to as “the turn card.”
    b. This card shall also become a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

   a. Place a wager according to the established table limits;
   b. Call a wager according to the rules and guidelines used in the previous round of play;
   c. Check according to the rules and guidelines used in the previous round of play;
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play;
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
   a. This is referred to as “the river card.”
   b. This card shall also become a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits.
   b. Call a wager according to the rules and guidelines used in the previous round of play.
   c. Check according to the rules and guidelines used in the previous round of play;
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play;
22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

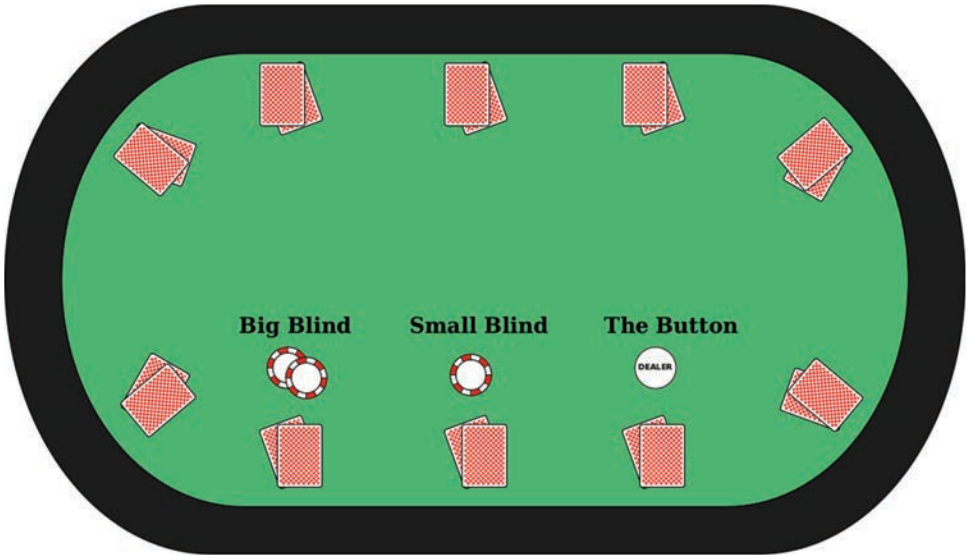
How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

OMAHA

Table Layout



Collection Rates Schedule

For collection rates for the game of Omaha, please refer to Poker Collection Rates (GEGR-001822).

Texas Hold'em

Type of Game

The game of Texas Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards. They may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Texas Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands shall rank, from highest to lowest, as follows:

Texas Hold'em Hand Rankings

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

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Backline wagering is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disc/object with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disc/objects, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
   a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card shall receive the flat white disc with the words dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button shall receive the big blind button and shall be required to place the big blind.
   a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
   b. Both blind wagers shall be placed in the designated wagering area, referred to as "the pot."
   c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount that is at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. These "over blinds" are not mandatory as opposed to the intial small blind and big blind which are required. The "over blinds" are not limited in number unless any maximum wager limit is exceeded in which case that over blind would not be

allowed. No "over blind" of any size is allowed after the very first card is dealt to a player.

5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down.
   a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind.
   b. Place their two hole cards face-down into the center of the table, referred to as a "fold;" The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise;"
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
   e. The player in the big blind position may "check", meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn card."
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop."
   a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player;
    c. "Call" a wager meaning to match the amount wagered by another player.
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
    a. This is referred to as "the turn card."
    b. This card shall also become a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.

16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Call a wager according to the rules and guidelines used in the previous round of play;
    c. Check according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
    a. This is referred to as "the river card."
    b. This card shall also become a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits.
    b. Call a wager according to the rules and guidelines used in the previous round of play.
    c. Check according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

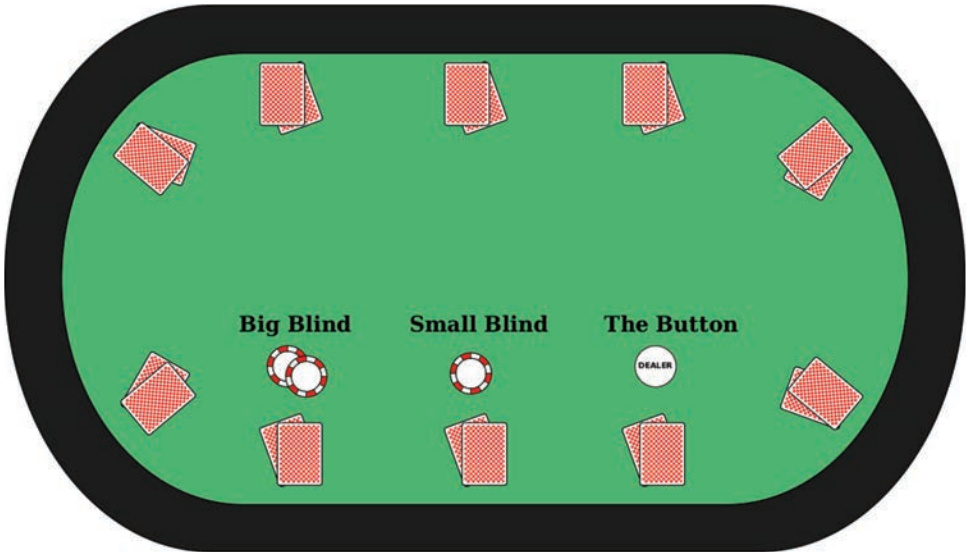
How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Texas Hold’em

Table Layout



Collection Rates Schedule

For collection rates for the game of Texas Hold’em, please refer to Poker Collection Rates (GEGR-001822).

Seven Card Stud

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The ace would be considered low any time the ace begins a straight or a straight flush. All suits shall be considered equal in rank.

Card hands shall rank, from highest to lowest, as follows:

Seven Card Stud Hand Rankings

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

Seven Card Stud

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which accommodates a maximum of seven players. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disc with the words “dealer button” on it to visually designate the player in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player, around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards.
2. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card shall receive the dealer button. If there is a tie, the first high card dealt receives the dealer button
   b. The cards are then placed back into the deck, shuffled, cut by the house dealer and ready to be dealt.
3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an “Ante.”
   a. The Ante is used to initiate action and posted before players receive any cards.
   b. All Antes shall be placed in the center of the table, known as “the pot.”
4. Once the Antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, and continuing clockwise around the table until all players have two face-down cards. The house dealer shall then deal one face-up card to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
5. Once each player has received their three cards, the first round of wagering will occur. The player dealt the lowest face-up card, according to the card rank, shall be required to place a wager equal to the amount of the table limit, referred to as the “Bring In.” Ties are broken by card suit, ranking for card suits is; spades (highest), hearts, diamonds, clubs (lowest). The player with the forced bet must open for a full bet. Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player who placed the Bring In and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the Bring In or “call” a wager, meaning to match the amount wagered by another player; or
   b. Place their three cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
   c. Place a wager equal to the amount of the Bring In as well as an additional amount within the lower table limit, referred to as a “raise;” or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or

   e. Check their hand and place no additional wager at this time. This is only permitted for the player that placed the Bring In and when all other players have called the Bring In and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; two face-down cards and two face-up cards.
   a. The face-up cards are not community cards and are only available to the player whose hand they belong to.
10. Once each player has been dealt their fourth card, the second round of betting will occur.
11. All active players, players who called all wagers and did not fold their hand, shall be given the following options, starting with the player with the highest ranked face-up cards:
   a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering.
   b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand; or
   c. Raise the pot by placing a wager equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
   d. Call a wager according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; two face-down cards and three face-up cards.
15. Once each player has been dealt their fifth card, the third round of betting will occur. Betting during this round will be at the higher table limit.
16. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
   a. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or

   b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
20. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
21. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
   a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or
   b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
23. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.

Seven Card Stud

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all discarded cards from the deck placed in the discard pile during each previous round, and shuffle these cards. The house dealer will deal out the remaining cards to any player who does not have a seven-card hand. The house dealer will* ***not*** *take the top card of the deck and place it in the discard pile without exposing it for this specific dealing procedure only.*

24. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
25. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
26. All active players shall be given the following options, starting with the player with the highest ranked face-up cards:
    a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand; or
    b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play.
27. After the final round of betting has been completed, the house dealer shall move all player bets into the pot.
28. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the three face-down cards and the four face-up cards dealt to them throughout the course of the game to make the highest ranking five card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event more than one player has the same highest ranked hand, the pot shall be split equally amongst all players with the winning hand.
- In the instance there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button, or the person with the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud, please refer to the Poker Games Collection Rates (GEGR-001822).

Out Pops the Devil AKA Chico

Type of Game

The players of Out Pops the Devil AKA Chico play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt face-down to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game is played using one standard 52-card deck PLUS one joker AND one "blank card." The blank card has no indication of rank or value. The blank card will either have the word BLANK or a small stylish “devil” emblazoned on the card so the card will not be confused with the joker or any other card in the deck. The 54-card deck will be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Out Pops the Devil AKA Chico when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The joker may be used as an ace, to complete a straight, flush, straight flush or royal flush. The joker has the above mentioned value whether in the player’s hole cards or in the community cards. The blank card does not have a card ranking value and cannot be used to complete any below mentioned hand. The ace would be considered low any time the ace begins a straight or a straight flush, and considered high at all other times.

Card hands will rank, from highest to lowest, as follows:

Out Pops the Devil AKA Chico Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand comprised of four natural aces and the one joker
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit. The joker can be used in place of the ace, king, queen, jack or 10 to complete the Royal Flush.
Straight Flush	A hand comprised 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a three of a kind and a pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.

Straight	A hand comprised of five cards in consecutive ranking, but 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 unsuited is the highest ranked high card hand and 7, 5, 4, 3 and 2 unsuited is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/object with the words “dealer” on it to visually designate the player in the dealer position (in theory) for the hand. This disc/object is referred to as the “dealer button.” To establish the player who will receive the dealer button when first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
    a. The player with the highest ranked card will receive the dealer button.
    b. In the event multiple players receive the same high card, i.e. kings, then the first player to the left of the dealer receiving the first high card will receive the dealer button.
    c. In the event a joker and/or a blank card is dealt to a player(s) for the purpose of the dealer button, the blank card and/or joker card will be put immediately aside and another card immediately dealt to the player(s). All the cards are collected and placed back in the deck ready to be shuffled.
    d. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” will have the right of last action.
    e. The dealer button will rotate from player to player around the table clockwise after each round of play.
2. The game also utilizes two separate disc/objects, one with the words “small blind” and the other with the words “big blind” on them, to visually designate the player in the “small blind” position and the player in the “big blind” position.
    a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals the cards.
    b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
    c. The dealer button, small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.

3. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
   a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
   b. Both blind wagers will be placed in the designated wagering area, referred to as "the pot."
   c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. The "over blinds" are not mandatory as opposed to the initial required small blind and big blind. Multiple players may make an over blind wager but each player must double the current existing highest blind. The over blinds are not limited in number unless any maximum wager limit is exceeded; in this case the over blind would not be allowed. No over blind of any size is allowed after the very first card is dealt to a player.
      EXAMPLE*: If the blinds are $2 and $5, and it is $5 to open the pot, player A could, during the period of time when over blinds are allowed, place $10 in front of their playing area and verbally declare $10 to go. Player B could place $20 and declare $20 to go (going over player A) and Player C could place $40 and declare $40 to go. Player A could then go over all of them raising the amount in front of them to $80 and declaring $80 to go.*
4. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player with the small blind button, and continuing clockwise around the table until all players have four cards face-down.
   a. These initial four cards are referred to as "hole cards."
5. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player with the big blind button and continuing clockwise around the table:
   a. Place a wager equal to the amount of the big blind; or
   b. Place their four hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place the cards in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise;" or
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check," meaning they do not wish to place an additional wager as long as no player has raised the amount of the big blind, or if a player has placed a wager then the player in the big blind position may also raise, by placing an additional wager.
6. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
7. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the

house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”

8. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.
   a. This is referred to as “the flop.”
   b. These three cards becomes community cards and are shared by all players.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
    c. “Call” a wager meaning to match the amount wagered by another player; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
11. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player wagers into the pot.
12. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the house dealer will then take the top card of the deck and burn it.
13. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table.
    a. This is referred to as “the turn card.”
    b. This card also becomes a community card and is shared by all players.
14. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Check according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
16. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
17. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the house dealer will then take the top card of the deck and burn it.
18. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
    a. This is referred to as “the river card.”
    b. This card also becomes a community card and is shared by all players.
19. Once the fifth community card has been placed face-up on the table, the final community card, the fourth and final round of betting will occur.

20. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Check according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
21. After the fourth and final round of betting has been completed, the house dealer will move all player wagers into the pot.
22. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned face-up throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining the player who wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

Limit

For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Minimum Table Limit $2-$4
Maximum Table Limit $5-$10

Schedule Option	Number of Players	Collection Fee
1	7-10	$3
2	7-10	$4
3	7-10	$5
4	5-6	$2
5	5-6	$3
6	5-6	$4
7	1-4	$1
8	1-4	$2
9	1-4	$3

No Limit

For **schedule options 10 through 18**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Minimum Buy-in $20-$100
Maximum Buy-In $500-No Maximum

Schedule Option	Number of Players	Collection Fee
10	7-10	$3
	5-6	$2
	1-4	$1
11	7-10	$4
	5-6	$3
	1-4	$2
12	7-10	$5
	5-6	$4
	1-4	$3
13	7-10	$6
	5-6	$5
	1-4	$4
14	7-10	$7
	5-6	$6
	1-4	$5
15	7-10	$8
	5-6	$7
	1-4	$6

16	7-10	$9
	5-6	$8
	1-4	$7
17	7-10	$10
	5-6	$9
	1-4	$8
18	7-10	$11
	5-6	$10
	1-4	$9

For **schedule options 19 through 37**, an hourly fee may be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
19	$8	$4
20	$10	$5
21	$12	$6
22	$14	$7
23	$16	$8
24	$18	$9
25	$20	$10
26	$22	$11
27	$24	$12
28	$26	$13
29	$28	$14
30	$30	$15
31	$36	$18
32	$40	$20
33	$60	$30
34	$70	$35
35	$80	$40
36	$90	$45
37	$100	$50

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection rates and fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round and will be provided ample notice on the procedures for collecting them.
- Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.

Out Pops the Devil Split AKA Chico Split

Type of Game

The players of Out Pops the Devil Split AKA Chico Split play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt face-down to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards to make their hand. When making a five-card high hand and a five-card low hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game is played using one standard 52-card deck PLUS one joker AND one "blank card." The blank card has no indication of rank or value. The blank card will either have the word BLANK or a small stylish “devil” emblazoned on the card so the card will not be confused with the joker or any other card in the deck. The 54-card deck will be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Out Pops the Devil Split AKA Chico Split when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The joker may be used as an ace, to complete a straight, flush, straight flush or royal flush. The joker has the above mentioned value whether in the player’s hole cards or in the community cards. However, the joker is fully wild as the best possible needed card in creating a five-card low hand whether in the player’s hand or in the community cards. The blank card does not have a card ranking value and cannot be used to complete either the five-card high hand or the five-card low hand. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands will rank, from highest to lowest, as follows:

Out Pops the Devil Split AKA Chico Split Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand comprised of four natural aces and the one joker
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a three of a kind and a pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.

Straight	A hand comprised of five cards in consecutive ranking, but 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 unsuited is the highest ranked high card hand and 7, 5, 4, 3 and 2 unsuited is the lowest ranked high card hand.

Five-Card Low Card Values
The rank of each card used in Out Pops the Devil Split AKA Chico Split when forming a five-card low hand, in order of lowest to highest rank, shall be: ace, 2, 3, 4, 5, 6, 7, 8 and 9. All suits shall be considered equal in rank. The joker is wild as the best possible needed card in creating a low hand whether in the player's hand or in the community cards. The blank card does not have a card ranking value and cannot be used to complete either the five-card high hand or the five-card low hand.

Five-Card Low Hand Rankings
To make a qualifying five-card low hand, a player must have a 9 high or lower; meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 10 or higher.

- When determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- If the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, *4, 3, and ace is lower than an 8,* 6, *4, 3, and 2.*

<u>Description of Table Used and Total Number of Seated Positions</u>
The game will be played on a standard poker table and accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Out Pops the Devil Split AKA Chico Split

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/object with the words “dealer” on it to visually designate the player in the dealer position (in theory) for the hand. This disc/object is referred to as the “dealer button”. To establish the player who will receive the dealer button when first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card will receive the dealer button.
   b. In the event multiple players receive the same high card, i.e. kings, then the first player to the left of the dealer receiving the high card will receive the dealer button.
   c. In the event a joker and/or a blank card is dealt to a player(s) for the purpose of the dealer button, the blank card and/or joker card will be put immediately aside and another card immediately dealt to the player(s). All the cards are collected and placed back in the deck ready to be shuffled.
   d. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” will have the right of last action.
   e. The dealer button will rotate from player to player around the table clockwise after each round of play.
2. The game also utilizes two separate disc/objects, one with the words “small blind” and the other with the words “big blind” on them, to visually designate the player in the “small blind” position and the player in the “big blind” position.
   a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals the cards.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The dealer button, small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
   a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
   b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
   c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. The “over blinds” are not mandatory as opposed to the initial required small blind and big blind. Multiple players may make an over blind wager but each player must double the current existing highest blind. The over blinds are not limited in number unless any maximum wager limit is exceeded; in this case the over blind would not be allowed. No over blind of any size is allowed after the very first card is dealt to a player.

Out Pops the Devil Split AKA Chico Split

EXAMPLE: *If the blinds are $2 and $5, and it is $5 to open the pot, player A could, during the period of time when over blinds are allowed, place $10 in front of their playing area and verbally declare $10 to go. Player B could place $20 and declare $20 to go (going over player A) and Player C could place $40 and declare $40 to go. Player A could then go over all of them raising the amount in front of them to $80 and declaring $80 to go.*

4. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player with the small blind button, and continuing clockwise around the table until all players have four cards face-down.
    a. These initial four cards are referred to as “hole cards.”
5. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player with the big blind button and continuing clockwise around the table:
    a. Place a wager equal to the amount of the big blind; or
    b. Place their four hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and will be collected by the house dealer, who will then place the cards in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
    c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;” or
    d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
    e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager as long as no player has raised the amount of the big blind, or if a player has placed a wager then the player in the big blind position may also raise, by placing an additional wager.
6. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
7. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
8. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.
    a. This is referred to as “the flop.”
    b. These three cards becomes community cards and are shared by all players.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
    c. “Call” a wager meaning to match the amount wagered by another player; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
11. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player wagers into the pot.

12. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the house dealer will then take the top card of the deck and burn it.
13. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table.
    a. This is referred to as “the turn card.”
    b. This card also becomes a community card and is shared by all players.
14. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Check according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
16. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
17. Depending if there still are active players in the game (If only one active player is left in the game, the pot will be awarded to the active player and a new round will begin), the house dealer will then take the top card of the deck and burn it.
18. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
    a. This is referred to as “the river card.”
    b. This card also becomes a community card and is shared by all players.
19. Once the fifth community card has been placed face-up on the table, the final community card, the fourth and final round of betting will occur.
20. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Check according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play; or
    e. Raise or re-raise according to the rules used in the previous round of play.
21. After the fourth and final round of betting has been completed, the house dealer will move all player wagers into the pot.
22. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned face-up throughout the round of play to make the highest ranking five-card poker hand or the best qualifying ranked five-card low hand. The following shall apply for determining the player who wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.

Out Pops the Devil Split AKA Chico Split

- If more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If there are one or more qualifying five-card low hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
  - They do not have to use the same hole cards or community cards to win both pots.
- If more than one player has the highest-ranking hand and there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Out Pops the Devil Split AKA Chico Split

Collection Rates Schedule

Limit

For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Minimum Table Limit $2-$4
Maximum Table Limit $5-$10

Schedule Option	Number of Players	Collection Fee
1	7-10	$3
2	7-10	$4
3	7-10	$5
4	5-6	$2
5	5-6	$3
6	5-6	$4
7	1-4	$1
8	1-4	$2
9	1-4	$3

No Limit

For **schedule options 10 through 18**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Minimum Buy-in $20-$100
Maximum Buy-In $500-No Maximum

Schedule Option	Number of Players	Collection Fee
10	7-10	$3
	5-6	$2
	1-4	$1
11	7-10	$4
	5-6	$3
	1-4	$2
12	7-10	$5
	5-6	$4
	1-4	$3
13	7-10	$6
	5-6	$5
	1-4	$4
14	7-10	$7
	5-6	$6
	1-4	$5
15	7-10	$8
	5-6	$7
	1-4	$6

16	7-10	$9
	5-6	$8
	1-4	$7
17	7-10	$10
	5-6	$9
	1-4	$8
18	7-10	$11
	5-6	$10
	1-4	$9

For **schedule options 19 through 37**, an hourly fee may be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
19	$8	$4
20	$10	$5
21	$12	$6
22	$14	$7
23	$16	$8
24	$18	$9
25	$20	$10
26	$22	$11
27	$24	$12
28	$26	$13
29	$28	$14
30	$30	$15
31	$36	$18
32	$40	$20
33	$60	$30
34	$70	$35
35	$80	$40
36	$90	$45
37	$100	$50

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection rates and fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round and will be provided ample notice on the procedures for collecting them.
- Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.

Poker Collection Rates

Out Pops the Devil AKA Chico (GEGR-001973), Out Pops the Devil Split AKA Chico Split (GEGR-001974) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Limit

Minimum Table Limit $2-$4
Maximum Table Limit $5-$10

Schedule Option	Number of Players	Collection Fee
1	7-10	$3
2	7-10	$4
3	7-10	$5
4	5-6	$2
5	5-6	$3
6	5-6	$4
7	1-4	$1
8	1-4	$2
9	1-4	$3

No Limit

For **schedule options 10 through 18**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Minimum Buy-in $20-$100
Maximum Buy-In $500-No Maximum

Schedule Option	Number of Players	Collection Fee
10	7-10	$3
	5-6	$2
	1-4	$1
11	7-10	$4
	5-6	$3
	1-4	$2
12	7-10	$5
	5-6	$4
	1-4	$3
13	7-10	$6
	5-6	$5
	1-4	$4
14	7-10	$7
	5-6	$6
	1-4	$5

15	7-10	$8
	5-6	$7
	1-4	$6
16	7-10	$9
	5-6	$8
	1-4	$7
17	7-10	$10
	5-6	$9
	1-4	$8
18	7-10	$11
	5-6	$10
	1-4	$9

For **schedule options 19 through 37**, an hourly fee may be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
19	$8	$4
20	$10	$5
21	$12	$6
22	$14	$7
23	$16	$8
24	$18	$9
25	$20	$10
26	$22	$11
27	$24	$12
28	$26	$13
29	$28	$14
30	$30	$15
31	$36	$18
32	$40	$20
33	$60	$30
34	$70	$35
35	$80	$40
36	$90	$45
37	$100	$50

Limit

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 38**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Poker Collection Rates

Schedule Option	Table Limit	Number of Players	Collection Fee
1	$2-$4	1-4	$1
2	$2-$4	5-6	$2
3	$2-$4	7-10	$3
4	$2-$4	1-4	$2
5	$2-$4	5-6	$3
6	$2-$4	7-10	$4
7	$2-$4	1-4	$3
8	$2-$4	5-6	$4
9	$2-$4	7-10	$5
10	$2-$8	1-4	$1
11	$2-$8	5-6	$2
12	$2-$8	7-10	$3
13	$2-$8	1-4	$2
14	$2-$8	5-6	$3
15	$2-$8	7-10	$4
16	$2-$8	1-4	$3
17	$2-$8	5-6	$4
18	$2-$8	7-10	$5
19	$3-$6	1-4	$1
20	$3-$6	5-6	$2
21	$3-$6	7-10	$3
22	$3-$6	1-4	$2
23	$3-$6	5-6	$3
24	$3-$6	7-10	$4
25	$3-$6	1-4	$3
26	$3-$6	5-6	$4
27	$3-$6	7-10	$5
28	$4-$8	1-4	$1
29	$4-$8	5-6	$2
28	$4-$8	1-4	$1
29	$4-$8	5-6	$2
30	$4-$8	7-10	$3
31	$4-$8	1-4	$2
32	$4-$8	5-6	$3
33	$4-$8	7-10	$4
34	$4-$8	1-4	$3
35	$4-$8	5-6	$4
36	$4-$8	7-10	$5
37	$4-$10	1-4	$1
38	$4-$10	5-6	$2

No Limit

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Poker Collection Rates

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$20-$100	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$20-$200	1-4	$1
		5-6	$2
		7-10	$3

Poker Collection Rates

2	$20-$200	1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$20-No Max	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7

6	$20-No Max	1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$50-$500	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Poker Collection Rates

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$100-$500	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$100-No Max	1-4	$1
		5-6	$2
		7-10	$3

Poker Collection Rates

2	$100-No Max	1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$200-$1,000	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7

Poker Collection Rates

6	$200-$1,000	1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$200-No Max	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Poker Collection Rates

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

Schedule Option	Buy-In Limits	Number of Players	Collection Fee
1	$500-No Max	1-4	$1
		5-6	$2
		7-10	$3
2		1-4	$2
		5-6	$3
		7-10	$4
3		1-4	$3
		5-6	$4
		7-10	$5
4		1-4	$4
		5-6	$5
		7-10	$6
5		1-4	$5
		5-6	$6
		7-10	$7
6		1-4	$6
		5-6	$7
		7-10	$8
7		1-4	$7
		5-6	$8
		7-10	$9
8		1-4	$8
		5-6	$9
		7-10	$10
9		1-4	$9
		5-6	$10
		7-10	$11

Seven Card Stud High Low (GEGR-001820), Seven Card Stud (GEGR-001831), Omaha High Low Split (GEGR-001828), Omaha (GEGR-001829), Texas Hold'em (GEGR-001830) - For **schedule options 1 through 19**, an hourly fee may be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
1	$8	$4
2	$10	$5
3	$12	$6
4	$14	$7
5	$16	$8

Poker Collection Rates

6	$18	$9
7	$20	$10
8	$22	$11
9	$24	$12
10	$26	$13
11	$28	$14
12	$30	$15
13	$36	$18
14	$40	$20
15	$60	$30
16	$70	$35
17	$80	$40
18	$90	$45
19	$100	$50

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection rates and fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round and will be provided ample notice on the procedures for collecting them.
- Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.

California Games Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. Additionally, approval of these collection rates does not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

Three Card Poker 6 Card Bonus (GEGR-001825) - For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 Card Bonus wagers only. Furthermore, the player collection fee is taken per hand. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$3-$200 Minimum Table Limits
$5-$1,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$3-$50	$0.50	$0.50
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
2	$5-$50	$0.50	$1
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
3	$25-$200	$0.50	$1
	$51-$100	$1	
	$101-$301+	$2	

For **schedule options 4 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 Card Bonus wagers only. Furthermore, the player collection fee is based on each individual player's ante. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$3-$200 Minimum Table Limits
$5-$1,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Ante Wager	Player Collection Fee
4	$3-$99	$0.50	$3-$99	$0.50
	$100-$300	$1	$100-$300	$1
	$301-$500	$2	$301-$500	$2
	$501+	$3	$501+	$4

5	$5-$100	$1	$5-$100	$1
	$101-$300	$2	$101-$300	$1
	$301-$500	$3	$301-$500	$2
	$501+	$4	$501+	$3

For **schedule options 6 through 16**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 Card Bonus wagers only. Furthermore, there shall be no collection fee taken from any players for placing any wagers. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$3-$200 Minimum Table Limits
$100-$2,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
6	$3-$49	$0.50	$0
	$50-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
7	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
8	$5-$49	$0.50	$0
	$50-$100	$1	
	$101-$300	$2	
	$301-$1,000	$3	
	$1,001+	$4	
9	$5-$49	$0.50	$0
	$50-$100	$1	
	$101-$300	$2	
	$301-$1,000	$4	
	$1,001+	$5	
10	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
11	$25-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$2	
	$301+	$2	

12	$50-$100	$1	$0
	$101-$200	$2	
	$201-$500	$3	
	$501-$1,000	$5	
	$1,001+	$7	
13	$101-$200	$1	$0
	$201-$500	$2	
	$501-$1,000	$3	
	$1,001-$2,000	$5	
	$2,001+	$10	
14	$5-$200	$3	$0
	$201-$300	$4	
	$301-$400	$5	
	$401-$600	$7	
	$601+	$10	
15	$5-$99	$1	$0
	$100-$199	$2	
	$200-$299	$3	
	$300-$599	$5	
	$600+	$8	
16	$5-$25	$0.50	$0
	$26-$99	$1	
	$100-$199	$2	
	$200-$399	$4	
	$400+	$5	

EZ Baccarat Panda 8 (GEGR-001824) - For **schedule options 1 through 17**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Player line, Banker line, Tie Bet, Panda 8 Bonus Bet and Dragon 7 Bonus Bet. Furthermore, there shall be no collection fee taken from any players for placing any wagers. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$5-$500 Minimum Table Limits
$500-$10,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$5-$25	$0.50	$0
	$26-$200	$1	
	$201-$300	$2	
	$301+	$3	
2	$5-$200	$0.50	$0
	$201-$300	$2	
	$301-$500	$3	
	$501-$800	$5	
	$801+	$8	

California Games Collection Rates

3	$5-$200	$1	$0
	$201-$300	$2	
	$301-$500	$3	
	$501-$1,000	$5	
	$1,001+	$8	
4	$5-$100	$1	$0
	$101-$300	$2	
	$301-$500	$4	
	$501-$1,000	$6	
	$1,001+	$10	
5	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$300	$3	
	$301-$500	$5	
	$501+	$8	
6	$5-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$600	$8	
	$601+	$10	
7	$25-$100	$1	$0
	$101-$500	$2	
	$501-$700	$5	
	$701-$1,200	$7	
	$1,201+	$10	
8	$25-$100	$1	$0
	$101-$300	$2	
	$301-$600	$5	
	$601-$1,000	$8	
	$1,001+	$12	
9	$25-$100	$1	$0
	$101-$300	$2	
	$301-$800	$5	
	$801-$1,200	$12	
	$1,201+	$15	
10	$25-$100	$1	$0
	$101-$300	$2	
	$301-$500	$5	
	$501-$1,000	$8	
	$1,001+	$12	
11	$25-$200	$1	$0
	$201-$500	$5	
	$501-$800	$8	
	$801-$1,200	$10	
	$1,201+	$12	

12	$100-$400	$2	$0
	$401-$800	$5	
	$801-$1,200	$10	
	$1,201-$2,000	$15	
	$2,001+	$20	
13	$100-$300	$2	$0
	$301-$600	$5	
	$601-$1,000	$10	
	$1,001-$1,500	$15	
	$1,501+	$20	
14	$100-$300	$3	$0
	$301-$600	$6	
	$601-$1,000	$12	
	$1,001-$1,500	$20	
	$1,501+	$25	
15	$100-$300	$3	$0
	$301-$600	$7	
	$601-$1,000	$15	
	$1,001-$1,500	$20	
	$1,501+	$25	
16	$100-$500	$5	$0
	$501-$1,000	$10	
	$1,001-$1,500	$15	
	$1,501-$2,000	$25	
	$2,001+	$50	
17	$500-$2,000	$10	$0
	$2,001-$5,000	$25	
	$5,001-$10,000	$50	
	$10,001-$15,000	$75	
	$15,001+	$100	

Fortune Pai Gow Poker (GEGR-001823) - For **schedule options 1 through 32**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes all players' base game wagers and Fortune Bonus Bets. Furthermore, there shall be no collection fee taken from any players for placing any wagers. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$3-$200 Minimum Table Limits
$500-$10,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$3-$25	$0.50	$0
	$26-$200	$1	
	$201-$300	$2	
	$301+	$3	

California Games Collection Rates

2	$3-$100	$0.50	$0
	$101-$200	$1	
	$201-$300	$2	
	$301-$500	$3	
	$501+	$5	
3	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$300	$2	
	$301-$500	$3	
	$501+	$5	
4	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$300	$3	
	$301-$500	$5	
	$501+	$8	
5	$3-$40	$0.50	$0
	$41-$75	$1	
	$76-$200	$3	
	$201-$500	$5	
	$501+	$8	
6	$3-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$600	$8	
	$601+	$10	
7	$3-$50	$0.50	$0
	$51-$200	$1	
	$201-$500	$3	
	$501-$800	$5	
	$801+	$10	
8	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$400	$3	
	$401-$800	$6	
	$801+	$10	
9	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$400	$4	
	$401-$700	$7	
	$701+	$10	
10	$3-$40	$0.50	$0
	$41-$75	$1	
	$76-$200	$3	
	$201-$500	$7	
	$501+	$10	

California Games Collection Rates

11	$3-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$800	$10	
	$801+	$15	
12	$5-$100	$1	$0
	$101-$200	$2	
	$201-$300	$3	
	$301-$500	$5	
	$501+	$10	
13	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$300	$2	
	$301-$500	$3	
	$501+	$5	
14	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$300	$3	
	$301-$500	$5	
	$501+	$8	
15	$5-$40	$0.50	$0
	$41-$75	$1	
	$76-$200	$3	
	$201-$500	$5	
	$501+	$8	
16	$5-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$600	$8	
	$601+	$10	
17	$5-$50	$0.50	$0
	$51-$200	$1	
	$201-$500	$3	
	$501-$800	$5	
	$801+	$10	
18	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$400	$3	
	$401-$800	$6	
	$801+	$10	
19	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$400	$4	
	$401-$700	$7	
	$701+	$10	

California Games Collection Rates

20	$5-$40	$0.50	$0
	$41-$75	$1	
	$76-$200	$3	
	$201-$500	$7	
	$501+	$10	
21	$5-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$800	$10	
	$801+	$15	
22	$25-$100	$1	$0
	$101-$500	$2	
	$501-$700	$5	
	$701-$1,200	$7	
	$1,201+	$10	
23	$25-$100	$1	$0
	$101-$300	$2	
	$301-$600	$5	
	$601-$1,000	$8	
	$1,001+	$12	
24	$25-$100	$1	$0
	$101-$300	$2	
	$301-$800	$8	
	$801-$1,200	$12	
	$1,201+	$15	
25	$25-$100	$1	$0
	$101-$300	$2	
	$301-$500	$5	
	$501-$1,000	$8	
	$1,001+	$12	
26	$25-$200	$1	$0
	$201-$500	$3	
	$501-$800	$5	
	$801-$1,200	$10	
	$1,201+	$12	
27	$100-$400	$2	$0
	$401-$800	$5	
	$801-$1,200	$10	
	$1,201-$2,000	$15	
	$2,001+	$20	
28	$100-$300	$2	$0
	$301-$600	$5	
	$601-$1,000	$10	
	$1,001-$1,500	$15	
	$1,501+	$20	

29	$100-$300	$3	$0
	$301-$600	$6	
	$601-$1,000	$12	
	$1,001-$1,500	$20	
	$1,501+	$25	
30	$100-$300	$3	$0
	$301-$600	$7	
	$601-$1,000	$15	
	$1,001-$1,500	$20	
	$1,501+	$25	
31	$100-$500	$5	$0
	$501-$1,000	$10	
	$1,001-$1,500	$15	
	$1,501-$2,000	$25	
	$2,001+	$50	
32	$500-$2,000	$10	$0
	$2,001-$5,000	$25	
	$5,001-$10,000	$50	
	$10,001-$15,000	$75	
	$15,001+	$100	

For **schedule options 33 through 36**, a collection fee shall be taken per wager spot, including controlled game and bonus bet spots, from the player based on the player's wagers. A collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes all players' base game wagers and Fortune Bonus Bets. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$10-$1,000 Minimum Table Limits
$10-$5,000 Maximum Table Limits

Schedule Option	Player Wagers per Wager Spot	Player Collection Fee per Wager Spot	Total Table Action	Player-Dealer Collection Fee
33	$10-$1,000	$0.50	$10-$200	$1
			$201+	$2
34	$10-$1,000	$1	$10-$100	$1
	$1,001-$2,000	$2	$101+	$2
35	$10-$1,000	$1	$10-$100	$1
	$1,001-$2,000	$2	$101+	$2
	$2,001-$3,000	$3		
36	$10-$1,000	$1	$10-$100	$1
	$1,001-$2,000	$2	$101+	$2
	$2,001-$3,000	$3		
	$3,001-$4,000	$4		
	$4,001-$5,000	$5		

California Games Collection Rates

For **schedule options 37 through 43**, a collection fee shall be taken from the player based on the player's base game wager. A collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes all players' base game wagers and Fortune Bonus Bets. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$10-$200 Minimum Table Limits
$100-$1,000 Maximum Table Limits

Schedule Option	Player Wager	Player Collection Fee Per Base Game Wager	Total Table Action	Player-Dealer Collection Fee
37	$10-$49	$0.50	$10-$149	$0.50
	$50-$100	$1	$150-$600	$1
	$101-$200	$2	$601-$1,000	$2
			$1,001+	$3
38	$10-$49	$0.50	$10-$199	$0.50
	$50-$100	$1	$200-$300	$1
	$101-$200	$2	$301-$400	$2
	$201-$300	$3	$401-$500	$3
	$301+	$4	$501+	$4
39	$10-$49	$0.50	$10-$149	$0.50
	$50-$100	$1	$150-$400	$1
	$101-$200	$2	$401-$600	$2
	$201-$300	$3	$601-$1,000	$3
	$301+	$4	$1,001+	$4
40	$10-$49	$0.50	$10-$149	$0.50
	$50-$100	$1	$150-$400	$1
	$101-$300	$2	$401-$600	$2
	$301-$500	$3	$601-$1,000	$3
	$501+	$4	$1,001+	$4
41	$100-$300	$1	$100-$200	$1
			$201-$400	$2
	$301-$400	$2	$401-$600	$3
	$401-$500	$3	$601-$1,000	$4
	$501+	$4	$1,001+	$5
42	$100-$300	$1	$100-$200	$1
			$201-$400	$2
	$301-$400	$2	$401-$600	$3
	$401-$500	$3	$601-$1,000	$5
	$501-$1,000	$5	1,001+	$8
43	$100-$200	$1	$100-$500	$1
	$201-$400	$2	$501-$800	$2
	$401-$600	$5	$801-$1,000	$3
	$1,001+	$7	$1,001+	$5

California Games Collection Rates

Pure 21.5 Blackjack 3 to 2 (GEGR-001827), Pure 21.5 Blackjack 6 to 5 (GEGR-001826) - For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes all players' base game wagers and bonus bets. The Total Table Action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall also be a collection fee taken from a player per base game wager. However, there shall be no additional collection fee taken from players for placing a bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted. All bets shall be within the minimum and maximum table limits.

$3-$200 Minimum Table Limits
$25-$200 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$3-$50	$0.50	$0.50
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
2	$5-$50	$0.50	$1
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
3	$25-$200	$0.50	$1
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$2	
	$301+	$2	

For **schedule options 4 through 11**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes all players' base game wagers and bonus bets. The Total Table Action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall be no collection fee taken from players for placing a base game wager, bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet. The Red Flex Bonus Bet may be less than, equal to, or more than the base game wager, but cannot exceed a maximum bet of $100. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the base game wager but cannot exceed a maximum bet of $100. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two-card hand. All bets shall be within the minimum and maximum table limits.

California Games Collection Rates

$3-$200 Minimum Table Limits
$100-$2,000 Maximum Table Limits

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
4	$3-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
5	$5-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$4	
6	$25-$50	$0.50	$0
	$51-$100	$1	
	$101-$200	$2	
	$201-$300	$3	
	$301+	$5	
7	$50-$100	$1	$0
	$101-$200	$2	
	$201-$500	$3	
	$501-$1,000	$5	
	$1,001+	$7	
8	$100-$300	$1	$0
	$301-$500	$2	
	$501-$1,000	$3	
	$1,001-$2,000	$5	
	$2,001+	$10	
9	$5-$200	$3	$0
	$201-$300	$4	
	$301-$400	$5	
	$401-$600	$7	
	$601+	$10	
10	$5-$99	$1	$0
	$100-$199	$2	
	$200-$299	$3	
	$300-$599	$5	
	$600+	$8	
11	$5-$25	$0.50	$0
	$26-$99	$1	
	$100-$199	$2	
	$200-$399	$4	
	$400+	$5	

California Games Collection Rates

Collection Procedures California Games

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

Short Deck Hold'em

Type of Game

The game of Short Deck Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards. They may play the board by using no hole cards and using the five community cards to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game will be played using a 36-card deck with no joker. The 36-card deck is created by removing the 2s, 3s, 4s, and 5s (16 total cards removed) from a standard 52-card deck; the 6 through ace of each suit are the play cards. The 36-card deck will be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Short Deck Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7 and 6. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush; i.e. ace, 6, 7, 8 and 9.

Card hands will rank, from highest to lowest, as follows:

Short Deck Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 9, 8, 7, 6 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 6s is the lowest ranked Four of a Kind.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a jack, 9, 8, 7 and 6 is the lowest ranked Flush.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 6s and two 7s is the lowest ranked Full House.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 6s is the lowest ranked Three of a Kind.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 9, 8, 7, 6 and ace is the lowest ranked Straight.

Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 7s and two 6s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 6s is the lowest ranked Pair.
High Card	A hand comprised of five cards not listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and a jack, 9, 8, 7 and 6 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits and collection rates during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word "dealer" on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase small blind and a flat white disc/button with the phrase big blind) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
   a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are predetermined and mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, the pot.
   c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount that is at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. These "over blinds" or "straddles" are not mandatory as opposed to the initial small blind and big blind which are required. The "over blinds" are not limited in number unless any maximum wager limit is exceeded in which case that over blind would not be allowed. No "over blind" of any size is allowed after the very first card is dealt to a player. Over blinds (straddles) only affect pre-flop betting action.

Example 1: *Eight people are playing. Position 8 is the dealer (button). Position 1 has the small blind of $1. Position 2 has the big blind of $3. Prior to cards being dealt position 4 places $6 in front of them and announces an over straddle (over blind). The minimum bet is now $6. No other over blinds occur. The cards are dealt. Position 3 acts first. Next position is 5, followed by 6, 7, 8, 1, 2 and 4. After the flop, it is position 1 through 8 with normal betting available at posted betting limits.*

Example 2: *Eight people are playing. Position 8 is the dealer (button). Position 1 has the small blind of $1. Position 2 has the big blind of $3. Prior to cards being dealt position 7 places $6 in front of them and announces an over straddle (over blind). Prior to cards being dealt position 5, in response to the over blind (straddle) from position 7, places $12 in front of them announcing another over blind (straddle). The minimum bet is now $12. No other over blinds occur. The cards are dealt. Position 3 acts first. Next position is 4, followed by 6, 8, 1, 2, 7 and 5. After the flop, it is position 1 through 8 with normal betting available at posted betting limits*

5. Once the blind wagers have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continue clockwise around the table until all players have two cards face-down.
   a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a "call"; or
   b. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check" if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as "the flop."
   a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or

   d. "Call" a wager; this means to match the amount wagered by another player; or
   e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
13. The house dealer will then take the top card of the deck and burn it.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as the "turn card."
    a. This card is also a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
16. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
17. After all players have acted in turn, the house dealer will move all wagers into the pot.
18. The house dealer will then take the top card of the deck and burn it.
19. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table; referred to as the "river card."
    a. This card is also a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following will apply for determining which player wins the pot:

- The pot will be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- In the event that more than one player has the highest ranked hand, the pot will be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Limit Games
Minimum Limit Game $2-$4
Maximum Limit Game $4-$10

Schedule Option	Number of Players	Collection Fee
1	1-4	$1
2	5-6	$2
3	7-10	$3
4	1-4	$2
5	5-6	$3
6	7-10	$4
7	1-4	$3
8	5-6	$4
9	7-10	$5

For **schedule options 10 through 18**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

No Limit Games
Minimum Buy-In Limits $20-$100
Maximum Buy-In Limits $500-No Max

Schedule Option	Number of Players	Collection Fee
10	1-4	$1
	5-6	$2
	7-10	$3
11	1-4	$2
	5-6	$3
	7-10	$4
12	1-4	$3
	5-6	$4
	7-10	$5
13	1-4	$4
	5-6	$5
	7-10	$6
14	1-4	$5
	5-6	$6
	7-10	$7
15	1-4	$6
	5-6	$7
	7-10	$8

16	1-4	$7
	5-6	$8
	7-10	$9
17	1-4	$8
	5-6	$9
	7-10	$10
18	1-4	$9
	5-6	$10
	7-10	$11

Timed Collections

For **schedule options 19 through 37**, an hourly fee will be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
19	$8	$4
20	$10	$5
21	$12	$6
22	$14	$7
23	$16	$8
24	$18	$9
25	$20	$10
26	$22	$11
27	$24	$12
28	$26	$13
29	$28	$14
30	$30	$15
31	$36	$18
32	$40	$20
33	$60	$30
34	$70	$35
35	$80	$40
36	$90	$45
37	$100	$50

Short Deck Hold'em

Collection Rates for Poker Games

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

Double Flop Hold'em

Type of Game

The game of Double Flop Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form two five-card poker hands that rank higher than the other players' five-card poker hands. Double Flop Hold'em is a split pot game in which two sets of five cards (ten total) are dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards. One half of the split pot shall be connected to the top set of board cards while the other half of the split pot is connected to the bottom set of board cards. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five community cards from each board. The players may play the board by using no hole cards and using the five community cards from each board to make the highest ranking five-card poker hand. When forming the two hands, a player is not required to use the same hole cards for each hand but must keep the board cards separate.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Double Flop Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands will rank, from highest to lowest, as follows:

Double Flop Hold'em Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits and collection rates during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word "dealer" on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase small blind and a flat white disc/button with the phrase big blind) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
   a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are predetermined and mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, the pot.

c. Prior to any cards being dealt to all seated and participating players, a player may optionally make larger blinds in an amount that is at least double the amount of the current largest blind and does not exceed any posted maximum wager for the game. These "over blinds" or "straddles" are not mandatory as opposed to the initial small blind and big blind which are required. The "over blinds" are not limited in number unless any maximum wager limit is exceeded in which case that over blind would not be allowed. No "over blind" of any size is allowed after the very first card is dealt to a player.

Example 1: *Eight people are playing. Position 8 is the dealer (button). Position 1 has the small blind of $1. Position 2 has the big blind of $3. Prior to cards being dealt position 4 places $6 in front of them and announces an over straddle (over blind). The minimum bet is now $6. No other over blinds occur. The cards are dealt. Position 3 acts first. Next position is 5, then 6, then 7, then 8, then 1, then 2, and then 4. After the flop, it is position 1 through 8 with normal betting available at posted betting limits. Over blinds (straddles) only affect pre-flop betting action.*

Example 2: *Eight people are playing. Position 8 is the dealer (button). Position 1 has the small blind of $1. Position 2 has the big blind of $3. Prior to cards being dealt position 7 places $6 in front of them and announces an over straddle (over blind). Prior to cards being dealt position 5, in response to the over blind (straddle) from position 7, places $12 in front of them announcing another over blind (straddle). The minimum bet is now $12. No other over blinds occur. The cards are dealt. Position 3 acts first. Next position is 4, then 6, then 8, then 1, then 2, then 7, then 5. After the flop, it is position 1 through 8 with normal betting available at posted betting limits. Over blinds (straddles) only affect pre-flop betting action.*

5. Once the blind wagers have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continue clockwise around the table until all players have two cards face-down.
   a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a "call"; or
   b. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check" if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn."

9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop," for the first board. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously for the second board (parallel to the first board). These cards shall also become community cards and are shared by all players.

Table 1: Example of "The Flop"

Board 1	4 ♥	K ♠	7 ♥
Board 2	J ♦	2 ♠	8 ♣

10. Once the house dealer has placed the first three community cards for both boards face-up, the start of the second round of betting will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. "Call" a wager; this means to match the amount wagered by another player; or
    e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
13. The house dealer will then take the top card of the deck and burn it.
14. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of four community cards face-up for the first board. This card is known as "the turn" card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of four community cards face-up for the second board.

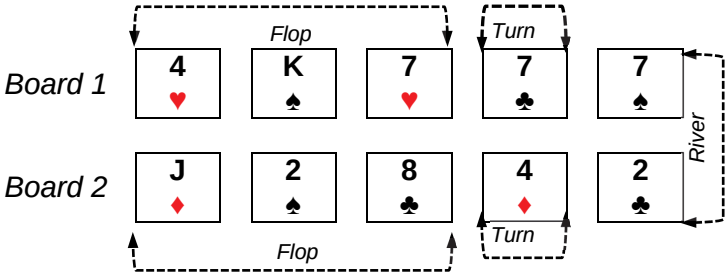
Table 2: Example of "The Turn Card"

		Flop			
Board 1	4 ♥	K ♠	7 ♥	7 ♣	*Turn*
Board 2	J ♦	2 ♠	8 ♣	4 ♦	
		Flop			

15. Once the house dealer has placed the fourth community card for both boards face-up, the start of the third round of betting will occur.
16. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or

   d. Call a wager according to the rules used in the previous round of play; or
   e. Check according to the rules used in the previous round of play.
17. After all players have acted in turn, the house dealer will move all wagers into the pot.
18. The house dealer will then take the top card of the deck and burn it.
19. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of five community cards face-up for the first board. This card is known as "the river" card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of five community cards face-up for the second board.

Table 3: Example of "The River Card"



20. Once the house dealer has placed the fifth and final community card for both boards face-up, the start of the fourth and final round of betting will occur.
21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits; or
   b. Fold their hand according to the rules used in the previous round of play; or
   c. Raise the pot according to the rules used in the previous round of play; or
   d. Call a wager according to the rules used in the previous round of play; or
   e. Check according to the rules used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community from each individual board, turned over throughout the round of play to make the highest ranking five-card poker hands. Each board will have its own pot that the players are playing for. The following shall apply for determining which player wins each pot.

- Each pot will be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- In the event that more than one player has the highest ranked hand, the pot will be further split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Double Flop Hold'em

Collection Rates Schedule

For **schedule options 1 through 9**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the table limit, number of players seated and playing during the round of play.

Limit Games
Minimum Limit Game $2-$4
Maximum Limit Game $4-$10

Schedule Option	Number of Players	Collection Fee
1	1-4	$1
2	5-6	$2
3	7-10	$3
4	1-4	$2
5	5-6	$3
6	7-10	$4
7	1-4	$3
8	5-6	$4
9	7-10	$5

For **schedule options 10 through 18**, the collection fees shall be taken by the house dealer from the person occupying the position designated with the Dealer Button before any cards are dealt. The appropriate fees are dependent on the number of players seated and playing during the round of play.

No Limit Games
Minimum Buy-In Limits $20-$100
Maximum Buy-In Limits $500-No Max

Schedule Option	Number of Players	Collection Fee
10	1-4	$1
	5-6	$2
	7-10	$3
11	1-4	$2
	5-6	$3
	7-10	$4
12	1-4	$3
	5-6	$4
	7-10	$5
13	1-4	$4
	5-6	$5
	7-10	$6
14	1-4	$5
	5-6	$6
	7-10	$7
15	1-4	$6
	5-6	$7
	7-10	$8

16	1-4	$7
	5-6	$8
	7-10	$9
17	1-4	$8
	5-6	$9
	7-10	$10
18	1-4	$9
	5-6	$10
	7-10	$11

Timed Collections

For **schedule options 19 through 37**, an hourly fee will be charged instead of a per hand fee. The hourly fees will be taken from each active player at the table and posted for each game in advance. The amount collected shall be collected in increments of 30 minutes and prorated based on the 30 minutes of time. Fees are collected prior to any cards being dealt.

Schedule Option	Hourly Fee	Fee Collected at 30-Minute Mark
19	$8	$4
20	$10	$5
21	$12	$6
22	$14	$7
23	$16	$8
24	$18	$9
25	$20	$10
26	$22	$11
27	$24	$12
28	$26	$13
29	$28	$14
30	$30	$15
31	$36	$18
32	$40	$20
33	$60	$30
34	$70	$35
35	$80	$40
36	$90	$45
37	$100	$50

Double Flop Hold'em

Collection Rates for Poker Games

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