7 STUD HI/LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

7-CARD STUD HI/LO SPLIT uses a standard 52-card deck, generally without the Joker. This game combines aspects of 7-CARD STUD HI and 7-CARD STUD LOW. (Razz)

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th).
5. Round of betting.
6. Active Players are dealt one card, face up (5th).
7. Round of betting.
8. Active Players are dealt one card, face up (6th).
9. Round of betting.
10. Active Players are dealt one card, face down (7th).
11. Final round of betting.
12. Active Players now expose their cards. The Best HIGH hand and the best LOW hand, providing it is an "8-or-Better", split the pot. Otherwise the HIGH hand wins all the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.

11. Check and raise is permitted.

12. If a Player folds his hand after making a forced bet,:

    (a) That seat will continue to receive subsequent card(s) until there is a bet.

    (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.

(c) The above mentioned card(s) will be dealt face down.

13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.

14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.

16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.

17. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:

1st. Burn and use the last card.

2nd Do not burn and use the last card.

3rd. Scramble the burn cards with the remaining stub, burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players, do not burn and use the last card.

18. If there are not enough remaining cards for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains three or more

cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

19. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) call the equivalent amount

    (b) Put in an amount equal to a full bet or raise.

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

21. Check and raise is permitted.

22. No one who checks out of turn may initiate any action.

23. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

24. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.

25. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)

26. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.

27. A Player must have seven cards in order to win at showdown, except as provided in Rule #18. Any other number of cards constitutes a dead hand.

28. At showdown, using traditional hand rankings, the active Players with the best five-card HIGH hand, and the best five-card LOW hand, out of his seven cards are the winners. All seven cards must be exposed at showdown. In order for the Low hand to win half the pot, the hand must qualify as an "8 or Better". If there is no qualifier, the high hand receives the whole pot.

29. If a high hand and low hand split the pot, the odd chip goes to the high hand. If there is a pot split between two high hands and there is an extra chip, the extra chip goes to the highest card in the five card hand according to suit rank. (Spades, Hearts, Diamonds, Clubs). If there is a pot between two low hands, and there is an extra chip, the chip goes to lowest card in the five card hand according to suit rank (Clubs, Diamonds, Hearts, Spades)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start

the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All –In".

Split Limit: A game with two distinct betting structures

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

7 STUD / HI POKER

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DESCRIPTION

7-CARD STUD uses a standard 52-card deck, generally without the Joker. Traditional high ranking of hands applies.

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th street).
5. Round of betting.
6. Active Players are dealt one card, face up (5th street).
7. Round of betting.
8. Active Players are dealt one card, face up (6th street).
9. Round of betting.
10. Active Players are dealt one card, face down (7th street).
11. Final round of betting.
12. Active Players expose all of their cards. Best five-card hand, in traditional order, wins.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.

11. Check and raise is permitted.

12. If a Player folds his hand after making a forced bet,:

    (a) That seat will continue to receive subsequent card(s) until there is a bet.

    (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.

    (c) The above mentioned card(s) will be dealt face down.

13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.

14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.

16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.

17. (A) If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:

    1st Burn and use the last card.

    2nd Do not burn and use the last card.

    3rd Scramble the burn cards with the remaining stub. Burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players do not burn and use the last card.

17. (B) If there are not enough cards remaining for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains

three or more cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

18. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) call the equivalent amount

    (b) Put in an amount equal to a full bet or raise.

19. String bets or raises are not allowed. A verbal declaration, i.e., "I bet", "I raise", before action is started, clarifies the action and allows the player to return to their stack to fulfill his bet or raise.

20. Check and raise is permitted.

21. No one who checks out of turn may initiate any action.

22. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

23. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.

24. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)

25. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.

26. A Player must have seven cards in order to win at showdown, except as provided in Rule Seventeen- (17) b., any other number of cards constitutes a dead hand.

27. At showdown, using traditional hand rankings, the active Players with the best five-card HIGH hand is the winner. All seven cards must be exposed at showdown.

28. In the case of two identical winning hands, any odd chip goes to the Player with the highest card according to suit (Spades, Hearts, Diamonds, Clubs)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Board: The cards that the active players have up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: The card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting in any stud game.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round. It could be the winner of the previous pot or high or low card by suit. This Force is considered a bet provided it equals the minimum bet of the game.

Fourth Street: The fourth card on board, the third round of betting. Also known as the "turn Card"

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: If the first two up cards are a pair they are called an "Open Pair".

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered. Also Known as "Seventh Street".

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is all-in.

Sixth Street: The fourth up card in any 7-Card Stud game.

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Turn: Also known as the fourth street card.

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

ASIAN STUD POKER

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DESCRIPTION

ASIAN STUD POKER is played with a 32-card deck, that is, a standard 52-card deck with the Twos, Threes, Fours, Fives, and Sixes removed, and without Jokers. It is played similar to
FIVE-CARD STUD, one of the oldest forms of Poker, however because of the missing cards two significant variations apply, at the discretion of the Casino's House Rules.

These differences are:

1. An Ace can be used as a Six or after a King when forming a Straight; and
2. A Flush is of higher ranking than a Full House.

Other than these variations, traditional Poker hand rankings apply. ASIAN STUD is played as a HIGH only game.

METHOD OF PLAY

1. Players ante or post blinds according to House policy, the size of which is determined by the limit of the game being played.
2. Players are each dealt two cards, in turn, one at a time, one up and one down. (Second Street)
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players receive a third card, face up. (Third Street)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. Active Players receive a fourth card, face up. (Fourth Street)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. Active Players receive a fifth card, face up. (Fifth Street)
9. A final round of betting ensues for Players who wish to continue and contend for the pot.
10. Active Players now expose their cards. (Showdown) The best hand is declared the winner.

RANKING OF HANDS

- ROYAL FLUSH
- STRAIGHT FLUSH
- 4 OF A KIND
- FLUSH
- FULL HOUSE
- STRAIGHT
- 3 OF A KIND
- TWO PAIRS
- ONE PAIR

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.

DEALING RULES

3. All TWOS, THREES, FOURS, FIVES AND SIXES are removed from a standard 52-card deck, now making a 32-card deck. No Joker is used.
4. An ACE may be used to complete a high Straight as in ACE, KING, QUEEN, JACK, and TEN. An ACE can also be used as a SIX to complete a lower Straight as in ACE, SEVEN, EIGHT, NINE, TEN.
5. Traditional high ranking of hands applies with the one exception specified above; that is, a FLUSH is of higher value than a FULL HOUSE.
6. After the first two cards have been dealt (Second Street) the Player with the first "Highest" exposed card is forced to make an opening bet, the size of which is determined by the limits being played. This is a live bet, with the option to raise. High hand initiates action on subsequent rounds.
7. An exposed card is one, which dealt face up. If a Player exposes a card, it is not considered an "exposed" card and will play as is.
8. Check and raise is permitted.

9. Starting with Third Street, the Dealer will "burn" a card before dealing the Third, the Fourth, and the Fifth card to the active Players.
10. English only will be spoken while a hand is in play.
11. CARDS SPEAK. Regardless what a Player says his hand contains the cards he exposes plays. All Players must protect their hands at all times. If a Player's cards come in contact with the discards, or muck, it may be fouled. At the discretion of Management, if a hand is considered retrievable, it MAY play.
12. No string bets allowed. A Player wishing to raise must either verbally declare "RAISE" or place into the pot the full call bet and at least one-half of the raise in order to protect his privilege to raise.
13. One short buy is allowed per playing session at a table.
14. If action has been completed on Fifth Street, either a bet or call, or Check-Check, any Player at the table may ask to see all hands.
15. At Showdown, the Player initiating action must expose his hand first.
16. Management reserves the right to make decision, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

INITIAL TWO CARDS

17. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
18. If the Dealer accidentally turns up a Player's first card, the SECOND card is dealt face down.
19. If both of a Player's first two cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
20. Should the Player be responsible for their hole card being turned over, the SECOND card shall be dealt up as in normal conditions.
21. If the dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
22. If a Player is dealt more than one(1) hole card and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card.

THIRD AND FORTH STREET ACTION

23. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.

24. Check and raise is permitted.

25. If a Player folds his hand after making a forced bet,:

    (a) That seat will continue to receive subsequent card(s) until there is a bet.

    (b) If a Player folds his hand on 4th or 5th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.

    (c) The above mentioned card(s) will be dealt face down.

26. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.

27. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

FIFTH STREET ACTION

28. If the High hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.

29. (A) If there are not enough cards left in the deck to burn and deal the remaining players a fifth card, and there will be enough cards using the burn cards, the Dealer shall:

    - Scramble the stub with the burn cards
    - Cut the stub
    - Burn a card
    - Deal the remaining cards, using the last card if necessary.

29. (B) If there are not enough remaining cards for the above procedure, the Dealer:

    - Will not deal any cards to the active Players
    - Declare that there are not enough cards for all active players
    - Burn a card
    - Turn a community card up in the center of the table. That card plays in each active Players' hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Board: The cards that the active players have up.

Bring it In: To start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: The card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting in any stud game.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth and last card on board.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round. It could be the winner of the previous pot or high or low card

by suit. This Force is considered a bet provided it equals the minimum bet of the game.

Fourth Street: The fourth card on board.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: If the first two up cards are a pair they are called an "Open Pair".

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered.

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is all-in.

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Spread Limit: The betting can be from the lowest limit up to the highest limit.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Turn: Fourth card delivered. Also known as the "Fourth Street" card.

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

CALIFORNIA ACES

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DESCRIPTION

CALIFORNIA ACES is played with a standard deck, (52) cards, with four "California Aces" added, making 56 cards.
The object of the game is to have cards whose face value is closer to "22" than the face value of the Designated Player's ultimate cards. If the face value of a Player's cards is closer to 22 than the Designated Player's total, they win. Otherwise, they lose.
If a Player's card total and the Designated Player's card total are the same, neither wins and the Player's bet is returned.
You cannot "BUST' in CALIFORNIA ACES. It is possible to win with 23 or more. If the face values of both hands are equal distance from 22, but one is under and one is over 22, the "under" hand wins. Example: A Player's hand is 24 and the Designated Player's hand is 20. Although both hands are two (2) away from 22, the Designated Player wins because that hand is "under".

METHOD OF PLAY

1 Players make a bet, and post the proper collection.

2 All active Players are dealt two cards face down, one at a time, in turn, in rotation. The Designated Player is dealt one card face down and one face up.

3 Players, in turn, can elect to draw additional face up card(s) in an attempt to improve their total. They may not draw past a hard 22. Any hand that is hit over "22" is considered a losing hand to the extent that money covers.

4 After all Players have exercised their option for additional card(s), the Designated Player's cards are exposed, and the same option is available to them.

5 Starting with the "Action" hand, each Player's hand is exposed in turn and compared to the Designated Player's hand total to determine the winner based on the above criteria.

6 Any Player dealt a "NATURAL 22" (Two Aces, Two California Aces, or one of each) will be a winner over any "22" the DP may draw. If the DP gets a "Natural 22" it is a push.

7 Bets are collected and paid only to the extent the Designated Player's money is in action.

Card Values

Aces = 11

Face cards = 10

All other cards = face value

California Aces = 11

GENERAL RULES

1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause that hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

PLAYING RULES

BETTING

4. Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager, exclusion from premises, and subject to prosecution.
5. Players must bet within the table limits.
6. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
7. Players must bet at least the table minimum. On fixed limit -(Condition)- tables, only the exact limit will be accepted. No more, no less!
8. Any amount bet over the table limit will not receive action.
9. No bettor can win or lose more than he has bet on a given hand.
10. Each qualified Player has the option to be the Designated Player.
11. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.
12. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
13. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.

14. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.

15. "Kum-Kum" banks will be paid off and/or collected as one bank.

16. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.

17. Backline Players may wager on any betting square not taken by the seated Player.

18. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.

19. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

DICE SHAKE

20. The Designated Player shakes the dice to determine the "Action:

21. The Designated Player may allow anyone to shake the dice except a Garden City employee on duty.

22. The Action position is determined by the total on the dice, counting from the Designated Player's position as one (1).

THE DEAL

23. Part of the ritual of CALIFORNIA ACES is the scheduled change of the deck of cards being used. Controlling this function by the House is in the best interest of all Players. There shall be no request from a Player to change the deck between the scheduled times for such changes, unless, in the discretion of Management, a deck is unplayable.

24. One extra scramble or shuffle is permitted upon a Player's request. (Limit: One request per Player per round of dealing)

25. Any exposed card on the deal plays. If the Player elects to draw, his first card will be delivered face down.

26. A boxed card is considered non-existent

27. A misdeal will be declared if:

    (a) Two or more cards are boxed or exposed by the Dealer;

    (b) It has been determined, before the deal is completed that cards have gone to the wrong position;

    (c) The Designated Player was dealt the wrong number of cards;

    (d) One or more cards of the same suit and value, or cards of different color appear in the deck, the deck is fouled and the hands are all dead. No action. Action on all preceding hands stand

28. A Player has a foul hand if his cards "come into contact" with other cards. PLAYERS MUST PROTECT THEIR HANDS AT ALL TIMES.

29. A Player may not surrender or concede his hand.

30. No Player is allowed to pick up any hand out of sequence. The Dealer will give the entire hand to the proper Player, and will "table" the hand for the Player after the draw requirements have been met.

31. Cards removed beyond the perimeter of the table may be declared dead and the wager forfeited to the extent that money covers. This includes a card dropped from a Player's hand onto his lap or onto the floor.

32. The Designated Player is dealt a hand in order, along with the other Players. (The DP's hand is kept in front of the Dealer.)

"NATURALS"

33. When showing an Ace or "California Ace", the Designated Player must check his hole card for a "Natural".

34. If the Designated Player has a "Natural", the hand is concluded. The DP wins all wagers to the extent that money covers. If a Player also has a "Natural", it is a push. Neither the Player nor the DP wins or loses.

THE DRAW

35. In the event of a dispute between Players betting on the same hand as to how that hand should be played, the Player with the most money AT RISK makes the final decision to hit or stand.

36. During the draw, each request for a card must be accompanied by an obvious gesture. If a card is prematurely exposed, it is dead and will be replaced after the burning of an additional card.

37. The Dealer or Floor Supervisor may, at a Player's request, play a hand according to "House Way" as follows:

    (a) Stand on 20, 21, 22, & 23;

    (b) Hit all other hands except hard 19 when the Designated Player shows an 8 or 9.

38. Once a Player passes on his hand during the draw, using an obvious gesture, he must "table" his hand and may no longer touch his wager or cards.

39. The Designated Player must:

    (a) Hit 18 or less, and a soft 25 or more;

    (b) Must stand on a all 21 and 22's;

    (c) Has an option on 19 and 20.

SHOWDOWN

Players must not expose cards at any time.

40. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

41. A push is a tie and has no effect on other wagers.
42. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
43. The Dealer will expose all hands that were originally dealt in, whether the Designated Player has covered all the action or not.

MANAGEMENT DECISIONS

44. Once a hand is out of play, Management cannot render a decision regarding that hand.
45. CARDS SPEAK. Verbal declaration as to the content of a Player's hand is not binding. The Dealer will declare the true value of each hand upon showdown, and winner(s) will be determined based upon the rules of the game as listed herein.
46. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
47. DECISION OF MANAGEMENT IS FINAL.

HOUSE WAYS

PLAYERS

1 Stand on all hands totaling "20", "21", "22", or "23".

2 Hit all other hands except a Hard "19" when the DP's hand shows an "8" or "9".

DESIGNATED PLAYER

1 Designated Player must stand on all "21's" and "22's".

2 Designated Player must hit "18 or less.

3 Designated Player must hit "Soft" "25" or more.

4 Designated Player has an option to hit or stand on "19", "20", "soft 23", and "soft 24".

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting"

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

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

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Chip: A round token in various denominations representing money.

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

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

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Deck: Standard cards: 52 cards plus four California Aces.

Designated Player (D.P.): Player / Banker.

Dice Cup: A special cup that has a clear housing, a solid cover and holds three regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Draw: Optional cards added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Hard Hand: A hand that contains an Ace or California Ace, valued at eleven, and makes the total for the hand 19, 20, 21, 22, or 23.

Hit: Same as draw.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

Natural: Highest achievable hand.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Position: The spot in the sequence around the table in which a player is located.

Push: Neither the DP nor the player wins.

Soft Hand: A hand that contains an Ace or California Ace valued as eleven and totals anything other than 19, 20, 21, 22, or 23.

Wager: A bet.

[redacted]

		Player-collection fee (per bet/ per square)	Banker-collection fee
21st Century Blackjack	5 to 50	$1.00 per square	$1.00 per bank $1.00 behind
	10 to 100	$1.00 per square	$2.00 per bank $1.00 behind
	20 to 100	$1.00 per square	$3.00 per bank $1.00 behind
	40 to 100	$1.00 per square	$3.00 per bank $1.00 behind
	50 to 100	$1.00 per square	$3.00 per bank $1.00 behind
	100	$1.00 per square	$3.00 per bank $1.00 behind

[redacted]

CRAZY PINEAPPLE POKER

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DESCRIPTION

CRAZY PINEAPPLE is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards AFTER the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
5. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards BEFORE THE BETTING STARTS.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.

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

10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

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

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

13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

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

15. All Active players MUST discard one of their three personal cards AFTER the flop and before any betting takes place.

BLINDS

16. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

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

18. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

19. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

a) Wait and come in on their big blind.

b) Place an additional blind in the pot. (See # 18)

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

(See # 22)

- A player who makes up their blind is still required to take the blind in normal rotation.

20. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand

21. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

23. Only one straddle is permitted on a deal.

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

25. The person on the immediate left of the straddler initiates the action before the flop.

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

(b) The button never has the option of posting a straddle blind.

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

27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught,

the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

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

BETTING

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

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

32. Check and raise is permitted.

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

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

35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

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

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

41. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also. the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called "community cards".

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card and last card on the board. Also known as the "River Card: or "At the River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board, the third round of betting. Also known as the "Turn".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Pineapple: What the "flop" is commonly called in Pineapple Hold'em and Crazy Pineapple Hold'em.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth and last card on the board. Also known as "Fifth Street".

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "all-in".

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street.

Wager: A bet.

Wired Pair: A pair in your hand.

DRAW HI/LO SPLIT (8 QUAILFIER) POKER

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DESCRIPTION

Draw Poker is played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best HIGH and/or the best LOW hand among competing Players using the traditional ranking of Poker hands. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all.

METHOD OF PLAY

1. Typically, the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played
2. Players are each dealt five cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.
5. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
6. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all.

DRAW POKER GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises in DRAW games, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. High card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before they act on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose had is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.
10. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck

and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.
12. A Player who posts a regular sized blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. When a new Player enters a game they must wait for the big blind or "kill" the pot.
14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass they will be considered a new Player and will not be entitled to any free hands.
15. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.
16. A Player, who allows substantial action to occur behind them, risks forfeiting their right to initiate action on their hand and in certain circumstances may have their hand nullified.

BLINDS

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.
18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when they returns, a Player with a missed blind button must do one of the following:

    (a) Wait and come in on his big blind.

    (b) Kill" the pot.

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

19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills' are as follows:

    (a) Only one "kill" is permitted on a deal.

    (b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.

20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" in Draw will post a "kill" blind. The dealer button will skip over them on the next hand without any further obligation.

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

23. A Player who has fulfilled all their blind obligations by taking all required blinds, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

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

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

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) call the equivalent amount

    (b) Put in an amount equal to a full bet or raise.

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

28. Check and raise is not permitted.

29. No one who checks out of turn may initiate any action.

30. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn their hand over first upon completion of all action.

32. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a Player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.

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

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

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e.., matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

FAST ACTION HOLD'EM POKER

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DESCRIPTION

FAST ACTION HOLD'EM combines elements of Double Hand Poker (DHP) and of a form of Hold'em. Players compete against the Designated Player as in DHP, and the game uses community cards as in Hold'em. Players are dealt four cards from a multiple deck shoe. Any Player dealt four-of-a-kind is an instant winner. Active Players must then discard two of their original four cards, and play continues. When the Designated Player's hand is dealt four-of-a-kind it is also an instant winner and the hand ends and a new hand is dealt

The Dealer turns five cards face up on the table, which are community cards to all Players. Each Player's hand is compared to the Designated Player's hand to determine the winner, using traditional Poker rankings. In the event of two identical winning hands being shown between Designated Player's hand and player's hand, it is a push.

METHOD OF PLAY

1 Players make a bet

2 The Designated Player shakes the dice cup to determine which position:

(a) Receives the "Action" button.

(b) Is the first to be dealt to; and is exposed first at showdown time.

3 Starting at the "Action", Players are dealt four cards each, in rotation, in turn, including the Designated Player.

4 Each Player then discards two of their four cards.

5 When all Players' hands are "set" the Dealer turns over the Designated Player's hand and the DP decides which two of his four cards to discard.

6 Five cards are exposed in the middle of the table. These are communal cards, common to every Player's hand, as in Hold'em.

7 The Designated Player's hand is then arranged to form the best possible five-card hand.

8 Starting at the "Action" button, each Player's hand is then exposed, the best possible five card hand made, and compared to the Designated Player's hand to determine the winner, using the traditional ranking of Poker hands.

9 Bets are collected and paid only to the extent the Designated Player's money is in action.

GENERAL RULES

1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

1 A Player has a foul hand if his cards come in contact with other cards. PLAYERS MUST PROTECT THEIR HANDS AT ALL TIMES.

2 Each Player is responsible for the chips he places on the table.

3 Each qualified Player has the option to be the Designated Player once, twice, or not at all.

4 No side bets or proposition bets are allowed.

5 The Dealer is <u>not</u> allowed to pay collection for any Player.

6 The Dealer is not allowed to have any INFLUENCE on the outcome of the game. Shaking the dice, or offering advice on discarding are examples of INFLUENCE.

PLAYING RULES

BETTING

7 Collection fee is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.

8 Any Player wagering on a spot on the previous hand has the option of being the Designated Player on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.

9 Players must bet within the table limits.

10 Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.

11 Each Player must bet at least the table minimum. Less than minimum bets will not be tolerated. On fixed limit - "Condition"- tables only the exact limit will be accepted. <u>No more, no less!</u>

12 Any amounts over the maximum table limit will receive no action.

13 No bettor can win or lose more than he has bet on a given hand.

14 The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.

15 Players who bet "Kum-Kum" must each wager at least the table minimum.

16 Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.

17 Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.

18 Backline Players may wager on any betting square not taken by the seated Player.

19 Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.

20 Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

21 Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

22 A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEAL

23 All foul hands are considered losing hands to the extent money covers.

24 Play starts at the Action Button seat and progresses clockwise.

25 The Designated Player may have anyone shake the dice, except a Garden City employee on duty.

26 A boxed card dealt from the shoe is dead and is replaced with the next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. All previous hands stand as played.

27 When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.

28 All exposed cards on the initial deal will be replaced from the shoe after the initial deal is completed. Cards accidentally exposed by the Dealer on the draw will be replaced after the Designated Player's action is complete.

29 A MISDEAL will be called if:

(a) It has been determined, before the deal is completed, that cards have gone to the wrong position;

(b) The Designated Player was dealt the wrong number of cards.

30 A Player may have a foul hand if he does not end up with exactly two cards after the discard procedure.

31 The Player who controls the seat is the only active player for that position. He is the only Player allowed to handle the cards.

32 No Player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any card(s) or hand. The Dealer will give the entire hand to the proper Player, and replace the hand in its proper position.

33 Backline Players may participate in the play of the hand. If the active Player and the backline Player disagree over the play of the hand, the active Player has final decision.

34 In the Designated Player's position, the largest wager in action has the final decision as to the play of the hand, i.e. the discard procedure.

SHOWDOWN

35 The Designated Player's hand will not be opened until all hands have been set.

36 If the Designated Player's hand is accidentally exposed before all hands have been set, the wagers on the unset hands will be returned to those Players, as well as the collection(s) paid on that hand.

37 A Player may not surrender his hand. All hands will be exposed and read by the Dealer.

38 All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

39 A Player may see only one hand, regardless on how many hands he has wagered on.

40 A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.

41 Players are responsible for the final play of their hands. If a Player requests assistance on the play of a hand, the Dealer will identify the best hand possible according to the traditional Poker rankings (House Way).

42 Management will replay any House Way hand improperly played by the Dealer, if it can be retrieved intact. The Dealer will not cause any Player's hand to be fouled or played incorrectly.

43 After the Dealer has announced "All Hands set", Players may not touch their wager or cards. PENALTY: Possible forfeiture of wager to the extent money covers.

44 "Kum-Kum" bets will be paid off and collected as one bet.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Betting: Any wager that is placed on any open betting square after the number 1 square has been taken.

Back Liner: The person betting on the same hand as another Player after the initial bet has been made.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Betting"

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

Board: The five cards that are dealt face up. Also called community cards.

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

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players. Also Called the Board.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Each Player has the opportunity to act as DP for up to two consecutive hands, if they choose, or they may decline and the next qualifying player has the option.

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the two-card hand and five-card hand on the table.

Shoe: A device that holds the cards.

Wager: A bet.

HI DRAW POKER

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DESCRIPTION

Draw Poker is played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best HIGH hand among competing Players using the traditional ranking of Poker hands.

METHOD OF PLAY

Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played

1. Players are each dealt five cards, one at a time, in rotation, in turn.
2. A round of betting ensues for Players who wish to continue and contend for the pot.
3. Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.
4. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
5. Active Players now expose their cards. The best hand is declared the winner.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
4. The "limit" of a game indicates the amount of each bet. A Bet and three (3) raises maximum allowed with three or more players in the pot. Two players, unlimited raises.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. High card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Spades; Hearts; Diamonds, Clubs.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose had is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.
10. An exposed card cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To

replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.

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

13. When a new Player enters a game they must wait for the big blind or "kill" the pot.

14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass they will be considered a new Player and will not be entitled to any free hands.

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

16. A Player, who allows substantial action to occur behind them, risks forfeiting their right to initiate action on their hand and in certain circumstances may have their hand nullified.

BLIND RULES

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.

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

(a) Wait and come in on his big blind.

(b) Kill" the pot.

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

19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills' are as follows:

(a) Only one "kill" is permitted on a deal

(b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.

20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" will post a "kill" blind. The dealer button will skip over them on the next hand without any further obligation.

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

23. A Player who has fulfilled all their blind obligations by taking all required blinds, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

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

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

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

(a) call the equivalent amount

(b) Put in an amount equal to a full bet or raise.

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

28. Check and raise is permitted.

29. No one who checks out of turn may initiate any action.

30. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn their hand over first upon completion of all action.

32. Although verbal declarations with regard to the content of a player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a Player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.

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

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

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

Spread Limit: The betting can be from the lowest limit up to the highest limit.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

HOLD'EM HI-LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

HOLD'EM HI/LO SPLIT use a standard, 52-card deck, generally without the Joker. The Method Of Play outlined below is identical to TEXAS (Two Card) HOLD'EM, except at showdown time, the best Low hand, providing it is an "Eight-Or-Better", will split the pot with the best High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best-exposed High hand. (**Note:** Eight or Better means Eight or less.)

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt two cards, one at a time, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table. (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. ("The River Card" or "At The River"). These five cards are common to all active Players.
9. A final round of betting.
10. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.
10. If the fifth (5th.) card is turned up before betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

11. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.
14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.
16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.
17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.
18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

a) Wait and come in on their big blind.

b) Place an additional blind in the pot. (See # 17)

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

(See # 21)

- A player who makes up their blind is still required to take the blind in normal rotation.

19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

22. Only one straddle is permitted on a deal.

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

24. The person on the immediate left of the straddler initiates the action before the flop.

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

    (b) The button never has the option of posting a straddle blind.

25. No sleeper bets are allowed.

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

27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

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

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

BETTING

30. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a $3-$6 game, on the last card, the first Player bets $6. The next Player goes "All-In" for $10. The next Player to act may call the initial bet and all-in wager by placing $10 in the pot or they may raise the initial bet by placing $12 in the pot.
31. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., "I raise", before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.
32. Check and raise is permitted.
33. Anyone who checks out of turn may not initiate any action.
34. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.
36. All blinds are "live", meaning the Player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.
38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.
39. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.
41. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in".

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

HOLD'EM POKER

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DESCRIPTION

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

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.

2. Each Player is dealt two cards, one at a time, in turn, face down.

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

4. Three cards are turned face up in the middle of the table. ("Flop").

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

6. A fourth card is turned next to the initial three. ("Fourth Street")

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

8. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.

9. A final betting round

10. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop after all action is completed.
6. If a Player is dealt more cards than two cards; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than two cards will receive a card from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL monies wagered on the hand including antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.

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

10. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

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

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

13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

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

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round. Exception: Limits of 10-20 and above players must make up all blinds.

16. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise. A Player is considered a new Player until they have received their first hand. (Exception; In the 20-40 limit games, if the blinds pass your seat twice, you are considered an active player.)

17. An established Player who misses all or part of their blinds will be given a missed blind button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

    a) Wait and come in on their big blind.

    b) Place an additional blind in the pot. (See glossary)

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

18. A player who makes up their blind is still required to take the blind in normal rotation.

19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

    (a) Only one straddle is permitted on a deal.

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

    (c) The person on the immediate left of the "straddler" initiates the action before the flop.

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

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

22. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. Newly seated players will not change the number of hands the player must wait. Any abuse of this rule will not be tolerated.

23. A Player, who has fulfilled all their blind obligations, then moves to a new seat has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

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

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

BETTING

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) Call the equivalent amount.

    (b) Put in an amount equal to a full bet or raise.

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

28. Check and raise is permitted.

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

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

31. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

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

SHOWDOWN

33. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

34. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

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

37. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The largest forced bet in position in front of the button. Also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. Also called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players. Also Called the Board.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are 'All-in".

Split Limit: A game with two distinct betting structures.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

LO-BALL POKER

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DESCRIPTION

Lo-Ball poker is a Draw Poker game played with the standard 52-card deck and one Joker added, making 53.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that the traditional ranking of Poker hands is reversed, (suits do not apply) that is, the lowest combination of cards exposed at the showdown between active Players is the winner.

METHOD OF PLAY

1. Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played
2. Players are each dealt five cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Active Players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.
5. At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
6. Active Players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOWBALL GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind if they did not "Kill" the pot. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-in for games through $20 limit is five times the minimum bet. Initial buy-in for $30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises in LOW BALL games, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw among the Players. After the deck has been shuffled and spread face down on the table by the Dealer the players in the new game will draw a card. Low card receiving the button. The Joker is considered the lowest card possible. If two or more Players draw the same card, the deal will be determined by suit rank: Clubs, Diamonds, Hearts and Spades.

DEALING RULES

6. Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw, if a Player is dealt more cards than is called for and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. Any Player whose hand is fouled will forfeit all monies, antes and blinds for that hand.
7. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A Player can draw up to five cards.
8. Until the first action after the draw is taken, the Dealer must correctly state the number of cards drawn by the Players.
9. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card.

10. Before the draw, an exposed card of five (5) and under must be taken. After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. To replace an exposed card on the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck to act as the burn card. To replace a card exposed on the draw, the Dealer will complete the draw and replace the card from the top of the deck.

RULES OF PLAY

11. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A Player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.

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

13. When a new Player enters a game he must wait for the big blind or "kill" the pot.

14. A Player transferred by the house from a broken game, or game where the limit was changed is dealt in immediately and does not have to post any money in order to receive a hand. If the Player allows the blinds to pass he will be considered a new Player and will not be entitled to any free hands.

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

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

BLIND RULES

17. All blinds will be arranged in clockwise order from the button. A Player should pass through all the blind positions each round. Players are responsible for putting in the total amount of the blinds each round even though the big blind may skip ahead due to players departing from the game.

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

    (a) Wait and come in on his big blind.

    (b) "Kill" the pot.

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

19. An established Player who misses all or part of their blinds on a round can make them up by "killing the pot". A "kill" is always twice the size of the big blind. The rules governing "kills' are as follows:

    (a) Only one "kill" is permitted on a deal.

(b) A specific "kill" is set for each game. A "kill" of larger size than regulation is not permitted.

20. An established Player who misses any part of the blind can receive a hand by waiting for the big blind or posting a "kill".

21. Any Player "taking it in the middle" in lowball will post a "kill" blind. The dealer button will skip over him on the next hand without any further obligation.

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

23. A Player who has fulfilled all his blind obligations by taking all required blinds, then moves to a new seat, has the option of letting the blinds pass by one time without penalty after waiting out the appropriate number of hands. He has not unfairly received any hand because his relative position to the blinds has not improved.

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

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

BETTING RULES

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) call the equivalent amount

    (b) Put in an amount equal to a full bet or raise.

    - For example: In a $20 limit game, the first Player bets $20. The next Player calls the $20 bet and goes all-in for an additional $5. The next Player may call the initial bet and all-in wager by placing $25 in the pot or he may raise the initial bet by placing $40 in the pot.

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

28. Check and raise is not permitted.

29. No one who checks out of turn may initiate any action.

30. A Player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

SHOWDOWN RULES

31. Cards Speak: Winning hand must show all cards before pot being awarded. Cards read for themselves. The player instituting the last action, (either by betting or checking) must turn his hand over first upon completion of all action.

32. Although verbal declarations with regard to the content of a Player's hand are not binding, a player miscalling a hand and causing another player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

33. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown. If a hand was surrendered face down and is retrievable and a player described above requests to see that hand, that hand is considered "dead" before the Dealer turns the cards face up. However, if the **winner of the pot** asks to see a hand, the cards will be considered "live" when the hand is shown.

34. In LOW-BALL, if a "seven" or better is passed and is the best hand, all bets after the draw are returned.

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

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

VARIATION:

Winner Kill Low Ball is played exactly the same as Low Ball and all the same rules apply. The only EXCEPTION being that the winner of the last hand MUST "kill" the pot by doubling the amount of the big blind.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button. Also the person who makes this bet.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Bring it in: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of chips required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Check: To decline to bet when it is your turn.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Draw: To discard and receive the same number of replacement cards. The event where all players wishing to can get replacement cards for the ones they are discarding.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Gypsy: A wager wherein the player calls, i.e.., matches the amount of the big blind. The act of entering a pot without raising.

Kill: A form of straddle blind whereas a player puts in double the amount of the big blind in order to receive a hand and in the process doubles the limit of the game.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Open: To make the first bet in a poker hand.

Overcall: A call of a bet after another player has already called.

Pass: To check. Also, to fold.

Pat or Stand Pat: To play a hand as it was dealt. Take no draw card(s).

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand.

Raise: To bet an additional amount after someone else has bet.

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is "All-in".

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting, or two players putting money in the pot by a bet, call, or raise.

Wager: A bet.

NO BUST 21ST CENTURY BLACKJACK

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DESCRIPTION

21st Century Blackjack is dealt from shoes containing a minimum of four and a maximum of eight decks of standard playing cards (52 plus one joker).

1. The player's objective is to form a hand that does not exceed Natural 22.
2. All Players and the Designated Players cards will be dealt face up. Exception: double down.
3. All number cards have face value.
4. All face cards have a value of 10.
5. Aces have a value of 1 or 11.
6. Jokers are wild. A joker with any card is hard 21. Players may not draw further.
7. A natural hand beats all other hands. A natural consists of:
    a. Two jokers (Pays 2 to 1)
    b. Two aces or
    c. One ace and one joker.

METHOD OF PLAY

1 Players make a bet, and post the proper collection.

2 Each Player will receive two cards on the initial deal. Designated Player receives one.

3 Players have the option to draw additional cards.

4 The value of each hand is the sum of its cards.

5 All Players hands are compared with the Designated Player hand.

6 If a player's total is more than a natural and the Designated Player's total is a natural or the less, the **DESIGNATED PLAYER WINS.**

7 If a Player's total is a natural or less and the Designated Player's total is more than a natural, the **PLAYER WINS.**

8 If the player and the Designated Player's total is above a natural:

a. If Designated Player is closer to a natural, **DESIGNATED PLAYER WINS.**

b. If Player is closer to a "Natural", it is a **PUSH.**

c. **DESIGNATED PLAYER WINS** all ties over a natural.

9 If the player and the Designated Player's total is below a natural, the hand closest to a "Natural" wins.

10 If the player and Designated Player are tied on a natural or less, it is a **PUSH.**

11 If the Designated Player 's first card is a Joker, there is no draw or surrender.

12 All payoffs to the extent that money covers.

GENERAL RULES

1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

4. Players must bet within the table limits.

5. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.

6. Players must bet at least the table minimum. On fixed limit -(Condition)- tables, only the exact limit will be accepted. No more, no less!

7. Any amount bet over the table limit will not receive action.

8. No bettor can win or lose more than he has bet on a given hand. (Exception; A Player who has two Jokers is paid 2 to 1.)

9. Each qualified Player has the option to be the Designated Player.

10. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.

11. Collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.

12. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.

13. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.

14. "Kum-Kum" banks will be paid off and/or collected as one bank.

15. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.

16. Backline Players may wager on any betting square not taken by the seated Player.

17. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.

18. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

PLAYING RULES

PLAYERS OPTIONS

19. The Player must stand on:
    (a) Soft & Hard 20
    (b) Soft & Hard 21
    (c) Natural 22
20. The Player must hit on 11 or less.
21. The Player has a option on:
    12,13, 14, 15, 16, 17, 18, 19
22. Players may double-down only on their first two cards and receive one card face down. Soft hands (ace) may not be doubled.
23. Players may split any pair with the exception of aces or jokers and receive multiple draw cards.
24. Players may only split once.
25. Players may surrender on their first two cards and forfeit half their wager to the extent that money covers.

RULES FOR DESIGNATED PLAYER

26. The Designated Player position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. The Designated Player position may remain in the same position for two consecutive hands only, then move to the next position in a clockwise rotation. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
27. Designated Players are never required to cover all opposing Player's wagers. The house never participates as a Player or Designated Player. The house never takes a percentage of the game.
28. The following outlines all rules regarding the Designated Player's hit cards subsequent to all players receiving hit cards.
    (a). Designated Player must **stand** on **hard 17 and above.**
    (b). Designated Player must **hit** on **soft 17 or less.**
29. After all Players have drawn addition cards, the Designated Player will receive a second card, which determines where the action button is to be placed. The Designated Player may also draw as many cards as needed.
30. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

31. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEALER SHOE PROCEDURES

32. Preshuffled decks (8) are brought to the Dealer in a card carrier.
33. Dealer will reshuffle all cards.
34. Designated Player will place a cut card at least ten cards from the top of the deck.
35. Dealer cuts the deck at that spot.
36. The dealer places the cut card approximately one deck (53 cards) from the bottom of the shoe to insure that the shoe does not run out of cards in the middle of a hand.
37. When the cut card appears, the Dealer calls for new cards and completes the hand in progress.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

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

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

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Chip: A round token in various denominations representing money.

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

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

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Deck: Standard cards: 52 cards plus one Joker.

Designated Player (D.P.): Player / Banker.

Double-Down: Double your original bet.

DP Position: The betting spot that the Designated Player is occupying.

Draw: Optional cards added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

Hard Hand: A hand that the sum of the cards cannot have more than their face value.

Hit: Same as draw.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

Natural: Highest achievable hand.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Position: The spot in the sequence around the table in which a player is located.

Push: Neither the DP nor the player wins.

Shoe: Container that multiple decks are dealt out of.

Soft Hand: A hand that the sum of the cards could have more than one value. Example; Ace can be valued as one or eleven!

Split: To make two hands out of one.

Surrender: Forfeit their hand and one half of their wager.

Wager: A bet.

OMAHA HI-LOW SPLIT (8 QUALIFIER) POKER

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DESCRIPTION

OMHAHA HI/LO SPLIT uses a standard, 52-card deck, generally without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best-exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the common five to form a traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt four cards, one at a time, in turn, face down.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/" or At the River").
9. These five cards are common to all active Players.
10. A final round of betting.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the pot. Otherwise, the High hand wins all. Players must <u>use exactly two</u> of their <u>personal four cards and three of the five communal cards</u>. Should there be an "odd" chip, the HIGH hand receives it.

(NOTE: It is possible for one player to win both the High and the Low.)

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the

two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop

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

10. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

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

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

13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

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

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

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

17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

a) Wait and come in on their big blind.

b) Place an additional blind in the pot. (See # 17)

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

(See # 21)

- A player who makes up their blind is still required to take the blind in normal rotation.

19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

22. Only one straddle is permitted on a deal.

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

24. The person on the immediate left of the straddler initiates the action before the flop.

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

    (b) The button never has the option of posting a straddle blind

25. No sleeper bets are allowed.

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

27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

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

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

BETTING

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

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

32. Check and raise is permitted.

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

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

35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

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

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

41. A Player CANNOT play the board and must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in".

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

OMAHA POKER

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DESCRIPTION

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha
2. Players MUST use exactly TWO cards of their four cards along with THREE of the common cards exposed on the table in order to form their five-card Poker hand. The traditional rankings of hands for high apply.

METHOD OF PLAY

1. Blinds are posted as in many other forms of Poker.
2. Players are each dealt four cards, face down, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final card is turned next to the previous four. (The River Card/" or At the River").
9. These five cards are common to all active Players.
10. A final round of betting.
11. All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—Spades; Hearts; Diamonds; and Clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card. In which case, the card the Players based

their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.

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

10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

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

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

13. Initial round betting action begins with the Player who is to the immediate left of the "big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

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

BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

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

17. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

18. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

    a) Wait and come in on their big blind.

    b) Place an additional blind in the pot. (See # 17)

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

    (See # 21)

    - A player who makes up their blind is still required to take the blind in normal rotation.

19. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

22. Only one straddle is permitted on a deal.

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

24. The person on the immediate left of the straddler initiates the action before the flop.

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

    (b) The button never has the option of posting a straddle blind.

25. No sleeper bets are allowed.

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

27. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

28. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before

the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

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

BETTING

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

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

32. Check and raise is permitted.

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

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

35. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

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

SHOWDOWN

37. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

38. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

40. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

41. A Player cannot play the board and must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in".

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

PAI GOW

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DEFINITION

The ancient game of Pai Gow is played using Chinese tiles similar, in appearance only, to American dominoes. There are 32 tiles that are arranged into16 pairs.

Each Player is "dealt" four tiles. The object of the game is for Players to set their tiles into the two best combinations of two tiles.

A player wins if both sets are of higher value when matched to the Designated Player's combinations. If both are lower, the Designated Player wins. If one set is superior and the other is not, it is a "push" and neither wins. When the Designated Player and a player have the same ranking combinations, it is called a "COPY" and the Designated Player is the winner.

METHOD OF PLAY

1 Players make a bet.

2 The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.

3 To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.

4 Fee collection is taken before play begins.

5 Each Player arranges his tiles to make the two highest combinations of rankings. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts.

6 When all players' tiles have been set, the Designated Player exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.

7 The Dealer then exposes each player's tiles, one player at a time, and compares their rankings with the Designated Player's ranking to determine the winner, as prescribed in the opening paragraphs above.

8 In order to win, a player must arrange his four tiles in two sets of two so that when compared to the Designated Player's two sets of two, they are both superiors in ranking. If both sets are of lesser ranking, the player loses. If one set is superior and the other is not, it is a "push" and neither wins. Should the front and/or back set(s) be identical (a copy), the Designated Player wins that set(s).

9 Bets are collected and paid only to the extent the Designated Player's money is in action.

GENERAL RULES

1 Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

PLAYING RULES

BETTING

4. Players place their bets before the dice cup is opened. No change in bets can occur after that point. PENALTY: Possible forfeiture of wager, exclusion from premises, and subject to prosecution.
5. Players must bet within the table limits.
6. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
7. Players must bet at least the table minimum. On fixed limit -(Condition)- tables, only the exact limit will be accepted. No more, no less!
8. Any amount bet over the table limit will not receive action.
9. No bettor can win or lose more than he has bet on a given hand.
10. Each qualified Player has the option to be the Designated Player.
11. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.
12. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
13. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.
14. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
15. "Kum-Kum" banks will be paid off and/or collected as one bank.
16. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.

17. Backline Players may wager on any betting square not taken by the seated Player.
18. Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable.
19. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

DICE SHAKE

20. After all bets have been made, the Designated Player shakes the dice cup the sum of which indicates the seat to receive the "ACTION" set of tiles. The Dealer exposes the dice and distributes the tiles according to the dice total.
21. The Designated Player may allow anyone to shake the dice, except a Garden City employee on duty.
22. Beginning with the Designated Player as number1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The player in the position corresponding to the total of the dice receives the first stack of tiles, and his is the first bet to subsequently be resolved. The player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table.
23. To determine which seat receives the first set of tiles, the Designated Player indicates which set of four tiles will be distributed first and the Dealer then indicates which is the "ACTION" stack.

DEALING THE TILES

24. Starting with the stack on his right and progressing to his left, the Dealer then deals" out each stack. The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.
25. The Dealer subsequently retrieves any tiles dealt to a seat without a bet. The un-played tiles should not be exposed at this time.
26. The Designated Player chooses the style of card or tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Designated Player.

EXPOSED TILES

27. While tiles are being stacked:
    (a) If the Dealer exposes a "2", a "12", a "LOW 3" or a LOW 6" he must reshuffle.
    (b) If the Dealer exposes two or more tiles, all tiles must be reshuffled.
28. When the dealer is distributing tiles to a player
    (a) If one tile is exposed, the player must accept as playable.
    (b) If two or more tiles are exposed, the player's hand is dead and his bet is returned.

29. When the dealer is distributing tiles to the Designated Player
    (a) If one tile is exposed, the Designated Player must accept it.
    (b) If two or more tiles are exposed, play is dead, all tiles are reshuffled and re-stacked.

SETTING THE TILES FOR PLAY

30. After the deal, all tiles must remain plainly visible on or above the table.
31. The controlling player is the one with the most chips bet one that position. That player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.
32. It is each player's responsibility to arrange his tiles correctly. Hands are played as set.
33. After deciding on his strategy, each player must place his tiles in front of his bet. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the Dealer to ultimately set the tiles "House Way".
34. Players are forbidden to show or discuss their hand with any player involved in another active hand.

HOUSE WAY HANDS

35. Should the player want the Dealer to set the tiles House Way, the player stacks his tiles in a stack of four. The Dealer will set them House Way after the Designated Player's hand has been set, and in normal rotation.
36. The Designated Player may also request assistance from the Dealer in the arrangement of his tiles. (See "Opening the Hands")

OPENING THE HANDS AND SETTLING THE BETS

37. After all the other players have set their hands, the Dealer gives the Designated Player his tiles.
38. The Designated Player may allow <u>one</u> other person at the table to handle one or more of his tiles and assist in setting the hand.
39. At the request of the Designated Player, the Dealer may show reasonable options in setting the tiles, but the final setting is the Designated Player's decision.
40. The Dealer must get the Designated Player's instruction to continue, <u>with obvious gesture</u>, before opening the first player's tiles.
41. The Dealer then opens each player's tiles in turn, compares the front hand and the back hand against the Designated Player's corresponding hands . Winners and losers are determined by criteria previously outlined.
42. When all tiles have been exposed, and each player's hand compared to the Designated Dealer's, payoffs start.
43. Bets are collected and paid only to the extent the Designated Player's wager is in action.

EXAMPLE: The Designated Player has wagered $200. The first player bet $60 and lost. The player's bet ($60) and $60 from the Designated Player's $200 wager are returned to the Designated Player. That money is now "out of action". The Designated Player now has $140 left. The next player bet $40 and won. His bet ($40) and $40 from the DP's remaining bet is returned to the winning player. There has been $100 of the Designated Player's bet removed from action, leaving $100 for continued action. The process continues until the Designated Player's bet has been exhausted, or all bets have been settled. Any money bet by the Designated Player that has not received action is returned.

WINNING HANDS

44. The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.

45. If neither the player nor the Designated Player has a pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have the same numerical value, the rank value must be used to determine the winner.

46. If both the player's hand and the Designated Player's hand has the same numerical value (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the enclosed "SINGLE RANKING CHART". Only the highest tile in each hand is relevant. The other tile does not count in breaking ties in numerical value.

47. If both the player's hand and the Designated Player's hand have numerical values of Zero (a copy) the Designated Player wins, regardless of which hand has the highest ranking tile.

48. If both players have hands of "exactly" the same ranks or value and equivalent high tiles (copy), the Designated Player wins.

RANKING OF NON-PAIR HANDS

NINE'S (9'S)	EIGHT'S (8'S)	SEVEN'S (7'S)	SIX'S (6'S)
# 1. 12 & 7	# 1. 12 & 6	#1. 12 & 5	#1. 12 & 4
# 2. 2 & 7	# 2. 2 & 6	#2. 2 & 5	#2. 2 & 4
# 3. R 8 & 11	# 3. R 8 & 10	#3. R 8 & 9	#3. R 8 & W 8
# 4. R 4 & 5	# 4. R 4 & W 4	#4. R 4 & 3	#4. W 10 & 6
# 5. W 10 & 9	# 5. W 10 & W 8	#5. W 10 & 7	#5. W 6 & R 10
# 6. W 6 & 3	# 6. 11 & 7	#6. W 6 & 11	#6. 11 & 5
# 7. W 4 & 5	# 7. R 10 & W 8	#7. W 4 & 3	#7. R 10 & R 6
# 8. 11 & W 8	# 8. 3 & 5	#8. 11 & R 6	#8. Big 7 & 9
# 9. R 10 & 9		#9. R 10 & 7	#9. 9 & Sm.7
# 10. R 6 & 3		#10. 9 & W 8	

FIVE'S (5'S)	FOUR'S (4'S)	THREE'S (3'S)	TWO'S (2'S)
# 1. R 8 & 7	# 1. 12 & 2 # 1.	#1 12 & 11	# 1. 12 & 10
# 2. R 4 & 11	# 2. R 8 & 6	# 2. 2 & 11	# 2. 2 & 10
# 3. W 10 & 5	# 3. R 4 & 10	# 3. R8 & 5	# 3. R 8 & 4
# 4. W 6 & 9	# 4. W 10 & W 4	# 4. R4 & 9	# 4. R 4 & W8
# 5. W 4 & 11	# 5. W 6 & W 8	# 5. W6 & 7	# 5. W 6 & R 6
# 6. Big 7 & W 8	# 6. W 4 & R 10	# 6. W4 & 9	# 6. W 4 & W 8
# 7. R 6 & 9	# 7. Big 7 & Sm. 7	# 7. Big7 & R6	# 7. Big 7 & 5
# 8. W 8 & Sm. 7	# 8. R 6 & W 8	# 8. W8 & 5	# 8. Sm. 7 & 5
	# 9. 9 & 5	# 9. Sm. 7 & Low 6	
	# 10. W 8 & Low 6		

ONE'S (1'S)	ZERO'S(0'S)
# 1. R 4 & 7	All Zeros are equal (copies)
# 2. W 10 & 11	
# 3. W 6 & 5	
# 4. W 4 & 7	
# 5. 11 & R 10	
# 6. R 6 & 5	

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

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

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

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Player - Banker

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

House Way: Term used to describe the method and rules of setting hand according to specific criteria.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the tiles on the table.

Wager: A bet.

PAN

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DESCRIPTION

Pan is played with a special deck of 320 cards with the 8s, 9s, 10s, and Jokers omitted. Additional cards (spades) may be deleted for certain Konditions of Pan. The game is best for 6,7, or 8 Players, but it can be played with as few as three Players and as many as ten.

The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner. They receive from each player with cards and chips the total value of their melds as they lay, two for winning the hand plus the tops. This Player is the first Player dealt to on the next hand. Players who may have fouled their hand also are required to pay to the winner the value of the meld.

METHOD OF PLAY

1 Players wishing a hand post their Tops.

2 The mucker deals ten cards, five at a time, in turn counter clockwise, to each active Player.

3 Cards are dealt first to the Player who Panned the last hand, or to the first active Player to their right.

4 Each Player declares either "In" or "Goes On Top".

5 The first player, (see definition above) has the option to:

(a) Pluck a card from the deck and use it.

(b) Discard the Plucked card and Pluck again.

6 Each "IN" Player in turn has the option to:

(a) Use the card discarded if it was NOT from the Players hand.

(b) Pluck a card from the deck.

7 The Player who melds all of their cards first wins.

8 The mucker assures that all active Players pay the winner and awards the Tops.

GENERAL RULES

1. Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time. In the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.
2. The PAN dealer (mucker) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.
3. The dealer (mucker) gives each player ten cards, in two rounds of five at a time, beginning with winning player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.
4. Before play starts, each player beginning with the PREVIOUS winner, declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play.

PLAYING RULES

5. Starting with the Player to the right of dealer, each in turn draws one card, either from the top of the deck or the discard pile. If they take the top card of the deck, they must immediately use it in a meld or discard it. They may draw from the discard pile only if
6. The top card of the discard was drawn from the deck and discarded by preceding player
7. They can immediately meld this card in a combination.
8. After drawing and before completing their turn by discarding one card face up, the Player may meld as many sets as they hold, and/or add to their existing melds.
9. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classifies as sequences (usually called "ropes") and sets.
10. Any three cards in sequence of the same suit.
11. Three cards of the same rank and of different suits. Any three aces or any three kings form a set regardless of suit (Aces and kings are called non-comoquers.)
12. Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player.
13. A player may add one or more cards to any of their melds, provided that the character of the meld is preserved.

    (a) To a set of different suits they may add any card of the same rank

    (b) To a set of the same suit, another of the same rank and any suit.

(c) When such cards are so added to a condition, the player collects the value of the original condition for each additional card, **Except**

I. Only half the value is paid for addition to a set of three valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

II. One meld may be split into two by addition of cards, provided that two valid melds result.

14. The advantage in splitting is to increase the number of open ends.

15. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit.

16. A player may take a card from one of his increased melds to make a new meld provided he leaves a valid meld.

17. If, before a Player has made their first draw, a player finds they have nine cards, the dealer will serve them the additional card. If player has eleven cards, the dealer withdraws excess card from player's hand, putting such card among the discarded hands of retired players. If player has been dealt less than eight cards, the hand is dead and the player's Tops will be returned.

18. If a player's hand is found incorrect after they have made their first draw, they must discard their hand, retire from that deal and return all collections they have made for conditions. In addition, they must continue to make due payments to others for conditions and for winning.

19. If a player lays down any spread not conforming to the rules, they must make it valid on demand. If they cannot do so, they must return any collections made in consequence of the improper spread and legally proceed with their turn.

20. If the player has already discarded:

(a) They must return all collections made on that hand,

(b) Discard his hand

(c) Retire from the play until the next deal

(d) Continue to make due payments to others for conditions and winning.

21. If they make the meld valid before attention is called to it, there is no penalty.

FORCING RULES

22. If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if they desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel them to make a discard, thereby possibly breaking up a prospective combination.

OUT RULES

23. When a player shows eleven cards in melds, they collect 2 chips from every player and also collects all over again for each condition in his cards.

24. When a player has all ten cards spread, the player at their left may not discard a card that puts their right-hand opponent out, unless the player at the left has no other possible choice.

25. The requirements of a valid meld are:

    (a) "Sets" must have either three different suits represented or three of the same suit represented.

    (b) "Sequences" must be all the same suit.

CARD RANKING

1 Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A.

2 The Jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases.

3 All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

KONDITIONS

SQUARES (VALLE)

1 Valle Cards (Three Suits represented) = 1 Chip

2 Valle Cards (Three of the same suit) =2 Chips

Spades are doubled = 4 Chips

3 Add one card of the same suit to the Condition =1 Chip

Spades are doubled = 2 Chips

SQUARES (NON-VALLE)

4 Non-Valle Cards (Three of the same suit) = 1 Chip

Spades are doubled = 2 Chips

5 Add one card of the same suit to the Condition = 1 Chip

Spades are doubled = 2 Chips

ROPES

6 King, Queen, & Jack of the same suit = 1 Chip

Spades are doubled = 2 Chips

7 Ace, Deuce, & Trey of the same suit = 1 Chip

Spades are doubled = 2 Chips

OUTS

8 Going Out = 2 Chips, plus re-collecting for all valid pays on the board.

GLOSSARY

Borrowing: Taking a card from an increased meld to make a new meld provided it leaves the original meld valid.

Declaring in: Refers to a Player declaring their intentions to play the hand.

Dropping out: Deciding not to play a hand by throwing the cards face up toward the discard pile.

Flat: Ten cards melded, waiting to go out.

Force: Require a Player to accept a drawn card that adds to any meld or condition that the Player has on the table.

Foul Hand: A hand containing a incorrect number of cards and/or one or more invalid melds that cannot be made good.

Getting a "hit": Drawing a card from the deck that can be used to make a meld or can be added to an existing meld.

Going on top: Deciding not to play a hand by throwing the cards face up toward the discard pile

Good One: A card that increases the value of a meld or condition. Usually used when the Player is "going out".

Hit: Using a drawn card to validate a meld and put it on the table. Also applied to drawn cards added to existing melds or conditions

Increasing: Adding one or more cards to any a meld, provided that the character of the meld is preserved.

Kondition: A paying Meld. Also the value of the chips being used in the game.

Meld: Three or more cards placed face up on the table that meet certain requirements. Also called a "spread".

Mucker: The Dealer of the Pan game.

Non-valle: Cards that are not 3's, 5's, and 7's.

Pan a Hand: The first player to meld ELEVEN cards, ten on board plus a drawn card.

Pay: Another name for a valid condition of value.

Pecker: Refers to a hand with value (pay) that does not get a hit that enables the pay to be collected.

Pisser: Refers to a hand that has little or no potential pay value.

Rope: Another name for a Sequence

Rope: Any three or more cards in sequence of the same suit with Ace being low and King being high

Sequence: Any three or more cards in sequence of the same suit with Ace being low and King being high.

Set: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suit(s) represented (called non-comoquers).

Splitting: Two players agree to split the tops, the hand is not played.

Spread: A general reference to any sequence, meld, condition, rope, or square that a Player has "spread" on the table.

Square: Another name for a meld or condition of cards of equal rank.

Square: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suit(s) represented (called non-comoquers).

Stripped Deck: Refers to a pan deck with some of the cards (usually spades and/or valle cards) removed. This reduces the potential for big pays.

Stuffing: Replacing some cards back into the UN-shuffled rear portion of the deck.

The Muck: The discard pile

To Muck: To shuffle the cards (muck).

Valid meld: "Sets" must have either three different suits represented or three of the same suit represented. "Sequences" must be all the same suit.

Valle cards: '3's, '5's, and '7's

Value: What a meld may be worth.

Yarbourgh: Refers to a hand containing a card of each rank and no valid sequence meld.

PINEAPPLE/ HI POKER

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DESCRIPTION

PINEAPPLE ("THREE CARD HOLD'EM") is played like HOLD'EM except:

1. Players receive three cards each.
2. Players must discard one of the three cards before the flop, (Pineapple) if they decide to continue the game and contend for the pot.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt three cards, one at a time, in rotation, in turn.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Each player wishing to stay in the hand NOW MUST discard one of their three personal cards.
5. Three cards are turned face up in the middle of the table. These are commonly called the "flop". Also known as the PINEAPPLE.
6. A round of betting ensues for Players who wish to continue and contend for the pot.
7. A fourth card is turned next to the initial three. (Fourth Street)
8. A round of betting ensues for Players who wish to continue and contend for the pot.
9. A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
10. A final betting round
11. All active players expose their hands. Using the best of their personal two cards and the five common cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank—spades; hearts; diamonds; and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.
5. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.
6. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the burn card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If the Dealer puts up the flop before all the betting is completed, OR before the active Players discard one of their cards, the entire flop is taken back and reshuffled except the burn card which will remain burned. The Dealer will not burn a card before dealing out a new flop.

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

10. If the fifth (5th) card is turned up before the round of betting is completed, the card is not in play. After the betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play, but not the burn card or discards. The Dealer will not burn a card before dealing out the fifth card.

RULES OF PLAY

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

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

13. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

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

15. All Active players MUST discard one of their three personal cards before the flop.

BLINDS

16. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

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

18. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

19. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following:

    a) Wait and come in on their big blind.

    b) Place an additional blind in the pot. (See # 17)

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

    (See # 22)

    - A player who makes up their blind is still required to take the blind in normal rotation.

20. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

21. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

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

23. Only one straddle is permitted on a deal.

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

25. The person on the immediate left of the straddler initiates the action before the flop.

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

    (b) The button never has the option of posting a straddle blind.

26. No sleeper bets are allowed.

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

28. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

29. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught,

the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

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

BETTING

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

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

33. Check and raise is permitted.

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

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

36. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise". Exception; In spread limit, after the flop, if a player initiates the first bet with an "over-size" chip, the wager is the value of the chip.

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

SHOWDOWN

38. Cards Speak: Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

39. Although verbal declarations with regard to the content of a Player's hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

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

41. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

42. A Player who wishes to play the board must be in possession of their hand.

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

Additional Blind: A make-up blind placed in the pot before a player who has missed all or part of the previous blinds is dealt a hand. The additional blind must total the amount of the small and big blinds. However, only the portion of the additional blind equivalent to the big blind plays, with the remainder of the blind being treated as dead money.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Ante Button: A button used to signify the player that antes for all other players on a particular hand. (This term is only used in a few games and seldom at all today)

Bet: Chips placed in the pot.

Big Blind: The forced bet in position in front of the button, also the person who makes this bet. This is a live blind, which means that the player in this position can raise even if no one else has.

Blind: A forced bet that one or more players must make to start the action before the first round of betting--a form of ante. The blinds rotate around the table with each new deal.

Board: The five cards that are dealt face up. These cards are called community cards.

Bring it In: To start the betting on the first round.

Button: A round disc that signifies the dealer (player who is last), and establishes this position at the table, when there is a house dealer. The "Button" moves after each hand rotating around the table.

Buy-In: The minimum amount of money required when sitting down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise the pot after an opponent bets.

Chip: A round token in various denominations representing money.

Community Cards: The five cards turned up in the center of the table, (the board) which can be used by all players.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Dead Money: Money put in the pot as part of a make-up blind, which does not play.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fifth Street: The fifth card on board. Also known as the "River".

Flop: The first three cards on the table. They are turned up all at once and the second round of betting follows.

Fold: To drop out of a pot rather than call a bet or raise.

Fourth Street: The fourth card on board. Also known as the "Turn Card".

Gypsy: A wager wherein the player calls, i.e.. Matches the amount of the big blind. The act of entering a pot without raising.

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Live Blind: A blind in which a player can raise in turn even though there has been no raise to him.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Over-Call: A call of a bet after another player has already called.

Over-Card: A card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located. A player in first position would be the first person to act; a player in last position would be the last person to act.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Raise: To bet an additional amount after someone else has bet.

River: The fifth card on the board. Also known as "Fifth Street"

Round of Betting: A sequence of betting after one or more cards has been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one player is 'All-in".

Sleeper or Sleeping on it: A form of straddle blind, which can be withdrawn, if the pot has been opened before the straddle blind can act. (Not Allowed)

Split Limit: A game with two distinct betting structures. The first two betting rounds are one half the size of the bets during the last two rounds--therefore, the terminology: $3-$6.

Straddle Blind: The action of placing a live blind in the pot in order to receive a hand. This can only occur if the player is to the immediate left of the big blind. The straddle blind is the last position to act and the amount of the straddle is double the amount of the big blind.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Top Pair: Pairing the highest card on board

Turn: The fourth card on the board. Also known as "Fourth Street".

Wager: A bet.

Wired Pair: A pair in your hand.

RAZZ (7 STUD/ LO) POKER

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DESCRIPTION

RAZZ is simply 7-CARD STUD played for Low, that is, the traditional ranking of Poker hands is reversed (uses a standard 52-card deck, generally without the Joker). The lowest ranked hand is now the best hand.

METHOD OF PLAY

1. Players ante, the size of which is relative to the stakes of the game.
2. Players are dealt three cards in turn, in rotation; two face down, one face up.
3. Round of betting.
4. Active Players are dealt one card, face up (4th).
5. Round of betting.
6. Active Players are dealt one card, face up (5th).
7. Round of betting.
8. Active Players are dealt one card, face up (6th).
9. Round of betting.
10. Active Players are dealt one card, face down (7th).
11. Final round of betting.
12. Active Players expose all of their cards. Best Low five-card wins and the pot.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.
2. Initial buy-ins for the above game is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys, which bring you up to the minimum buy-in, will not be considered a short buy-in.
3. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

DEALING RULES

INITIAL THREE CARDS

4. If the Dealer accidentally turns up a Player's first or second hole card, the third card is dealt face down.
5. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be re-dealt.
6. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
7. Should the Player be responsible for one of their first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the players' three down cards.
8. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
9. If a Player is dealt more than two (2) hole cards and it is discovered before they act on their hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, they have a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

10. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.

11. Check and raise is permitted.

12. If a Player folds his hand after making a forced bet,:

    (a) That seat will continue to receive subsequent card(s) until there is a bet.

    (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.

    (c) The above mentioned card(s) will be dealt face down.

13. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.

14. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

SEVENTH STREET ACTION

15. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.

16. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.

17. (A) If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:

    1st. Burn and use the last card.

    2nd Do not burn and use the last card.

    3rd. Scramble the burn cards with the remaining stub, burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players, so not burn and use the last card.

17. (B) If there are not enough remaining cards for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains three or more cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

BETTING

18. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered action only. After the pot has been opened, and a Player has gone all in for an amount less than a full bet or raise, the next Player can:

    (a) call the equivalent amount

    (b) Put in an amount equal to a full bet or raise.

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

20. Check and raise is permitted.

21. No one who checks out of turn may initiate any action.

22. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce "raise".

SHOWDOWN

23. At showdown, the Player initiating the last action by either checking or betting must turn his hand over first.

24. When a Player turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management)

25. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.

26. A Player must have seven cards in order to win at showdown, except as provided in Rule Seventeen (17) b. Any other number of cards constitutes a dead hand.

27. At showdown, using reverse traditional hand rankings, the active Players with the best five-card LOW hand is the winner. All seven cards must be exposed at showdown.

28. In the case of two identical winning hands, any odd chip goes to the Player with the lowest card according to suit (Clubs, Diamonds, Hearts, Spades)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards, except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game.

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All –In".

Split Limit: A game with two distinct betting structures

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

SUPER PAN 9

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DESCRIPTION

SUPER PAN-9, hereafter called PAN-9, is played with multiple decks (eight to twelve) with the Sevens, Eight's, Nine's, and Ten's removed. There is no Joker.

Players are each dealt three cards face down, one at a time, in turn, in rotation, and have the option to draw an additional card.

The object is for a player to have cards whose sum total (numerical count) is closer to NINE than the sum total of the cards held by the Designated Player. Only the last digit is used.

METHOD OF PLAY

1 Players make a bet, and post the proper collection.

2 All active Players are dealt three cards face down, one at a time, in turn, in rotation.

3 Players, in turn, can elect to draw an additional face up card in an attempt to improve their total.

4 After all Players have exercised their option for an additional card the Designated Player's cards are exposed, and the same option is available to them.

5 Starting with the "Action" hand, each Player's hand is exposed in turn and compared to the Designated Player's hand total to determine the winner based on the above criteria.

6 Bets are collected and paid only to the extent the Designated Player's money is in action.

CARD VALUES:

Ace	= 1	Six	= 6
Deuce	= 2	Jack	= 10 (0)
Trey	= 3	Queen	= 10 (0)
Four	= 4	King	= 10 (0)
Five	= 5		

GENERAL RULES

1. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
2. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
3. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

DEALING RULES

4. Play starts at the Action Button seat and progresses clockwise.
5. The Designated Player may have anyone shake the dice, except a Garden City employee on duty.
6. A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. All previous hands stand as played.
7. When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
8. All exposed cards on the initial deal will play as dealt. Cards accidentally exposed by the dealer on the draw will be replaced after the Designated Player's action is complete.
9. A MISDEAL will be called if:
   (a) It has been determined, before the deal is completed, that cards have gone to the wrong position;
   (b) The Designated Player was dealt the wrong number of cards.
10. A player may have a foul hand if he does not start with exactly three cards.

INITIAL THREE CARDS

11. The player with the largest wager controls the cards and sets the hand.
12. No player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any cards or hand. The Dealer will

give the entire hand to the proper player, and replace the hand in its proper position.

13. In the Designated Player's position, the largest bank in action has the final decision as to the play of the hand.
14. The Designated Player's hand will not be opened until all hands have been set and the draw completed.
15. If the Designated Player's hand is accidentally exposed before all hands have been set, the unset hands will be played House Way.
16. A player may not surrender his hand. All hands will be exposed and read by the Dealer.
17. All players are forbidden to show or discuss their hands with any player involved in another active hand.
18. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
19. Players are responsible for the final play of their hands. If a player requests assistance on the play of a hand, the Dealer will play it "House Way".
20. Management will replay any House Way hand improperly played by the Dealer, if it can be retrieved intact. The Dealer will not cause any player's hand to be fouled or played incorrectly.

THE DRAW

21. Each player requesting a card places his initial three cards in the back box of the respective position, that is, the box closest to him. If no card is desired, the hand must be placed in the front box, that is, the one closest to the Dealer.
22. A player has a foul hand if he takes a card and does not end up with exactly four cards.
23. There can be no misdeal declared after the draw has commenced, except when the Designated Player's hand does not contain exactly three cards.
24. After the Dealer's announcement, "ALL HANDS SET" players may not touch their wager, their cards, nor the draw card. PENALTY: Possible forfeiture of wager.
25. When the Designated Player's hand totals three (3) or less, the Dealer will automatically draw a card for the Designated Player.
26. When the Designated Player's three-card total is seven, eight, or nine he must stand.
27. When the Designated Player's three-card total is four (4), five (5), or six (6) an option to stand or draw must be exercised by the Designated Player. The Designated Player's hand is not set until he signifies with an obvious gesture, and only then will the Dealer start to open the players' hands.

HOUSE WAYS

PLAYERS

1 When the 3-card total is Five or Less, the hand must hit.

2 When the 3-card total is Six or More the hand must stand.

DESIGNATED PLAYER

1 Designated Player must stand when the 3-card total is 7, 8, or 9.

2 The hand MUST be hit when the 3-card total is 3 or less.

3 Designated Player has an option to hit or stand on any 3-card total of 4, 5, or 6.

GLOSSARY

Action Button: The Action Button is a specially marked object that is placed beside the betting boxes of the Players who will be first to: Receive their cards; Have their cards read; Be paid by, or lose to the DP.

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game.

Active Player: The seated Player.

Back Line Betting: Any wager made by a player on any position other than their own position.

Back Liner: A back line bettor.

Bet: Chips placed on the table in a betting square.

Betting Behind or Wagering Behind: Exactly the same as "Back Line Betting".

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

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

Button: A round disc that signifies the DP, or, the First or Second DP wager.

Card Boxes: (Not to be Confused with a "Boxed Card") Specific areas on the table designating where the hands are to be placed.

Chip: A round token in various denominations representing money.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Designated Player: Player - Banker

Dice Cup: A special cup that has a clear housing, a solid cover, and holds 3 regular dice.

DP Position: The betting spot that the Designated Player is occupying

Draw: Optional card added to initial cards.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.

House Way: Term used to describe the method and rules of setting hand according to specific criteria.

Kum-Kum: Means equal share. All parties collect or pay out equally according to the ratio of each share(s) to the total wager made.

Limit: The amount a player may bet in a betting square.

No Body Home: Term used to describe a betting spot on the table that has no bets on it.

Open: Expose a hand.

Position: The spot in the sequence around the table in which a player is located

Push: Neither the DP nor the player wins.

Set a Hand: The action of placing the hand on the table.

Shoe: A device that holds the cards.

Wager: A bet.

Rules of Play

Overview:
Pai Gow'd is an optional side bet Pai Gow Poker. Players win the bet if the dealer's five-card hand is less than a pair. The worse this hand is, the more the bet pays.

Dealing Procedures:

1. Players make the optional Pai Gow'd wager before the start of a hand. Players may bet within the posted minimums and maximums for this wager.
2. There is an additional collection fee taken for placing a Pai Gow'd side bet. The fee is $1 if the amount wagered on the side bet is between $5-$100 and $2 if the amount wagered on the side bet is between $101-$200.
3. The dealer reconciles the Pai Gow'd wager as he settles each player's Pai Gow and Fortune wagers.
4. **The player/dealer will pay all winning Upcard Luck Bonus Bet wagers and will collect all losing Upcard Luck Bonus Bet wagers.** Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
5. If the dealer's five-card hand is less than a pair, the Pai Gow'd wager wins. If the dealer's five-card hand is a pair or better, the Pai Gow'd bet loses.

Dealer's 5-card hand	Pays
9-high	100 to 1
10-high	50 to 1
Jack-high	10 to 1
Queen-high	7 to 1
King-high	5 to 1
Ace-high	3 to 1

RULES OF PLAY

1. Fortune Pai Gow Poker is an optional bonus bet.

2. The bet considers the best hand possible among the player's seven cards.

3. Players may bet any amount within table limits; however, a Fortune bet of at least $5 qualifies them for Envy Bonus payouts. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher.

4. There is an additional collection fee taken for placing a Fortune Pai Gow side bet. The fee is $1 if the amount wagered on the side bet is between $5-$100 and $2 if the amount wagered on the side bet is between $101-$200.

	Option A		**Option B**	
	Pays	**Envy**	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	8,000 to 1	$1,000	500 to 1	$250
7 Card Straight Flush (With Joker)	1,000 to 1	$100	500 to 1	$250
Five Aces	400 to 1	$50	250 to 1	$50
Five of a Kind	250 to 1	$25	200 to 1	$25
Royal Flush	100 to 1	$10	100 to 1	$10
Straight Flush	40 to 1	$5	50 to 1	$5
Four of a Kind	25 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1	
Flush	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	

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

6. The dealer then follows house procedures for pai gow poker.

7. While reconciling the standard pai gow poker wagers, the dealer also reconciles Fortune bonus bets.

    a. If the player's hand qualifies for payouts, the dealer pays him according to the posted paytable.
        i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
    b. If the player's hand does not qualify for payouts, the dealer takes his Fortune wager.
        i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.

8. The dealer pays any Envy Bonuses at the end of the round. If at least one player has a four of a kind or higher, all players with envy buttons win—see paytable. In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    a. Note: A player cannot win Envy Bonuses for his own hand.

Pan

Limits	Ante Fee (per player)	Collection Fee Based on # Of Players		
		6+	5	4 or less
$2	$2.00	$3.00	$2.00	$1.00
$3	$3.00	$3.00	$2.00	$1.00
$5	$5.00	$6.00	$5.00	$2.00
$10	$10.00	$6.00	$5.00	$2.00

Caribbean Stud Poker

Table Limits	Player Collection (per square/ per bet)	Player/Dealer Collection Fee
$10 - $200	$1.00	$2.00

Fast Action Hold'em Poker

Table Limits	Player Collection (per square/ per bet)	Player/Dealer Collection Fee
$5 - $50	$1.00	$1.00
$10 - $100	$1.00	$2.00
$20 - $100	$1.00	$3.00

[redacted]

GARDEN CITY, INC.

Buster Blackjack Wager

Buster Blackjack is a separate gaming activity to be used with approved black jack games. It is wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand the higher the payoff.

Rules of Play

Prior to any cards being dealt, all players have the option to make a Buster Blackjack wager, the buster wager cannot exceed the base game wager.

If the Player-Dealer does not or can not make a Natural and the player has a Natural, the base game wager is paid to the extent that money covers and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.

Once all players have made their decisions concerning their hands according to the rules for the base game, the Player-Dealer will reveal his hole card and play out his hand. If the Player-Dealer hand busts, he must pay all Buster Blackjack wagers according to the posted Buster Blackjack pay table. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff. If the Player-Dealer does not bust, he will collect all Buster Blackjack wagers in rotation to the extent of the money in action.

Buster Blackjack Pay Tables and House Advantages
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	A	B	C
3	1	1	1
4	3	3	3
5	8	4	5
6	20	40	30
7	50	100	100
8 or more	200	200	200
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

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

Below are the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (1) the dealer hits a soft 17, (2) at least three decks are used and (3) the dealer should draw the cards in exactly the following order:

A-A-A-A-A-A-A-5-A-A-A-A-A

The frequency distribution of the various dealer busting hands is given below for different number of decks:

Frequency Distribution

# Cards	# Decks			
	2	4	6	8
3	1/5.8	1/5.8	1/5.8	1/5.8
4	1/11	1/11	1/11	1/11
5	1/49	1/49	1/49	1/49
6	1/408	1/386	1/379	1/376
7	1/5668	1/4886	1/4663	1/4558
8 or more	1/125846	1/92207	1/83715	1/79863

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
2	28.64%
4	28.59%
6	28.58%
8	28.57%

Buster wager collection fee's and table limits

Collection fee $ 1

$ 5 to $ 100 limit .

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

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20 “Pays” Blackjack Wager

20 Pays Blackjack wager is a modification to the approved Pure 21.5 blackjack game. It is wager that allows the player to bet on his hand getting a 20 with the first two cards.

Rules of Play

Prior to any cards being dealt, all players have the option to make a 20 pays Blackjack wager.

If the Player makes one of the posted qualifying hands he will be paid in rotation by the player/dealer, to the extent money covers.

If the player’s first card is a face card he will be eligible to win the 20 pays wager. In order to win the 1 to 1 payoff (the first level of payoff) the players first card must be a face card. 10’s will not qualify for this payoff. However, 10’s will qualify for all other payoffs.

The player’s first card or first two cards will determine the outcome of the 20 pays wager.

All 20 Pays wagers will be paid off according to the posted pay table chart shown below.

Once all players have made decisions concerning their hands, according to the rules of the base game. The player/dealer will pay off or collect 20 pays wagers based on the first two cards of the players hand. If the Player does not make a 20 pays hand, he will lose the 20 pays wager in rotation to the extent that money cover.

Pay Table C	
Player Hand	**Table C**
J of Diamonds pair with dealer BJ	1000
J of Diamonds pair without dealer BJ	100
Matched 20 (same rank and suit) 10,J,Q,K,	15
Suited 20 (A+9 or two 10, J,Q,K,)	5
Unsuited 20 (A+9 or two 10, J,Q,K,)	2
First Card J,Q, or K (10's not included)	1
House Edge:	19.585

We will be using pay table "C"

20 pays wager collection fees:

$5 to $100 = $1
$10 to $100 =$1

20 Pays collection fee is separate from base game collection fee.
Backline betting is allowed.
Players may place bonus bets for each wager placed up to table limits.
Bonus bet wagers will win or lose regardless of the outcome of the base game.
Base game wagers do not dictate the amount of bonus wagers.
Bonus wagers will be defined by table limits.
20 pays wagers will be placed in a designated betting spot.
All wagers will be reconciled in rotation player by player.

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Let It Ride Bonus

Standards of play:

Let It Ride Bonus (LIRB) is a five-card game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winning bets and pay all losing bets to the extent that money covers.

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

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

Type of gaming table utilized for this game:

Let It Ride Bonus shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table.

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

Number of players in the game:

A maximum of seven players including the player/dealer position for a total of eight seated positions.

Type of card deck used:

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

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

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

    a. The backs of the cards of the two decks are of different color;
    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
    d. The cards from only one deck shall be placed in the discard rack at any given time.

Let It Ride Bonus

Betting scheme:

1. All wagers at Let It Ride Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets.”

3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #$. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.

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

5. The player/dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player/dealer’s wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

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

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

3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer face down. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player/dealer, moving clockwise around the table, face down. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player’s betting area. The stack dealt to the player/dealer shall be delivered as follows:

    a. The stack shall be placed to the right of the area designated for placement of community cards.
    b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
    c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player/dealers cards have become the community cards which will be available to all players.

Let It Ride Bonus

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

Round of Play

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

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

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

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

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

5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.

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

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

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

Let It Ride Bonus

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

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

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

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

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

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

LET IT RIDE BONUS PAYTABLE

Basic Game Paytable

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1
Pair of 9s or lower	Lose

Let It Ride Bonus

3 Card Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal an may be less than, equal to, or greater than the base game wager.
2. An additional collection fee will be taken for placing a 3 Card Bonus Bets.
3. The Bonus Bet only considers the three cards each player received on the initial deal.
4. The Bonus bet wager may win or lose irregardless of the outcome of the base game wager. Furthermore, the bonus bet wager will remain in play regardless if the player withdraws their wager on "Bet #1" and "Bet #2."
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
6. If the player's hand does not qualify for payouts, the player/dealer collects the 3 Card Bonus Bet wager.
7. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
8. The player plays the base game as usual. The bonus bet is resolved before the base game is resolved.
9. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players

3 CARD BONUS PAYTABLE

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Let It Ride Bonus

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

CASINO WAR

In Casino War each deck consists of 52 cards with no joker and each shoe consists of up to six decks.

Starting a New Game
Place the shoe to the left of the House Dealer tray. Place the Player/Dealer buttons in position #1.
Place the Action button on the corner of the House Dealer's tray.

New Shoe Shuffle Procedure
Remove cards from the card caddie and place them into two equal piles at arms length. Place one pile between seat #3 and #4, the other pile between seat #5 and #6.
Take approximately 30 cards from the top of both stacks and spread them in the center of the table face up to confirm the cards to be correct cards for Casino War. Shuffle the cards and place them in the center of the table. Continue to take approximately a deck from each stack on the left and on the right and shuffle together adding the cards on top of the center stack.
When the game is in progress once the cut card comes out of the shoe the House Dealer is to announce "Last hand of the shoe and place the cut card under the lip of the shoe until the hand is over, then go through the New Shoe Shuffle Procedure.

Determine the Player/Dealer
Starting in seat #1, ask the Player if he/she would like to bank, until a Player/Dealer is found.
Announce "Place your bets and Collections, Please".
Offer the Player/Dealer the cut card to cut the cards.
Complete the cut, and place the cut card approximately 40 cards from the back of the deck.
Place the cards in the shoe.

Burn Card Procedure
Deal one card out of the shoe and display it face up in front of the House/Dealer's tray.

Ace- burn one card
2-10- burn the number
Jack- burn 1 card
Queen-burn 2 cards
King- burn 3 card

This will only be performed when the cards are initially shuffled, cut, and placed in the dealing shoe or when the house dealer changes in the middle of a card shoe.

The Deal
Announce "No more bets" and scan the table, be sure all bets are within the table limits and any "Tie" wagers are in the proper spot before dealing the first card.

All the players that make the tie wager and have tied the dealer each get paid on the tie bet. When a tie between the player and the player/dealer's hand occurs, then working from right to left, the dealer offers each player if they would like to go to War. For all the players that would like to go to War the dealer burns three cards and then gives each player a card face up. The dealer burns 3 cards for each player before giving them their card then the dealer burns three cards and gives themselves a card. The winners win and the losers lose. If you tie again, the second tie goes to the player and the player/dealer loses.

The House Dealer, an employee of the Casino, who does not have any financial interest in the game, deals all cards.

All cards are dealt face up.

The deal should be quick, smooth and in one motion. Slide the card out of the shoe with the left hand, with the right hand pick up the card, turn it over and place the card on the table in front of the Player's second betting circle. All players will receive a card.

Cards are dealt to the Players from left to right, face up starting with seat #1. If the Player/Dealer is in seat #1, then the deal starts in seat #2.

Once all Players who have wagered and paid a collection have been dealt a card, deal the Player/Dealer their card face up in front of the House Dealer's tray.

Number of Players in the Game

The minimum number of Players is two, with one Player acting as the Player/Dealer. The maximum number of Players is eight, with one player acting as the Player/Dealer.

Round of Play

1. A round of play begins when a Player/Dealer is designated. After one Player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next Player to the left. If that Player declines the option is offered consecutively to the next Players on the left until a Player accepts the option. If no new Player accepts the option, the game ends and the table is closed.

2. The Player/Dealer will place an amount of money (casino Chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he/she is the Player/Dealer and further designates whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of their betting circle.

3. The cards are shuffled. The burn card is turned up and the appropriate amounts of cards are burned.

4. Each Player at the table then places his/her original wager in the designated betting circle. A Player may place a wager at his/her seat. A Player may wager on more than one seat. Each Player must pay the posted collection for each wager placed.

5. Once the Payer/Dealer has posted the amount of money he/she will wager against the

other Players, and once the Players have placed their original wagers, the House Dealer will collect all the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

6. After the fees have been collected, the House Dealer will deal the cards using the method described in “The Deal” above.

7. The Player/Dealer’s card determines the Action position. Cards will have a value, as shown below:

Card Dealt to Player/Dealer	Value
Ace	1
2 – 10	Hold their face value
Jack	11
Queen	12
King	13

If the card drawn is a 2 then action will begin in seat 2. If it’s a 3, action will begin in seat 3. Depending on which seat the player/dealer is in, that seat will be skipped. So if the P/D is in seat 6 and the card drawn is a 6 the action would start on seat 7. If the P/D is on seat 2 and the card drawn is a Jack you would start counting clockwise from seat one skipping the seat the P/D is occupying you would count seat 1 skip seat 2 so seat 3 would be counted as # 2 and so on . Since the Jack represents number 11 you would count seat 1,3 4, 5 , 6, 7, 8, 9, 10, 11, and start the action on seat 5 . If count around an 8 seat game skipping the P/D not counting the P/D position twice 11 would end up as seat 5.

The House Dealer starts from the Action position and compares the Players hand against the Player/Dealer’s hand and continues around the table clockwise.

a. If the Player’s card is higher than the Player/Banker’s card, the Player wins even money on his/her primary bet. The Tie wager, if made, would lose.
b. If the Player/Banker’s card is higher than the Player’s, the Player loses his/her primary bet. The Tie wager, if made, would lose.
c. If the Player/Banker’s card ties the Player. The Tie wager, if made, would win 5 to 1. Regarding the primary wager, the Player has a choice:
    i. Surrender half his/her primary wager.
    ii. Go to War. If the Player decides to go to War, the Player and the Player/Banker must match the primary wager, leaving three units in Action. Example: If a Player had bet $5, he/she and the Player/Banker would each post another $5, for a total of $15. 1. The House Dealer then burns three cards and gives the Player the next card face up. The House Dealer burns three more cards and gives the Player/Banker the next card, face up.
        a. If the Player’s card beats the Player/Banker’s card, he/she wins the three units available.

b. If the Player ties the Player/Banker, he/she not only wins the three units available, but also wins an additional unit.
c. If the Player/Banker's card beats the Player's card, the Player/Banker wins the three units available.

iii. As the House Dealer settles the wagers on the table, he/she should pick up the card on the layout and place it in the discard rack before moving on to settle the next Player's wager.

8. This concludes the round of play, the cards are all collected, and the collections are dropped.

9. At this point if this current Player/Dealer has only played one hand, he/she is offered the option for the second hand. Otherwise the role of the Player/Dealer rotates as described above, The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.

10. The next round of play begins.

Bonus Tie Bet:
The Bonus Tie Bet is an optional bet for players who placed a primary bet. The rules are as follows:

1. Bonus Tie Bets must be placed prior to the initial deal.
2. For each seated position, there will be one (1) separate and specifically designated area for the placement of a Bonus Tie Bet wager. A player may only place a Bonus Tie Bet wager if they have also placed a base game wager prior to the initial deal.
3. Seated players as well as back-line bettors may place an Insurance Bonus Bet wager.
4. The Bonus Tie Bet wager may win or lose regardless of the outcome of the base game wager.
5. Bonus Tie Bets must be less than or equal to the base wager, but not greater than $50, to qualify for a Bonus Tie Bet payoff.
6. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Primary Bet, Bonus Tie Bet.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Bonus Bets and Payout Amount Hand	Payoff
Four of a kind	200 to 1
Double Tie	40 to 1
Suited Tie	20 to 1
Basic Tie	5 to 1

Bonus Bet Hand Examples		
Bonus Bet Hand	**Player Hand**	**Player/Dealer Hand**
Four of a kind	Queen / Queen	Queen / Queen
Double Tie	Jack / King	Jack / King
Suited Tie	Jack of Diamonds	Jack of Diamonds
Basic Tie	Jack	Jack

*For the Double Tie Hand and the Four of a Kind Hand, the player and the player/dealer must be dealt an identical card initially, go to war, and then be dealt an identical card again, regardless of suit.

Standards of play:

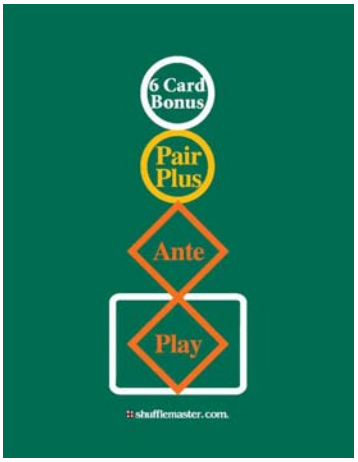
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

1. For ante wagers the word "Ante";
2. For play wagers the word "Play";
3. For pair plus bonus wagersthe words "Pair Plus"; and
4. For 6 card bonus wagers on the words "6 Card Bonus."

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.

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

    a. The backs of each deck will be a different color;
    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.

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

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

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced “No more bets.”

3. At the beginning of each round of play, each player shall be required to place an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the ante wager required above, shall also have the option to make an additional "pair plus" wager or a “6 card bonus” wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

Dealing procedures:

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

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

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

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

Round of Play

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

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.

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

    a. If a player has placed a pair plus wager, a 6 card bonus wager, or both but does not make a play wager, the player shall forfeit these wagers, as well as, the ante wager.

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

5. The dealer shall then reveal the remaining player/dealer's cards and place the cards so as to form the highest possible ranking hand. The player/dealer must qualify to play with a **minimum of Queen-high**.

    a. If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.

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

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

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

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

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

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

8. An action button will be utilized to determine which player received first action on their wager. The player/dealer's third card, whichis dealt face-up, determins the position of the action button. The player/dealer is not counted when determining the placement of the action button. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the other numbers. Wagers will be settled in the following order from player to player: the Ante wager, then the Play Bet wager, then the Pair Plus Bonus wager (if placed), and then the 6 Card bonus wager (if placed). When determining where the action button will be placed, cards will hold the following values: Ace is one, two through nine have their face value, jack is eleven, queen is twelve, and king is thirteen. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

9. Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house shall not participates as a player/dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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

Pair Plus Bonus Bet:

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

1. A player shall only place a Pair Plus Bonus Bet if he/she has also placed an Ante wager prior to the initial deal.

2. Pair Plus Bonus Bets must be placed prior to the initial deal.

3. See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.

4. The Pair Plus Bonus Bet only considers the three cards each player receives.

5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player/dealer.

6. If the player's hand does not qualify for payouts, the player/dealer collects the Bonus bet.

7. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

8. 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 Bet wager.

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

10. Winning Pair Plus Bonus Bets pay as follows:

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

<u>6 Card Bonus Bet:</u>

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

1. A player shall only place a 6 Card Bonus Bet if he/she has also placed an Ante wager prior to the initial deal.

2. 6 Card Bonus Bets must be placed prior to the initial deal.

3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.

4. The 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.

5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player/dealer.
6. If the player's hand does not qualify for payouts, the player/dealer collects the 6 Card Bonus Bet.
7. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
8. The 6 Card Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the 6 Card Bonus Bet shall be forfeited if the player folds their hand and does not place a Play Bet wager.
9. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
10. Winning 6 Card Bonus Bets pay as follows:

TCB-6B4	
Hand	**Payoff**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

GENERAL RULES

1 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled will forfeit that wager. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

2 Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

3 A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

4. Players must bet within the table limits.

5. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.

6. Players must bet at least the table minimum. On fixed limit -(Condition)- tables, only the exact limit will be accepted. No more, no less!

7. Any amount bet over the table limit will not receive action.

8. No bettor can win or lose more than he has bet on a given hand. (Exception; bonus bets)

9. Each qualified Player has the option to be the Designated Player.

10. If a situation arises that there is not a minimum of two different Designated Players in one round of play, the game must stop.

11. Collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.

12. If a player quits, the next player has the option of accepting the DP position, and will not be penalized because they did not have a bet on the previous hand.

13. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.

14. “Kum-Kum” banks will be paid off and/or collected as one bank.

15. Players who bank "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" banks.

16. Backline Players may wager on any betting square not taken by the seated Player.

17. Players must post their entire wager in the betting squares. Stating "money covers" (or other call bets) is not acceptable.

18. Any active Player is entitled to know the amount of the Designated Player's wager, to the extent that it affects the play of his hand.

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for bets.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Kum-Kum	Means equl share. All parties collect or payout equally according to the ratio of each share(s) to the total wager made.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is also referred to as the Player/dealer.
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.

Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Standards of play:

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

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

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand. The object of the game is for players to form a five (5) card poker hand that ranks higher than the player-dealer's five (5) card poker hand. The player's and the player-dealer may use any combination of the two (2) hole cards dealt to them and the five (5) community cards, or they may "player the board" and use no hole cards, to make the highest ranking five (5) card poker hand, according to the rankings as shown below.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

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

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

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

2. For blind wagers on the word "Blind";

3. For trips bonus wagers on the word "Trips";

4. For Bad Beat Bonus wagers on the words "Bad Beat" and

5. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player/dealer position for a total of eight seated positions.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.

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

    a. The backs of the cards of the two decks are of different color;

    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

    d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

    a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

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

a. 1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b. 2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c. 3 of a Kind	3 cards of the same value.
d. Straight	5 cards of any suit in sequence. An ace may be counted as high or low
e. Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f. Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g. 4 of a Kind	4 cards of the same value.

h. Straight Flush	5 cards of the same suit in sequence.
i. Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

3. Before the first card is dealt in a round, each player shall make either:

    a. An equal wager in the "Ante" and "Blind" circles; or

    b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."

    c. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

    An ante wager and a blind wager are required to play the round.

    Back-line betting is permitted for the base game wagers as well as the bonus wagers.

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips or bad beat bonus wagers have been made, the casino dealer shall:

    a. Call "No more bets"; and then

    b. Starting on his/her left and continuing clockwise around the table, deal the cards.

2. All cards shall be dealt face down.

3. The automatic shuffler shall deal cards as follows:
    a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

    b. 2 cards to the player/dealer, who receives their cards last; followed by

c. The dealer will take the top card on the deck and discard it to the discard pile (burn), then take then next three cards from the top of the deck and place them face up on the table. These are community cards.

d. The dealer will take the top card on the deck and discard it to the discard pile (burn), then take the next two cards from the top of the deck and place them face up on the table, so that there are now five cards face up on the table, which are community cards.

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check or to make a play wager three or four times the value of their ante wager, starting with the player to the left of the dealer.

2. When players have made their player wagers (if any), the casino dealer shall proceed to burn one card and then turn over the first three community cards.

3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.

4. The casino dealer shall proceed to burn a card and then turn over the remaining two community cards.

5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.

6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:

    a. Collect the ante wager, blind wager, and any bad beat bonus wager placed.

    b. If a player placed a Trips Bonus bet, they are still eligible if the five community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well;

    c. Collect the player's hand;

    d. Individually spread out the cards, face down, and count them; and

    e. Place the cards in the discard rack.

7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.

8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

<u>When the player/dealer does not qualify:</u>

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the casino dealer's left, the casino dealer shall:

    a. Expose each player's cards,

    b. For ante bets on the word "Ante," the ante bet shall be returned to the players and shall not receive any action,

    c. For blind bets on the word "Blind"; the blind bet shall receive action and wins if the player has a winning hand that is at least a straight or higher and will pay according to the paytable below. The blind bet shall lose if the player hand loses to the player-dealer hand. The blind bet will push if the player hand beats the player-dealer's hand with less than a straight,

    d. For play bets on the word "Play," the play bet shall receive action and will win if the players hand ranks higher than the player-dealer hand. The play bet will lose if the player-dealer hand ranks higher than the player hand. The play bet will push if the player and the player-dealer hand are equally ranked,

    e. For Trips Bonus bets on the word "Trips," the Trip Bonus shall receive action and be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet wins or loses regardless of whether the player hand wins, loses, or ties;

    f. For Bad Beat Bonus bets on the words "Bad Beat," the Bad Beat Bonus bet shall lose and be collected;

    g. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player for any wagers.

<u>When the player/dealer qualifies:</u>

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the casino dealer and continuing clockwise, the dealer will:

    a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;

b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);

c. Compare the player's hand with that of the player/dealer; and

d. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall be settled accordingly for each bet:

    a. For ante bets on the word "Ante," the ante bet shall receive action. It will win if the player has a higher poker value than that of the player/dealer's hand. It will lose if the player has a lower poker value than that of the player/dealer's hand. It will push if the players has a poker value equal to that of the player/dealer's hand.

    b. For blind bets on the word "Blind"; the blind bet shall receive action and wins if the player has a winning hand that is at least a straight or higher and will pay according to the paytable below. The blind bet shall lose if the player hand loses to the player-dealer hand. The blind bet will push if the player hand beats the player-dealer's hand with less than a straight,

    c. For play bets on the word "Play," the play bet shall receive action and will win if the players hand ranks higher than the player-dealer hand. The play bet will lose if the player-dealer hand ranks higher than the player hand. The play bet will push if the player and the player-dealer hand are equally ranked,

    d. For Trips Bonus bets on the word "Trips," the Trip Bonus shall receive action and be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties;

    e. For Bad Beat Bonus bets on the words "Bad Beat," the Bad Beat Bonus bet will receive action. The bet will win if the player has a three of a kind or better and loses to the player/dealer's hand or if the player/dealer has a three of a kind and the player has a higher ranked hand. The bet will lose if the player or the player/dealer have less than a three of a kind. This bet cannot push;

    f. Collect, count and place the player's cards in the discard holder.

12. Winning ante bets and play bets shall be paid 1 to 1.

13. Winning blind wager, trips bonus wagers, and bad beat bonus wagers shall be paid in accordance with the pay tables below.

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

15. The game does not utilize an action button or any other marker to determine which player receives first action on their wager. Wagers will be settled starting with the player to the left of the casino dealer and continue in a counter-clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers will be settled in the following order from player to player: the Bad Beat Bonus, then the Trips Bonus, then the ante bet, then the play bet, then the blind bet.

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

TRIPS BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em.

2. Backline betting is permitted.

3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties; The player beats the player/dealer's hand of three of a kind or better.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.

5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.

6. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted paytable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.

7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em.

2. Players win if they and the player/dealer are involved in a bad beat. There are two ways to win:

   - ✓ The player has three of a kind or better and loses to the player/dealer.
   - ✓ The player beats the player/dealer's hand of three of a kind or better.

3. To participate in the bad beat, players must make bets on the Ante, Blind. Players place their bad-beat wagers in the marked circle.

4. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted paytable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.

5. If the dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

Paytables:

Hand	Blind	Trips Bonus	Bad Beat Bonus
Royal Flush	500 to 1	50 to 1	N/A
Straight Flush	50 to 1	40 to 1	10,000 to 1
Four of a Kind	10 to 1	30 to 1	500 to 1
Full House	3 to 1	8 to 1	40 to 1
Flush	6 to 5	6 to 1	25 to 1
Straight	1 to 1	5 to 1	20 to 1
Three of a Kind	N/A	3 to 1	9 to 1

Collection Fees:
The collection fees will be taken per hand from the player-dealer and per player for each base game and blind wager placed, prior to cards being dealt or any round of play being conducted. A collection fee will also be assessed to players when placing a wager for each Bad Beat Bonus Bet wager and Trips Bonus Bet wager. No additional collection fee will be assessed to a player for placing the play bet wager. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager equal to the ante wager placed by a player in the blind circle. Unlike a blind bet made in a standard Poker game, this bet is based on the value of the hand made by the player.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus bet	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.
Bad Beat Bonus bet	An additional wager which is paid if the a player gets 3 of a kind or higher and loses to the player/dealer.

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

Detailed description of game

Standards of play:
The object of the game (13 Card Poker Red) is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:
13 Card Poker Red is played with one standard 52-card poker deck and no joker.

Dealing procedures:
The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:
The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play.

How and when are house fees collected:
By the house prior to cards being dealt.

Collection Procedure:
1. Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

2. The fee collection method is a follows:

Table Fee- house fee collection

3. The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee. Additionally, the player that has the action button and the dealer button shall be required to pay a fee as well.

What is the betting scheme:
The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit.
i.e., in a $ 5.00 limit game each point would have a money value of $ 5.00.

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How winners are determined and paid:
The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Round of Play
The players wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

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Describe a "round of play"
The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:
13 Card Poker Red Table or any other poker table

Other equipment used:
One 13 Card Red Table or regular Poker table (with drop slot)
Dealer chair and chairs for players
Drop boxes for table fee
Two decks of different colors
Dealer cut card
Dealer tray
One Round shape dealer button
Action button
Proper denomination of gaming chips
Table sign

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand, Shot, Homerun* and *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System: additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a “Bonus” hand is present, points are added on the “Bonus” hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	3 Points	N/A	N/A
Full House	N/A	2 Points	N/A
Four of a Kind	N/A	8 Points	4 Points
Straight Flush	N/A	10 Points	5 Points

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Royal Flush	N/A	20 Points	10 Points
Ace	1 Point	1 Point	1 Point

Bonus points may be awarded in addition to the other points awarded for winning a segment, winning a Shot, Homerun, or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Must win the segment to win the Bonus, except for segments that contain an ace. Each Ace in a segment is worth one point. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus.
- Bonus Hand values are always additional points.

*Example***:** if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Shot: The 'Shot' occurs when a player wins all three segments against an opponent. The winning hand will receive an additional 3 points. If a bonus hand is involved, the points for the bonus hand are added to the total as well.

Example: If a player 'Shots' an opponent and has a Three of a Kind in the top segment, he/she will win a total of nine (9) points from the opponent. The three winning segments are worth three (3) points, three (3) additional points for winning all 3 segments for the 'Shot', and three (3) points are added for the bonus hand.

Homerun: The 'Homerun' occurs when a player wins all three segments against <u>all three</u> opponents. The winning hand will receive an extra 3 points for the Home Run as well as an additional 3 points for the 'shot'. If a bonus hand is involved, the points for the bonus hand are added to the total as well. However, if any player clean sweeps or fouls their hand, there will be no 'Homerun's for that hand.

Example: If a player 'Homerun's all three opponents and has a Three of a Kind in the top segment, he/she will win a total of twelve (12) points from all 3 opponents. The three winning segments are worth three (3) points from each player, three (3) additional points for winning all 3 segments for the 'Shot' from each player, then an additional three (3) points for the 'homerun' from each player, and three (3) points are added for the bonus hand from each player.

Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep" hand must be declared after the player has received their cards but before the showdown. If a player has a "Clean Sweep," the player is not required to set the back, middle, and front hands. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus, Shot, or Homerun. In order to qualify for a "Clean Sweep" hand, all 13 cards are considered and are not required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

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Clean Sweep Hands	
Hand Dealt	**Point Value**
Pure Dragon Ace (LOW) through King, Same Suit 2 THROUGH ACE	100
Red or Black Dragon Ace through King, Same Color	50
Dragon Ace through King, Any Suit	25
10's and up Hand consist of cards valued 10's through Aces only	20
6.5 Pairs Five pairs and a three of a kind (4 or a kind may be used as 2 pairs)	10
All Same Color When all your cards are either red or black	10
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	6
Three Straights Contains straights in all three segments (top, middle, bottom)	6
Three Flushes Suited cards in all three segments (top, middle, bottom)	6

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the "clean sweep" hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep "hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a "Clean Sweep" hand, it will be played as a regular hand and will not qualify for the "Clean Sweep."

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (10) times the value of one point of the game.

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.

3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.

4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.

5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, 3 points for the Shot, and any qualifying bonus or clean sweep hand that a player may have.

6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.

7. Before a showdown, a misdeal will be declared if:
   a. Five or more cards of one player's hand are exposed by the dealer
   b. Any player is dealt the wrong number of cards.
   c. Five or more boxed cards appear in the deck
   d. A foreign card appears.

8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.

9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.

10. Exposed cards or boxed cards will play as dealt.

11. Ace-2-3-4-5 is the smallest straight.

12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

Baccarat Gold™

BACCARAT GOLD™

THE GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

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

1. Player line which pays 1 to 1;
2. Dealer line which pays 19 to 20 or 9.5 to 10;
3. Tie bet which pays 10 for 1;
4. Perfect Pairs Bonus Bet which pays according to the table below;
5. Spread Bonus Bet which pays according to the table below.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to those players that wagered on the banker line. The banker hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players with wagers on the player line. The hand to the right of house dealer is dealt face up and is the community hand for all players with wagers on the player line. The player hand gets the first card, dealt face up. The banker hand receives the second card delivered face down.

- The player hand must stay on 6 or more and hit on 0 through 5.
- The banker hand must hit on 0-3 and stand on 6-9. If the player took a third card the banker hand will only hit on a 4 or 5 when the player's third card is a 2 through 7, otherwise the banker hand will stay on 4 or 5.
- House way: Hit on 0-5 and stand on 6-9
- If the player hand or the banker hand receives a hand with a value of "8" or "9" on their first two cards a "Natural" the hand is over. Neither hand can draw an additional card.
- All ties on 0 through 9 are a "Push" and wagers are called off on the base game.
- Player bet House way is: Hit on 0-5 stand in 6-9.

BASIC CONCEPT& RULES

- The object of the game is to form a hand that equals "9" or as close to it as possible
- Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- The game is played with a plural deck of 52 standard cards with no Jokers. Four, six or eight decks of cards may be used.
- The game is played on a Baccarat or Blackjack style table.
- Cards between 1 and 9 have face value.
- Players have the option of wagering on Players hand or Banker hand
- Picture cards and 10's are counted as 0.

BACCARAT GOLD™

- The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- Prior to the deal, all players must place a wager in accordance with table limits.
- The house dealer deals two two-card hands, in rotation, one at a time.
- The player hand receives two community cards, face up.
- The banker hand receives two cards. The first card is face down. The second card is face up.
- The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- The Action Button determines which player receives first action on their wager. The banker's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player/Dealer position (seat 1)	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7

ORDER OF PLAY

1. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
2. All ties on 0 through 9 are a "Push" and wagers are called off on the base game.
3. The player/dealer will lose all ties to player's tie wager.
4. House Way:
    a. Players hit on 5 or below and stand on 6 or above.
    b. The house dealer must use house-way when a player requests their hand be played house way.
5. Each seat has betting circles for base and tie wagers.
6. All bets for the base game and tie bet must be between the minimum and maximum table limit.
7. The hand whose sum total is closer to nine wins.
8. If the player hand is closer to nine, then the player hand wins.
9. If the banker hand is closer to nine, then the banker hand wins.
10. Round of Play:
    a. Players choose their spots around a blackjack or baccarat style table.
    b. Prior to the deal, the house dealer takes collection based on the table limits.
    c. Players post wagers in accordance with posted table limits.
    d. The total Tie wager or the original base game wager may not exceed table limit.

e. Players may place a wager on the base game and or the tie bet.
f. Wagers are collected or paid, to the extent that player/dealers wagers covers in order from the action button seat by seat.

TIE BET

Tie bets will be paid ten for one. A player must place a wager on either the player hand or dealer hand in order to make a tie bet wager. The tie bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is a separate collection fee for the tie bet wager, as shown for the collection rates. (Example) If the banker hand is 3 and the player hand is 6, the player will lose the tie hand wager. If the banker hand is 3 and the player hand is 6. The player will win the base game wager. Wagers are collected or paid, to the extent that player/dealers' wagers covers in following order from the action button seat by seat.

PLAYER PAIR AND BANKER PAIR

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated Player or Banker Pair spot located next to each player's position on the gaming felt layout. The Pair may award a bonus payout to the player(s) who place this wager on a hand that is dealt a designated hand, as described below. There will be a designated circle in front of each player position in which a player may wager on the player hand or the banker's hand.

Players may win, as follows:

- For each seated position, there shall be two (2) separate and specifically designated areas for the placement of two separate wagers; the Player Pair and the Banker Pair. A player may only place a Player Pair or Banker Pair wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Seated players as well as back-line bettors may place a Player Pair wager, a Banker Pair wager, or both.
- The Player Pair and Banker Pair may less than, equal to, or may exceed the player line or banker line wager. However, the Player Pair and Banker Pair wager must be within the minimum and maximum table limits.
- The Player Pair takes into account the first two (2) cards dealt to the player's hand. If a player wagers on the Player Pair and the first two (2) cards dealt to the player's hand is a mixed pair, a pair of the same color (diamond/heart or club/spade), or a suited pair (club/club, diamond/diamond, heart/heart, spade/spade), the Player Pair wager wins. If the first two (2) cards dealt to the player's hand is anything other than a pair, the Player Pair wager loses. All winning Player Pair wagers shall immediately be paid, and all losing Player Pair wagers shall be collected. Once all Player Pair wagers are reconciled, the casino dealer shall continue play of the game.
- The Banker Pair takes into account the first two (2) cards dealt to the banker's hand. If a player wagers on the Banker Pair and the first two (2) cards dealt to the banker's hand is a mixed pair, a pair of the same color (diamond/heart or club/spade), or a suited pair (club/club, diamond/diamond, heart/heart, spade/spade), the Banker Pair wager wins. If the first two (2) cards dealt to the banker's hand is anything other than

a pair, the Banker Pair wager loses. All winning Banker Pair wagers shall immediately be paid, and all losing Banker Pair wagers shall be collected. Once all Banker Pair wagers are reconciled, the casino dealer shall continue play of the game.

- The Player Pair and Banker Pair wager shall win or lose regardless of the outcome of the player line and banker line wagers.
- There is a collection fee for placing a Player Pair wager or a Banker Pair wager, as shown below.
- **The player-dealer shall pay all winning Player Pair and Banker Pair wagers and shall collect all losing Player Pair and Banker Pair wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Player and Banker Pairs Payout Table

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

SPREAD

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated Player or Banker Spread spot located next to each player's position on the gaming felt layout. The Spread wager may award a bonus payout to the player(s) who place this wager on a hand that wins by a designated amount of points, as described below. There will be a designated circle in front of each player position in which a player may wager on the player hand or the banker's hand.

Players may win, as follows:

- For each seated position, there shall be two (2) separate and specifically designated areas for the placement of two separate wagers; the Player Spread and the Banker Spread. A player may only place a Player Spread or a Banker Spread wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Seated players as well as back-line bettors may place a Player Spread wager, a Banker Spread wager, or both.
- The Player Spread and the Banker Spread wager may be less than, equal to, or greater than the player line or banker line wager. However, the Player Spread or Banker Spread wager must be within the minimum and maximum table limits.
- The Player Spread takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Spread and the player's hand beats the banker's hand by a spread of four (4) points or greater, the Player Spread wager wins. Additionally, if the hand dealt to the player is a 'Natural' and the hand wins, the Player Spread wager shall win. If the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player

and the banker's hands are of the same value (tie) but the hands are not 'Naturals,' the Player Spread wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are 'Natural' hands, the Player Spread wager shall push.

- The Banker Spread takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Spread and the banker's hand beats the player's hand by a spread of four (4) points or greater, the Banker Spread wager wins. Additionally, if the hand dealt to the banker is a 'Natural' and the hand wins, the Banker Spread wager shall win. If the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not 'Naturals,' the Banker Spread wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are 'Natural' hands, the Banker Spread wager shall push.
- There is a collection fee taken for placing a Player Spread wager or a Banker Spread wager, as shown in the collection rates schedules below. **The player-dealer shall pay all winning Player Spread and Banker Spread wagers and shall collect all losing Player Spread and Banker Spread wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Player or Banker Spread Paytable

Point Spread Amount	Payout
4 Points	1 to 1
5 Points	2 to 1
6 Points	4 to 1
7 Points	6 to 1
8 Points	10 to 1
9 Points	30 to 1
'Natural 8' or 'Natural 9' Winner	1 to 1
'Natural' Tie	Push

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

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

GLOSSARY

Action Button: The Action Button is a lamer that is placed beside the betting circles of the Players who will be first to: Have their cards read; be paid by, or lose to the DP.
Back Line Betting: Any wager made by a player on any position other than their own position.
Bet: Chips placed on the table in a betting square.
Betting Circle: A specially marked area on the table designated specifically for bets.
Boxed Card: A card that is turned face up in the deck.
Chip: A round token in various denominations representing money.
Cut: Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card: A card used to determine the location of the cut.
Deck: Standard cards: 52 cards.
Designated Player (D.P.): Player / Banker.
DP Position: The betting spot that the Designated Player is occupying.
Draw: Optional cards added to initial cards.
Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.
Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.
Limit: The amount a player may bet in a betting square.
Position: The spot in the sequence around the table in which a player is located.
Push: Neither the DP nor the player wins.
Shoe: Container that multiple decks are dealt out of.
Wager: A bet

COLLECTION RATES

Please reference the most recent California Games Collection Rates approval letter (BGC ID: GEGA-002978) for the approved collection rates for Baccarat Gold 1.0 (BGC ID: GEGA-002741).

DOUBLE HAND POKER BONUS GOLD 10

Description of Game

Double Hand Poker Bonus Gold 10 is played with a standard 52-card deck with one Joker added for a total of 53 cards used. The Joker is wild and can be used to represent any card in the deck – not limited to an Aces, Straights, or Flushes. Each Player is dealt a 7 card hand that the casino dealer deals in 7 stacks of seven cards directly in front of their tray on the table. When Players receive their cards, they form a two-card and a five-card hand with the five-card hand being higher in value than the two-card hand. Traditional poker rankings are used. When Players hands are compared to the Player/Dealer hand, both hands must rank higher to win. If both are the hands are the same or of lower ranking, the Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Method of Play

1. Players make a bet.

2. On tables with an automatic shuffling machine, the game utilizes an "action" button to determine which player receives first action on their wager and who receives the first hand distributed by the house dealer. Placement of the action button is determined through the use of a GLI approved random number generator that uses computer technology to randomly generate a number between 1 and 7. Each number corresponds to a betting position at the table, which is assigned a number from 1 to 7, with betting position 1 being the starting position. The player-dealer selects the seat where the count is started, which shall be depicted by a "Starting Point" button. Each of the seven stacks will be distributed clockwise starting with the action button stack. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected position and will be the first hand distributed after the placement of the action button has been determined. Once the action button position is determined, the house dealer shall deal the seven piles of cards, starting with the pile that has the action button. If the player-dealer is randomly selected, that player shall receive the first set of cards and the player to the left of the player-dealer shall receive the action button. 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.

3. On tables without an automatic shuffler, a dice cup procedure will be utilized, according to the following rules. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation around the table, 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. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Double Hand Poker Bonus Gold 10 game wager and then the Fortune Pai Gow Bonus Bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

4. When an automatic shuffler is used, 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. 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.

5. When dealt manually, the house dealer will complete the deal of seven piles of seven cards face-down in front of the house dealer. When dealing, house dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right, face-down. Once there are seven cards laid out face-down, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two face-down cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven ace-down cards. The remaining cards shall be placed in the discard pile. The player-dealer then selects one of the seven piles. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed after the placement of the action button has been determined, as described above. 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. 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.

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

7. All wagers shall be settled from seat to seat in the following order: the Double Hand Poker Bonus Gold 10 game wager and then the Fortune Pai Gow Bonus Bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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

9. When all Players' hands have been set, the casino dealer exposes the Player/Dealer's hand, and sets it according to the 'House way,' as shown below.

10. 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, starting with the 'ACTION' button, to determine the winner according to the following criteria:
    a. The 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 the five card hand. Winning game wagers are paid 1 to 1.
    b. The 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 the five card hand.
    c. The 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.
    d. If one hand is identical in rank to the Player/Dealer's hand, it is a "copy hand." The Player/Dealer wins all "copy hands."

11. Play rotates clockwise from the 'ACTION' button around the table.

12. Several Players may wager on the same hand, frequently called "back betting".

13. Bets are collected and paid only to the extent the Player/Dealer's money is in action.

    Example: The Player/Dealer has $200 wagered. The first Player had $60 bet and lost. The Player's bet and $60 from the Designated Dealer's $200 are returned to the P/D and that money is now "out of action". The P/D now has $140 left in action. The next Player bet $60

and won. That bet and $60 from the P/D's remaining bet is returned to the winning Player. There has been $120 of the P/D's bet removed from action, leaving $80 for continued action. The process continues until the P/D's bet has been exhausted, or all bets have been settled. Any money bet by the P/D that has not received action is returned.

General Rules

1. The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Garden City.

2. Fee collection is taken in advance of the start of play of the hand. You must have a full minimum bet after paying collection.

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

4. A Player must bet at least the table minimum.

5. Any amounts over the maximum table limit will receive no action.

6. The Player/Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card-Room Ordinance.

7. All action goes clockwise, starting with the 'ACTION' button.

8. No Player is allowed to pick-up any hand out of sequence. The casino dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.

9. Once the casino dealer has announced "no more bets" and opened the Dice Cup, no one may change their wager. PENALTY. Possible forfeiture of wager, exclusion from premises, and subject to prosecution.

10. The casino dealer is not allowed to have any INFLUENCE on the outcome of the Player/Dealer's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player/Dealer's hand are all examples of INFLUENCE.

11. The casino dealer is <u>not</u> allowed to pay collection for any Player.

12. The Player/Dealer's hand will not be opened until all hands have been set.

13. All Players must put the entire wager in the spot before the casino dealer exposes the dice. Only money in the squares plays. Stating "money covers" or other "call all bets" is NOT acceptable.

14. If the Player/Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "House Way".

15. Any active Player is entitled to ask the casino dealer the amount of the Player/Dealer's wager, to the extent that it affects the play of their hand.

16. A Player may not surrender their hand.

17. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the wager forfeited. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

18. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

19. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

20. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

21. A Player may set only one hand, regardless of the number of hands on which he has wagered.

22. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.

23. All FOUL hands are considered losing hands.

24. A Player has a FOULED hand if:
    a. The two-card front hand is stronger than the five-card back hand, or
    b. The Player does not have exactly two cards in the front hand, or
    c. The Player does not have exactly five cards in the back hand, or
    d. The Player does not protect his hand and it comes in contact with other cards.

25. Note: The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

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

27. Players are responsible for the final setting of their hands. When the Player requests assistance on the setting of a hand by the casino dealer the hand will be set "House Way".

28. The Floorperson will reset any "House Way" hand improperly set by the casino dealer, if it can be retrieved intact.

29. The Player/Dealer is permitted to set their hand, so long as it is not played as a 'foul hand.' If the Player/Dealer hand is accidentally set as a fouled hand by the casino dealer or if the casino dealer is instructed to set it as a 'fouled hand' by the Player/Dealer and it is discovered before the payoff has begun, the game attendant will re-set the hand 'house way.' The casino dealer cannot allow the Player/Dealer to set his hand foul, it will be reset the "House Way" by the Floorperson and play will continue.

30. After the casino dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be re-dealt.

31. The casino dealer must get the Player/Dealer's instruction, <u>with obvious gesture</u>, before opening the first Player's hand. **Verbally "Go". Tap table.**

32. The Garden City will not be responsible for any hand that is "OK'ed" for action by the Player/Dealer.

33. Once the first Player's hand is exposed, the Player/Dealer may not reset his hand.

34. Only the Player/Dealer may request a change of deck between the first and second deal.

35. If two identical cards are turned up, that hand will be declared a misdeal.

36. A hand that has been misread by the casino dealer will play at true value if it can be retrieved intact.

37. All hands are to contain 7 cards.

38. In the case that two hands have the incorrect number of cards, totaling fourteen cards between both hands (i.e. 6 cards and 8 cards), the bets and collections will be returned to those seats only. All other hands will play.

39. A hand that is intentionally played/set with the incorrect number of cards will be declared a foul hand.

40. A misdeal will be declared whenever three or more hands contain the incorrect number of cards.

41. A misdeal will be declared if:
    a. The Player/Dealers hand has more or less than 7 cards.
    b. If any Player receives the P/D's hand.

42. If any cards fall off the table - a Game Attendant will retrieve the card(s) and the hand will be set house way.

43. A Player places a wager on a seat that is not in play, but was not properly covered (i.e. seat 8). The Players bet and collection will be returned.

44. The casino dealer has set cards to the wrong action:

    a. Wrong action is discovered after the dice are covered; the action will play as is.
    b. A misdeal will be declared whenever wrong action is discovered prior to the dice being covered with two or more Players having viewed their cards.
    c. Wrong action is discovered prior to the dice being covered, with one or more Players having viewed their cards, the action will be reset to the correct action of the dice. In the cases of one Player having viewed the incorrect hand, that Player has the option of:
        1. Having their bet and collection returned.
        2. Playing the correct hand (according to the dice) house way.

        Regardless of the discussion that is made, the viewed hand is not to be discussed.

Rules for Player/Dealer

1. California style games feature a Player/Dealer position that is continuously and systematically rotated amongst all seated Player positions during the play of the game.

2. Each seated Player in a game will have the option, in turn, to participate/wager in the Player/Dealer position.

3. A seated Player may decline the option to participate in the Player/Dealer position. The option to participate/not participate in the Player/Dealer position is solely the decision of the seated Player. If the seated Player declines the Player/Dealer position, it will be offered to the next seated Player in turn until accepted by a seated Player.

4. A seated Player that has chosen to participate in the Player/Dealer position will have the option to participate in the Player/Dealer position for **either one or two consecutive hands of play.**

5. After two consecutive hands of play, the option to participate in the Player/Dealer position will rotate to the next seated Player, in turn.

6. If all seated Players decline the option to wager in the Player/Dealer position, the game will be closed. The game will be re-started once a Player accepts the option to act as the Player/Dealer.

7. When all Players' hands have been set, the casino dealer exposes the Player/Dealer's hand, and sets it according to the Player/Dealer's desire or according to 'House way' upon request. **If the Player/Dealer hand is accidentally set as a fouled hand by the casino dealer or if the casino dealer is instructed to set it as a 'fouled hand' by the Player/Dealer and it is discovered before the payoff has begun, the game attendant will re-set the hand 'house way.'** The casino dealer cannot allow the Player/Dealer to set his hand foul, it will be reset the "House Way" by the Floorperson and play will continue.

Double Hand Poker Bonus Gold 10 Bonus Gold "House Way" – No Joker in Hand	
Hand Dealt	**Logical Way Hand Setting**
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If one of the pairs is a pair of ace's, kings, or queens, the pairs must be split by putting the small pair in front and the higher pair in back. If one of the pairs is a pair of jacks, 10's, or 9's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least an ace or joker. If one of the pairs is a pair of 8's, 7's, or 6's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a king or higher. If one of the pairs is a pair of 5's, 4's, 3's, or 2's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a queen.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back.
Three of a Kind – Kings or Lower	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 lower three of a kind in the back.
Full House	Put the highest possible pair in front and keep the highest possible complete hand in the back.
Four of a Kind	If the four of a kind is aces, kings, or queens, play the four of a kind in back if you can put a pair in front, otherwise split the four of a kind. If the four of a kind is jacks, 10's, or 9's, the front hand must have at least an king; otherwise the four of a kind should be split. If the four of a kind is 8's, 7's, or 6's, the front hand must have at least a queen; otherwise the four of a kind should be split. If the four of a kind is 5's, 4's, 3's, or 2's, the four of a kind should never be split.
Straight, Flush, or Straight-Flush with No Pair or One Pair	Always play the complete hand (straight or flush) in the back and the remaining single cards 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	Always play the complete hand (straight or flush) in the back and the highest possible pair in front.
Straight, Flush, or Straight-Flush with Straight and Flush	Play with whatever gives you the highest front hand.

Double Hand Poker Bonus Gold 10 Bonus Gold "House Way" – With Joker in Hand	
Hand Dealt	**Logical Way Hand Setting**
No Pair, Straight, or Flush with Joker	Put 1st and 3rd highest cards in front.
No Pair and the Joker forms a Straight, Flush, or Straight Flush	Put the highest possible cards in front and place the complete hand in back.
No pair, Natural Straight, Flush, or Straight Flush with Joker	Use the Joker with the highest possible card in the front and use the complete hand at back.
Natural One Pair with a Joker	Use the highest non-pair card to form the second pair and play pair-pair.
Natural one pair with Straight, Flush or Straight Flush	Form one pair in the front and place the complete hand in the back.
Natural Two Pairs with Joker	If the highest non-paired card is larger than the biggest pair, use it with the Joker to form a pair and play as three pair, otherwise, play as a Full House in back.
Natural Two Pairs with a Straight, Flush, or Straight Flush	Follow the 'Natural Two Pair' strategy.
Natural Three Pairs	Put the highest pair in the front.
Natural Three of a Kind with Joker and a Straight, Flush or Straight Flush	Leave a complete hand in the back and play the pair from the set in the front.
Three Aces with Joker – No Possible Complete Hand	Pair the aces in the front hand and leave the Joker and the other Ace in the back.
Natural Three of a Kind – No Possible Complete Hand	Use the highest unmatched card to form a pair for the front hand.
Natural Three of a Kind – Two Sets	Form a pair out of the higher set for the front hand.
Natural Full House with Joker	Form the best possible pair in the front and make sure at least a Full House is the in the back.
Natural Four of a Kind with Joker	Form the best possible pair in the front hand.
Five of a Kind	Put the highest pair in front and the three of a kind in back.

Card and Hand Rankings

The rank of each card used in Double Hand Poker Bonus Gold 10, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker is completely wild and may be used as any card in the deck. All suits shall be considered equal in rank. The best winning hands for Double Hand Poker Bonus Gold 10, in order from highest to lowest rank, shall be:

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

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

RULES OF PLAY

1. Fortune Pai Gow Bonus Bet is an optional bonus bet and may only be placed if the player has placed a game wager.

2. The Fortune Pai Gow Bonus Bet considers the best hand possible among the player's seven cards. It is not dependant on how a player sets their two card hand and five card hand.

3. Seated players as well as backline bettors are eligible to place a Fortune Pai Gow Bonus Bet.

4. Players may bet any amount within table limit.

5. There is an additional collection fee taken for placing a Fortune Pai Gow Bonus Bet.

Hand Dealt	Pays	Bonus Payout
7 Card Straight Flush	500 to 1	N/A
Five of a Kind	200 to 1	N/A
Royal Flush	100 to 1	N/A
Straight Flush	50 to 1	N/A
Four of a Kind (10, Jack, Queen, King, Ace) No Joker	25 to 1	$500
Four of a Kind (2, 3, 4, 5, 6, 7, 8, & 9)	25 to 1	N/A
Full House	5 to 1	N/A
Flush	3 to 1	N/A
Straight	2 to 1	N/A

6. In any seat a player has made a Fortune Pai Gow Bonus Bet wager, that seat qualifies for an additional bonus of $500 for the following Four of a Kind hands: (4) Tens, (4) Jacks, (4) Queens (4) Kings and (4) Aces. The Joker may not be used to make these (4) of a kind hands. The Player/Dealer will pay the additional $500 bonus payout, which will be paid one per seat and divided equally among all players who made a Fortune Pai Gow Bonus Bet wager on that seat, which includes the seated player as well as any number of backline bettors. **There is no additional fee for players to be eligible for the Bonus Payout, as long as the player has paid the collection fee to be eligible for the Fortune Pai Gow Bonus Bet.**

7. To begin each round, players must make their game wagers and, if they like, the Fortune bonus wager.

8. The casino dealer then follows the rules approved above for Double Hand Poker Bonus Gold 10.

9. After reconciling the all game wagers, the casino dealer will reconcile Fortune Pai Gow Bonus Bet wagers.
    a. If the player's hand qualifies for payouts, the Player/Dealer pays him according to the posted paytable.
    b. If the player's hand does not qualify for payouts, the Player/Dealer collects the Fortune Pai Gow Bonus Bet wager.

COLLECTION FEES

A collection fee will be taken per hand from the Player/Dealer position and from each player for each Double Hand Poker Bonus Gold 10 and Fortune Pai Gow Bonus Bet wager placed. The collection fees will be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Table Limits	Player Collection	Player/Dealer Collection Fee	Bonus Bet Wagering Amount	Bonus Bet Collection Fee
$10 - $100	$1.00	$2.00	$10 - $100	$1.00
$20 - $100	$1.00	$3.00	$10 - $100	$1.00
$40 - $100	$1.00	$4.00	$20 - $100	$1.00
$20 - $200	$1.00	$4.00	$20 - $200	$1.00
$40 - $200	$1.00	$4.00	$20 - $200	$1.00
$100	$1.00	$5.00	$20 - $200	$1.00
$200	$1.00	$5.00	$20 - $200	$1.00

RULES OF PLAY

1. Fortune Pai Gow Bonus Bet is an optional bonus bet and may only be placed if the player has placed a game wager.

2. The Fortune Pai Gow Bonus Bet considers the best hand possible among the player's seven cards. It is not dependant on how a player sets their two card hand and five card hand.

3. Seated players as well as backline bettors are eligible to place a Fortune Pai Gow Bonus Bet.

4. Players may bet any amount within table limit.

5. There is an additional collection fee taken for placing a Fortune Pai Gow Bonus Bet.

Hand Dealt	Pays	Bonus Payout
7 Card Straight Flush	500 to 1	N/A
Five of a Kind	200 to 1	N/A
Royal Flush	100 to 1	N/A
Straight Flush	50 to 1	N/A
Four of a Kind (10, Jack, Queen, King, Ace) No Joker	25 to 1	$500
Four of a Kind (2, 3, 4, 5, 6, 7, 8, & 9)	25 to 1	N/A
Full House	5 to 1	N/A
Flush	3 to 1	N/A
Straight	2 to 1	N/A

6. In any seat a player has made a Fortune Pai Gow Bonus Bet wager, that seat qualifies for an additional bonus of $500 for the following Four of a Kind hands: (4) Tens, (4) Jacks, (4) Queens (4) Kings and (4) Aces. The Joker may not be used to make these (4) of a kind hands. The Player/Dealer will pay the additional $500 bonus payout, which will be paid one per seat and divided equally among all players who made a Fortune Pai Gow Bonus Bet wager on that seat, which includes the seated player as well as any number of backline bettors. **There is no additional fee for players to be eligible for the Bonus Payout, as long as the player has paid the collection fee to be eligible for the Fortune Pai Gow Bonus Bet.**

7. To begin each round, players must make their game wagers and, if they like, the Fortune bonus wager.

8. The casino dealer then follows the rules approved above for Double Hand Poker Bonus Gold 10.

9. After reconciling the all game wagers, the casino dealer will reconcile Fortune Pai Gow Bonus Bet wagers.
    a. If the player's hand qualifies for payouts, the Player/Dealer pays him according to the posted paytable.
    b. If the player's hand does not qualify for payouts, the Player/Dealer collects the Fortune Pai Gow Bonus Bet wager.

COLLECTION FEES

A collection fee will be taken per hand from the Player/Dealer position and from each player for each Double Hand Poker Bonus Gold 10 and Fortune Pai Gow Bonus Bet wager placed. The collection fees will be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Table Limits	Player Collection	Player/Dealer Collection Fee	Bonus Bet Wagering Amount	Bonus Bet Collection Fee
$10 - $100	$1.00	$2.00	$10 - $100	$1.00
$20 - $100	$1.00	$3.00	$10 - $100	$1.00
$40 - $100	$1.00	$4.00	$20 - $100	$1.00
$20 - $200	$1.00	$4.00	$20 - $200	$1.00
$40 - $200	$1.00	$4.00	$20 - $200	$1.00
$100	$1.00	$5.00	$20 - $200	$1.00
$200	$1.00	$5.00	$20 - $200	$1.00

Baccarat Gold™

BGC ID: GEGA-002742 (February 2011)

BACCARAT GOLD™

THE GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

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

1. Player line which pays 1 to 1;
2. Banker line which pays 1 to 1;
3. Tie bet which pays 10 for 1;
4. Gold Bonus Bet which pays 40 to 1;
5. Pair Bonus Bet which pays according to the paytable below.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to those players that wagered on the banker line. The banker hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players with wagers on the player line. The hand to the right of house dealer is dealt face up and is the community hand for all players with wagers on the player line. The player hand gets the first card, dealt face up. The banker hand receives the second card delivered face down.

- The player hand must stay on 6 or more and hit on 0 through 4.
- Each player has an option on 5, which are to:
    - Stand by having the casino banker place a “Stand on 5” placard on the player’s wager to signify that the player wishes to stand on five (5);
    - Hit and take a community card.

- The banker hand must hit on 0-3 and stand on 6-9. If the player took a third card the banker hand will only hit on a 4 or 5 when the player’s third card is a 2 through 7, otherwise the banker hand will stay on 4 or 5.
- House way: Hit on 0-5 and stand on 6-9
- If the player hand or the banker hand receives a hand with a value of “8” or “9” on their first two cards a “Natural” the hand is over. Neither hand can draw an additional card.
- All ties on 0 through 9 are a “Push” and wagers are called off on the base game.
- Player bet House way is: Hit on 0-5 stand in 6-9.

BASIC CONCEPT& RULES

- The object of the game is to form a hand that equals “9” or as close to it as possible
- Each player’s hand is compared with the player/dealer’s hand. The hand closest to “9” wins.

- The game is played with a plural deck of 52 standard cards with no Jokers. Four, six or eight decks of cards may be used.
- The game is played on a Baccarat or Blackjack style table.
- Cards between 1 and 9 have face value.
- Players have the option of wagering on Players hand or Banker hand
- Picture cards and 10's are counted as 0.
- The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- Prior to the deal, all players must place a wager in accordance with table limits.
- The house dealer deals two two-card hands, in rotation, one at a time.
- The player hand receives two community cards, face up.
- The banker hand receives two cards. The first card is face down. The second card is face up.
- The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- The Action Button determines which player receives first action on their wager. The Player/dealer's face-down card (hole card) determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Pair Bonus Bet, then the Tie Bet, then the banker line, and then the player line. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. When determining where the action button will be placed, the player/dealer's hold card shall hold the following values:

Player with Position Number	**Is Represented By**
Player/Dealer position (seat 1)	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7

If the player-dealer's wager does cover all action on the table, wagers shall be settled starting with the player to the right of the casino dealer and continuing in a counter-clockwise manner from player to player around the table until all wagers have received action, in the following order: the player line, then the banker line, then the tie bet, then the Gold Bonus Bet, and then the Pair Bonus Bet.

ORDER OF PLAY

1. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
2. The player hand must stand with a hand valued at 6 to 9.
3. The player hand must hit with a hand valued at 0 to 4.
4. Players have an option when the player hand has a value of 5.
5. If the player hand or banker hand receives a hand with a value of "8" or "9" on their first two cards a "Natural" the hand is over.
6. All ties on 0 through 9 are a "Push" and wagers are called off on the base game. When the banker hand is a three card total of 7 and beats the player hand total, it will be a "Push".
7. The banker hand must hit on 3's or below and must stand 6's and above.
8. The player/dealer will lose all ties to player's tie wager.
9. All ties are a "Push" and wagers are called off on the base game
10. The banker hand must hit on 0-3 and stand on 6-9 or more. If the player hand took a third card the banker will only hit on a 4 or 5 when the player's third card is a 2 through 7. Otherwise if the third card is 0,1,8,9 the banker will stand on 4 or 5
11. House Way:
    a. Players hit on 5 or below and stand on 6 or above.
    b. The house dealer must use house-way when a player requests their hand be played house way.
12. Each seat has betting circles for base and tie wagers.
13. All bets for the base game and tie bet must be between the minimum and maximum table limit.
14. The hand whose sum total is closer to nine wins.
15. If the player hand is closer to nine, then the player hand wins.
16. If the banker hand is closer to nine, then the banker hand wins. However, if the banker hand wins with a total of 7, wagers on the banker hand will "push".
17. Round of Play:
    a. Players choose their spots around a blackjack or baccarat style table.
    b. Prior to the deal, the house dealer takes collection based on the table limits.
    c. Players post wagers in accordance with posted table limits.
    d. The total Tie wager or the original base game wager may not exceed table limit.
    e. Players may place a wager on the base game and or the tie bet.
    f. Wagers are collected or paid, to the extent that player/dealers wagers covers in order from the action button seat by seat.

TIE BET

Tie bet wagers will be paid ten for one. A player must place a wager on either the player line or banker line in order to make a tie bet wager. Backline bettors are eligible to place a tie bet wager as well. The tie bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is a separate collection fee for the tie bet wager, as shown for the collection rates. The tie bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the

banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the tie bet wager shall lose. There is no opportunity for the tie bet wager to tie as it is dependent on the cards dealt to the player hand and the banker hand, not a comparison of cards or hands. Furthermore, the tie bet wager will win or lose regardless of the outcome of the player line or banker line wager. (Example) If the banker hand is 3 and the player hand is 6, the player will lose the tie hand wager. If the banker hand is 3 and the player hand is 6. The player will win the base game wager. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Pair Bonus Bet, then the Tie Bet, then the banker line, and then the player line. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

GOLD BONUS BET

Gold Bonus Bet wagers will be paid 40 to 1. A player must place a wager on either the player line or banker line in order to make a Gold Bonus Bet wager. Backline bettors are eligible to place a Gold Bonus Bet wager as well. The Gold Bonus Bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is a separate collection fee for the Gold Bonus Bet wager, as shown for the collection rates. The Gold Bonus Bet takes into account the total value of the player's hand and the total value of the banker's hand. If the banker hand has three cards that have a value of 7 and the hand wins, and the player hand has a value of 6 or less, regardless of the number of cards in the player's hand, and the player hand loses, the Gold Bonus Bet wager will win. Each hand must be played according to the guidelines above. In the event that the banker hand is dealt three cards that have a value of 7 and the hand loses to the player hand, the banker hand is not dealt three cards that have a value of 7, or the banker hand loses to the player hand, the Gold Bonus wager will lose. There is no opportunity for the Gold Bonus Bet wager to tie as it is dependent on the cards dealt to the player hand and the banker hand, as well as a comparison of hands. Furthermore, the Gold Bonus Bet wager will win or lose regardless of the outcome of the player line or banker line wager. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Pair Bonus Bet, then the Tie Bet, then the banker line, and then the player line. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

PAIR BONUS BET

Pair Bonus Bet wagers will be paid according to the table below. A player must place a wager on either the player line or banker line in order to make a Pair Bonus Bet wager. The Pair Bonus Bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is a separate collection fee for the Pair Bonus Bet wager, as shown for the collection rates. The Pair Bonus Bet takes into account the first two cards dealt to the player's hand and the banker's hand, regardless of whether the player wagered on the player line or banker line. Any additional cards dealt

to either hand will not be taken into account when settling this wager, nor may cards be combined from the player hand or the banker hand to complete a pair. If the first two cards dealt to the player's hand or the banker's hand is any pair (not the same color or suit), a same color pair (red/red, black/black, diamond/heart, club/spade), a suited pair (club/club, diamond/diamond, heart/heart, spade/spade), or if both the player hand and the banker hand are a pair regardless of color or suit, the Pair Bonus Bet wager will win. A pair is any two cards that consist of the same rank. If two cards have the same numerical value but are not the same rank, the hand is not considered a pair. For example, two Jacks is a pair, but a Jack and a Queen is not a pair, even though they both have a numerical value of 10. A 'red' card is any card that has the following suit: heart or diamond. A 'black' card is any card that has the following suit: clubs or spades. If the first two cards dealt to the player's hand or the banker's hand is anything other than a pair, the Pair Bonus Bet wager loses. There is no opportunity for the Pair Bonus Bet wager to tie as it is dependent on the cards dealt to the player hand and the banker hand, not a comparison of hands. Furthermore, the Pair Bonus Bet wager will win or lose regardless of the outcome of the player line or banker line wager. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Pair Bonus Bet, then the Tie Bet, then the banker line, and then the player line. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Pair Bonus Bet Payout Table

Hand Dealt	**Payout**
Any Pair	3 to 1
Same Color Pair	6 to 1
Suited Pair	12 to 1
Player Hand & Banker Hand Pair	40 to 1

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

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

COLLECTION RATES

A collection fee will be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each player line wager, banker line wager, tie bet wager, Gold Bonus Bet wager, and Pair Bonus Bet wager placed. The collection fees will be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to card being dealt or any round of play being conducted.

Table Limit	Player/Dealer Collection	Player Collection	Tie Wager Collection	Pair Bonus Bet Collection	Gold Bonus Bet Collection
$5 - $50	$3.00	$1.00	$1.00	$1.00	$1.00
$5 - $100	$3.00	$1.00	$1.00	$1.00	$1.00
$40 - $200	$5.00	$2.00	$1.00	$1.00	$1.00
$100 - $200	$5.00	$2.00	$1.00	$1.00	$1.00
$200	$5.00	$2.00	$1.00	$1.00	$1.00

GLOSSARY

Action Button: The Action Button is a lamer that is placed beside the betting circles of the Players who will be first to: Have their cards read; be paid by, or lose to the DP.
Back Line Betting: Any wager made by a player on any position other than their own position.
Bet: Chips placed on the table in a betting square.
Betting Circle: A specially marked area on the table designated specifically for bets.
Boxed Card: A card that is turned face up in the deck.
Chip: A round token in various denominations representing money.
Cut: Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card: A card used to determine the location of the cut.
Deck: Standard cards: 52 cards.
Designated Player (D.P.): Player / Banker.
DP Position: The betting spot that the Designated Player is occupying.
Draw: Optional cards added to initial cards.
Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid to the house to play.
Extent that Money Covers: Matching other bets until all monies have been either won and/or lost.
Limit: The amount a player may bet in a betting square.
Position: The spot in the sequence around the table in which a player is located.
Push: Neither the DP nor the player wins.
Shoe: Container that multiple decks are dealt out of.
Wager: A bet

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Standards of Play

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

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

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

Type of gaming table utilized for this game

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

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

The wagering areas shall be designated as follows:

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

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

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

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

Number of Players in the Game

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

Type of Card Deck

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

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Value *of Cards*

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

Hand Rankings

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

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

Betting Scheme

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

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

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

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

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Tie Wager

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

Backline Betting is permitted on all wagers.

A player may only place a Tie Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal. In the event that the player's hand and the banker's hands are not of the same Baccarat Score Total, the player-dealer will win the tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

"Total Shot™"

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

The player-dealer will pay all winning "Total Shot™" wagers and will collect all losing "Total Shot™" wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

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

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

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the casino dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face down. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the Banker line. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The dealer will turn the Player hand face up and turn the remaining two cards of the Banker hand face up. The Player hand takes a hit card if necessary and the banker hand takes a hit card if necessary. When the hand is resolved the Baccarat Score Total that is closest of (9) wins.

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

How Winners are Determined and Paid

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

Game Rules

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

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

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

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

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

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

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Action Button Card Chart:

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

Round of Play

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

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

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

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

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

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

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

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

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

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

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or was a tie on the affixed electronic reader board.

Equipment

1. Equipment and accessories options:

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

Wagering Limits and Collection Fees

For **schedule options 1 and 4**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from players for each wagered placed on the Player line, Banker line, Tie circle, and Total Shot circle. Fees shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

Schedule Options	Wagering Limit on Player Line and Banker Line	Player Collection Fee on Player Line and Banker Line	Wagering Limit on Tie Bet and Total Shot	Player Collection Fee on Tie Bet and/or Total Shot	Player-Dealer Collection Fee
1	$10 - $100	$1	$10 - $100	$1	$3
2	$50 - $100	$1	$10 - $100	$1	$3
3	$100 - $200	$1	$20 - $100	$1	$3
4	$300 - $500	$2	$20 - $200	$1	$3

Table Signage

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

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TABLE LAYOUT

BGC ID: GEGA-003462 (Mar 2012)

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BLACKJACK SWITCH®

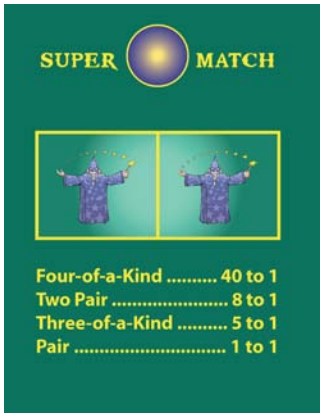
OBJECT OF THE GAME

The object of 21st Century Blackjack Switch is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a "Natural." A natural beats all other hands.

HOW TO PLAY

Each player plays two (2) hands and places a wager in both betting spots. Players have the chance of keeping the hands that have been dealt or switching their second cards around.

For example, if a player is dealt a king on the first card and 5 on the second card (with the value of 15) for one hand and 6 on the first card and ace on the second card (with the value of 7 or 17) for the second hand, the player can request to switch the A & 5. The player will end up with K & A on one hand and 6 &5 on the other hand.



TYPE OF TABLE

The game shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each 21st Century Blackjack Switch table shall have a drop box attached to it. The cloth covering a 21st Century Blackjack Switch table (the layout) shall have wagering areas for six players. The wagering areas shall be designated as shown in the picture to the right. The game wager for each of the two player's hands will be placed on the wizards and the Super Match wager will be placed on the circles with a crown inside. Backline betting is not permitted.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- Any two card hand, before a switch, consisting of an ace with any 10 or face card is a "Natural" and beats all other hands. **A switched "Natural" is considered a 21 ½ not a "Natural."**
- An Ace has the following values :
  - 11 ½ on the first two cards when the other card has a value of 10.
  - 1 or 11 when combined with cards valued at 2 - 9.
  - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

ROUND OF PLAY

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

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.

7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.

8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.

10. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is an Ace card or a face card. If the player-dealer has a "Natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

11. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to switch the second card of each hand (See Procedure for Switching the Cards). After the player has made their decision on whether or not to switch their second card, the player then has the opportunity to "Hit" and be dealt additional cards to make the best possible hand for each of their two hands. The players

will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to "double-down," "split," or "stand." Each player shall be required to hit or stand according to the chart below:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

A Hard hand is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an Ace, the Ace is only able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 21 with an Ace counted as 1 or 11.

12. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

13. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

14. The house dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

A Hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an Ace, the Ace is only able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an Ace counted as 1 or 11.

15. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The Player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.

16. The game also utilizes an "action button" to determine which player receives first action on their wager. The player-dealer's face-down card, which is turned over after each player has acted, determines the position of the "action button." The player-dealer's position is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. Game wagers shall be settled in a clockwise manner, starting with the player with the "action button." Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.

Action Button Card chart:

Card	Value
Ace	1
Two through Nine	face value
Ten	10
Jack	11
Queen	12
King	13

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

18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

19. 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.

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

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand. A switched "Natural" is considered a 21 ½ not a "Natural."
    a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
    b. A switched "Natural" (considered a 21 ½) loses against a player-dealer "Natural" and pushes against a player-dealer 21 or 22.
    c. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "PUSH" and no action is taken on the wager.
    d. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
    e. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
    f. If a player and the player-dealer's hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
    g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
        i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
        ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. The player may place

a second wager equal to or less than the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

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

3. Splits:
   a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second wager for each split equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split hand to make the best hand.
   b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split once on each hand. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
   c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.
   d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

   .

4. Players cannot surrender.

5. Odds: All winning player hands pay 1 to 1 including "Naturals."

6. Optional Bonus Bet: Super Match

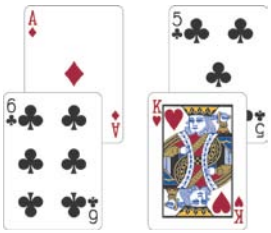
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers the first four cards dealt to both of the player's two hands before any switches occur.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Super Match wager.
6. The Super Match wager may win or lose regardless of the outcome of the base game wager.
7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. Winning Super Match wagers pay as follows:

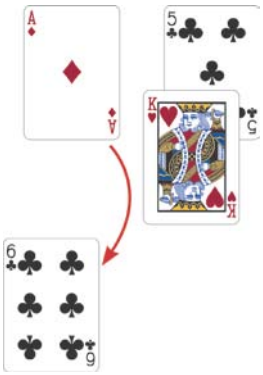
Super Match wager is paid according to posted paytable

First 4 cards	Payout
4 of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

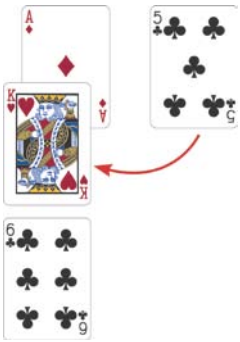
Procedure for Switching the Cards



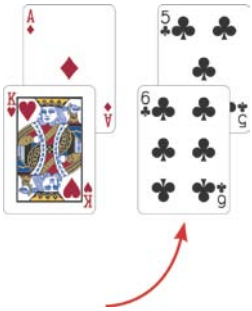
Starting position of the player's hand



Using the right hand only, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



Finally, the dealer will move the original left card into the position left vacant by the right card.

TABLE LIMITS & COLLECTION RATES

All table fees are collected by the house dealer after the first card is dealt out. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

A collection fee will be taken per hand from the player-dealer position based on the posted table limit, prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting square that they place a game wager on. There is not additional collection fee when a player doubles-down, splits cards,; however, a collection will be taken for each of the two hands that a player is dealt.

LIMIT			**Player-Dealer Table Fee**	**Player Table Fee**
$5	to	$100	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$200	$ 3.00 per hand	$ 1.00 per bet
$50	to	$200	$ 3.00 per hand	$ 2.00 per bet
$5	to	$50	Super Match Bonus	$1.00

GLOSSARY OF TERMS:

Action	The player position where the settling of wagers begins.
Backline Betting	Any wager made by a player on a position other than their own position.
Bonus Bet	An optional bet for players who make a base game wager.
Natural	Initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21.5, referred to as a "Pure 21.5 Blackjack." (This hand pays 6 to 5)
- A "Pure 21.5 Blackjack" beats all other hands.
- Winning "Pure 21.5 Blackjack" hands are paid odds of 6 to 5.
- Draw additional cards if needed.
- Hierarchy of Hands: 'Pure 21.5 Blackjack,' 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

VALUE OF CARDS

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

- Any two card hand consisting of any special Bonus card with an ace is a "Pure 21.5 Blackjack" and beats all other hands.

- A Bonus card has a value of :
  a) 10.5 on first two cards if the other card is an ace.
  b) 10 when combined with cards valued at 2 - 9.
  c) 10 in any hand with three or more cards.
  d) 20 when the first two cards are both Bonus cards.

- An ace card has a value of :
  a) 1 or 11 when combined with cards valued at 2 - 9.
  b) 2 or 12 when the first two cards are both aces.

- Deuces through Tens count as their face value.

CARD RANKING CHART

Card	Value
Bonus King Bonus Queen Bonus Jack Bonus Ten	a) 10.5 on first two cards if the other card is an ace. b) 10 when combined with cards valued at 2 - 9. c) 10 in any hand with three or more cards. d) 20 when the first two cards are both Bonus cards.
Ace	a) 1 or 11 when combined with cards valued at 2 - 9. b) 2 or 12 when the first two cards are both aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

ROUND OF PLAY

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

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

   a. 10.5 on first two cards if the other card is an ace.
   b. 10 when combined with cards valued at 2 - 9.
   c. 10 in any hand with three or more cards.
   d. 20 when the first two cards are both Bonus cards.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.

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

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

6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. Play commences with the casino dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up, with the exception of the Player/dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the Player seated to the left of Player/dealer, in a clock-wise fashion around the table. Each Player will be dealt one card face up, with the Player/dealer receiving the last card. The Player/Dealer's first card will be placed in front of the casino dealer face up.

8. The casino dealer will deal a second face up card to the players, again starting with the Player to the left of the Player/dealer, in a clock-wise fashion around the table. The Player-Dealer will receive their second card, which will be placed in front of the casino dealer face down. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer then going around the table clockwise, to be dealt additional cards to make the best possible hand, as described below.

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

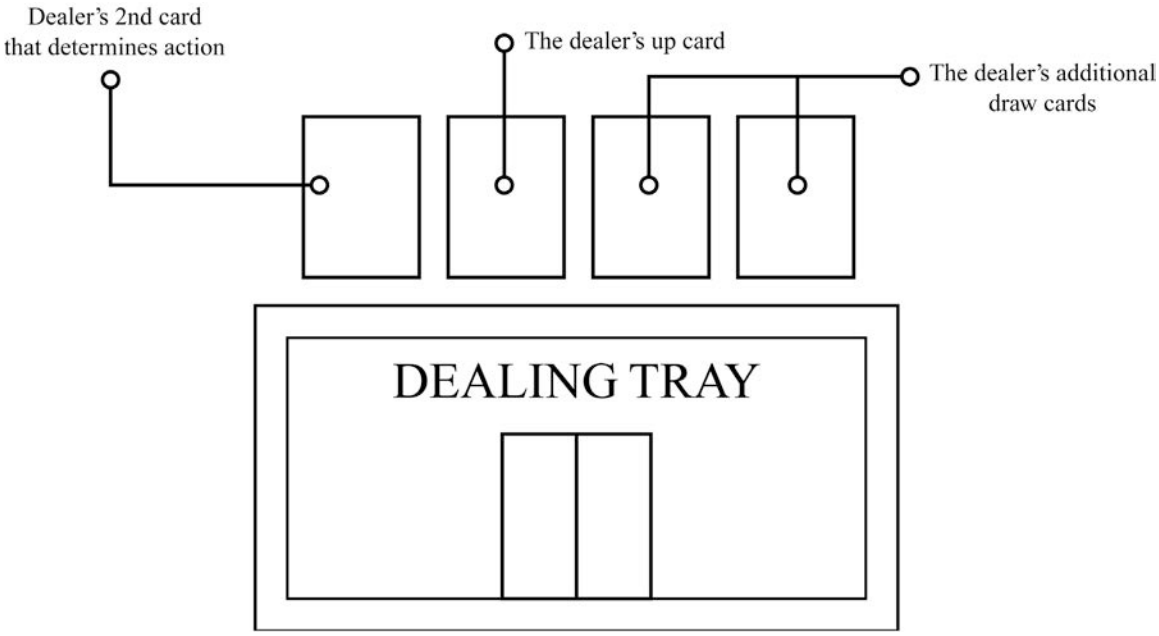
Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 19 or more	Hard 11 or less	All other counts

10. After all Players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the Player-Dealer hole (second) card. This down card will determine where the “action button” is placed. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card.

11. Beginning with the player to the left of the Player/dealer, the settling of the wagers will be done in a clockwise manner using the bottom card to determine where paying and collecting will begin, An Ace will result in starting from the first seat to the left of the Player/dealer, a 2 will result in starting at the 2nd seat, etc. The player-dealer position is not counted. Bonus Jacks count as 11, Bonus Queens as 12, and Bonus Kings as 13. Paying and collecting will continue until all wagers have been acted upon, or the player-dealer’s funds are exhausted. Furthermore, wagers will be settled from seat to seat, starting with the player that is chosen by the Player/dealer’s face down card, in the following order: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager, 20 Pays Bonus Bet wager.

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

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



14. The Player/Dealer’s hand will then be completed according to the rules listed below. The casino dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

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

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

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

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

GAME RULES

1. A "Pure 21.5 Blackjack" is the best possible hand. If the player is dealt a "Pure 21.5 Blackjack" and the Player-dealer's hand is less or more than a "Pure 21.5 Blackjack," the player wins the hand. Winning "Pure 21.5 Blackjack" are paid 6 to 5.

2. A "Pure 21.5 Blackjack" is the best possible hand. If the Player-dealer is dealt a "Pure 21.5 Blackjack" and the Player's hand is less or more than a "Pure 21.5 Blackjack," the player loses and their wager will be collected.

3. A "Pure 21.5 Blackjack" is the best possible hand. If the player and the Player-Dealer's hands are both a "Pure 21.5 Blackjack," the hand is a push or tie, and no action is taken on the wager.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-Dealer's total is more than a "Pure 21.5 Blackjack" the Player wins the hand. The player will be paid 1 to 1.

5. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-Dealer's hand is less than a "Pure 21.5 Blackjack," the hand closest to a "Pure 21.5 Blackjack" wins.

6. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player-Dealer's hand is less than a "Pure 21.5 Blackjack," the hand loses and their wager will be collected.

7. 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, and no action is taken on the wager.

8. If a Player's and the Player-Dealer's totals are more than a "Pure 21.5 Blackjack", the following will apply:
   a. If the Player-Dealer's hand is 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack " push, and no action is taken on the wager.
   b. If the Player-Dealer's hand is not 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack " lose and their wager will be collected.
   c. The Player-Dealer wins all ties over a "Pure 21.5 Blackjack."

9. Backline betting is allowed.

10. The game is played on an industry standard Blackjack table where up to eight players and a player/dealer can be seated, for a total of nine seated positions.

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

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

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- DOUBLE-DOWN
  - Players can double-down only on the first two cards dealt to them. The Player must place a second wager equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. A Player may double-down for less.
  - There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- SPLIT
  - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card (except Aces, Aces one card only) to make the best hand. Players may not double-down after splitting. Players may only split once.
  - Players may split any Bonus card (i.e. “10”, Jack, Queen, or King) of the same rank.
  - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a “Pure 21.5 Blackjack” after the split.
  - There is no extra collection fee taken by the casino on any split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

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

- ODDS
  - A ‘Pure 21.5 Blackjack’ hand pays odds of 6 to 5.

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

BUSTER BLACKJACK BONUS BET

Buster Blackjack features an optional wager (Buster Blackjack Bonus Bet) attached to Pure 21.5 Blackjack. It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer’s busted hand, the higher the payoff.

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed an game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.

2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Buster Blackjack Bonus Bet wager.
5. The Buster Blackjack Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.
6. 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."
7. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
   a. If the Player-Dealer hand busts, all Buster Blackjack Bonus Bet will be paid according to the posted Buster Blackjack pay table.
   b. If the Player-Dealer does not bust, all Buster Blackjack Bonus Bet will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack Bonus Bet and will collect all losing Buster Blackjack Bonus Bet.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager 20 Pays Bonus Bet wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

   Note: If there are no game wagers remaining simply because all players have received a "Pure 21.5 Blackjack", as long as there are Buster Blackjack Bonus Bet, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in 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

20 PAYS BONUS BET

The 20 Pays Bonus Bet is attached to Pure 21.5 Blackjack. It features a wager that allows the player to bet that the Player will be dealt a qualifying hand.

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

Rules of Play

1. The 20 Pays Bonus Bet is an optional bet offered to all players who placed an game wager. Players may place a 20 Pays Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the 20 Pays Bonus Bet wager.
3. 20 Pays Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are eligible to place a 20 Pays Bonus Bet wager.
5. The 20 Pays Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.

6. The bonus bet considers the two cards initially dealt to the player. If those two cards results in a bonus hand, according to the table below, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's initial two card hand does not make a qualifying bonus hand, according to the payout table below, the bonus bet wager loses.
7. For the 'Match 20' payout, only a pair of 10's, Jacks, Queens, or Kings is eligible.
8. For the 'Suited 20' and 'Unsuited 20' payouts, any two cards that add up to a value of twenty (20) qualify.
9. For the 'First Card' payout, a Jack, Queen, or King must be dealt as the first card, otherwise, the player is in-eligible for this payout. 10 cards do not qualify.
10. The 20 Pays Bonus Bet wager may win regardless of the outcome of the base game.
11. The Player-Dealer will pay all winning 20 Pays Bonus Bet and will collect all losing 20 Pays Bonus Bet.
8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager, 20 Pays Bonus Bet wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

20 Pays Bonus Bet Pay Table

Hand Dealt to Player	Hand Dealt to Player-dealer	Payout
Jack of Diamond Pair	"Pure 21.5 Blackjack"	1,000 to 1
Jack of Diamond Pair	N/A	100 to 1
Match 20 (Same Rank and Suit)	N/A	15 to 1
Suited 20 (Ace+9 or Ten+Ten)	N/A	5 to 1
Unsuited 20 (Ace+9 or Ten+Ten)	N/A	2 to 1
Jack, Queen, or King (First card dealt; Not including 10)	N/A	1 to 1

RED FLEX BONUS BET

Red Flex Bet Each player wagering in the base game of Pure 21.5 Blackjack and either the Buster Blackjack Bonus Bet, 20 Pays Bonus Bet, or both, has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each player's position on the gaming felt layout. When the player/dealer's first two (top & hole) cards are "Red" the **RED FLEX BET™** is an automatic **"WINNER."** The more consecutive "Red" cards by the player/dealer's hand the higher the **RED FLEX BET™** pay off.

There will be a distinctive marked circle on the table in which the player will place the optional wager. . There is no collection for the extra wager.

Rules of Play

1. The Red Flex Bonus Bet is an optional bet offered to all players who placed a game wager and either a Buster Blackjack Bonus Bet wager, 20 Pays Bonus Bet wager, or both. Players may place a Red Flex Bonus Bet wager for each game wager, Buster Blackjack Bonus Bet wager, and 20 Pays Bonus Bet wager placed.
2. A player must participate in the game in order to make the Red Flex Bonus Bet wager.
3. Red Flex Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Red Flex Bonus Bet wager.
5. The Red Flex Bonus Bet may be less than, equal to, or greater than the game wager, Buster Blackjack Bonus Bet wager, and the 20 Pays Bonus Bet wager. However, it cannot exceed the posted table limits.

6. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealers 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 (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer's hand are also of the same Red color. The order of the cards is listed below.

   a) Player/Dealer's first card (top).
   b) Player/Dealer's (hole) second card.
   c) Player/Dealer's first hit card.
   d) Player/Dealer's second card.
   e) Player/Dealer's third card.
   f) 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.

9. The Player-Dealer will pay all winning Red Flex Bonus Bet and will collect all losing Red Flex Bonus Bet. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager, 20 Pays Bonus Bet wager. 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

Hand Dealt	Payout
Two Red Cards	2 to 1
Three consecutive red cards	3 to 1
Four consecutive red cards	6 to 1
Five consecutive red cards	40 to 1
Six consecutive red cards	100 to 1
Seven or more consecutive red cards	200 to 1

Note: The example hands listed below are descriptions of only the Player/Dealer hand, since the Player/Dealer hand solely determines a winner or loser.

Example #1 – Player/Dealer Hand – Ten of Hearts/Seven of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole), *Two Consecutive Red Cards is made.

Example #2 – Player/Dealer Hand – King of Diamonds/Six of Diamonds for a total of 16. The hit taken by rule is the Nine of Hearts. *Payoff for Three Consecutive Red Cards is made.

Example #3 – Player/Dealer Hand – King of Diamonds/Two of Clubs. All Consecutive *Red Card wagers lose. Player/Dealer hand is played out according to house rules.

Example #4 – Player/Dealer Hand – Seven of Hearts/Eight of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole). Two Consecutive Red Cards are made.

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Double Hand Poker

Description of Game

Double Hand Poker is played with a standard 52-card deck with one Joker added for a total of 53 cards used. The Joker is used as an Ace or to complete a straight or flush on any given hand in standard Double Hand Poker. Each Player is dealt a 7 card hand that the Dealer deals in 7 stacks of seven cards directly in front of their tray on the table. When Players receive their cards, they form a two-card and a five-card hand with the five-card hand being higher in value than the two-card hand. Traditional poker rankings are used. When Players hands are compared to the Player/Dealer hand, both hands must rank higher to win. If both are the high and low hand are the same or of lower ranking, the Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

NOTE: When playing **Jokers Wild** version of Double Hand Poker, the Joker is now wild and can be used to represent any card in the deck –not limited to an Aces, Straights, or Flushes.

Method of Play

1. Players make a bet.

2. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table.

3. The Player/Dealer selects which pile will be distributed to the first Player who is randomly selected. (see #4) The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile and/or by pushing it forward and turning the pile behind it side ways.

4. The Player/Dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (see #3) will be distributed.

5. Each pile of seven cards is distributed to each seat at the table. The Dealer collects cards distributed to seats without a wager. (No-Body Home.)

6. Players form two hands, a two-card and a five-card hand.

7. When all Players' hands have been set, the Dealer exposes the Player/Dealer's hand, and sets it according to the Player/Dealer's instructions

8. Each Player's hands are compared to the Player/Dealer's hands, in turn, starting with the Action Button, to determine the winner according to the criteria stated above.

9. Play rotates clockwise from the ACTION Button.

10. Several Players may wager on the same hand, frequently called "back betting".

11. Bets are collected and paid only to the extent the Player/Dealer's money is in action.

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

General Rules

1. The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Garden City.

2. Fee collection is taken in advance of the start of play of the hand. You must have a full minimum bet after paying collection.

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

4. A Player must bet at least the table minimum.

5. Any amounts over the maximum table limit will receive no action.

6. The Player/Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card-Room Ordinance.

7. All action goes clockwise, starting with the action button.

8. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.

9. The Player with the largest wager controls the cards and sets the hand.

10. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.

11. Once the Dealer has announced "no more bets" and opened the Dice Cup, no one may change their wager. PENALTY. Possible forfeiture of wager, exclusion from premises, and subject to prosecution.

12. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player/Dealer's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player/Dealer's hand are all examples of INFLUENCE.

13. The Dealer is <u>not</u> allowed to pay collection for any Player.

14. The Player/Dealer's hand will not be opened until all hands have been set.

15. All Players must put the entire wager in the spot before the Dealer exposes the dice. Only money in the squares plays. Stating "money covers" or other “call all bets” is NOT acceptable.

16. If the Player/Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "House Way".

17. Any active Player is entitled to ask the Dealer the amount of the Player/Dealer's wager, to the extent that it affects the play of their hand.

18. Any Player wagering on a spot the previous hand has the option of being the Player/Dealer on the next hand (in turn).

19. If a Player quits, the next Player has the option of accepting the P/D position, and will not be penalized because they did not have a bet on the previous hand.

20. A Player may not surrender their hand.

21. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the wager forfeited. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

22. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

23. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

24. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

25. A Player may set only one hand, regardless of the number of hands on which he has wagered.

26. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.

27. All FOUL hands are considered losing hands.

28. A Player has a FOULED hand if:

a. The two-card front hand is stronger than the five-card back hand, or
b. The Player does not have exactly two cards in the front hand, or
c. The Player does not have exactly five cards in the back hand, or
d. The Player does not protect his hand and it comes in contact with other cards.

29. Note: The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

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

31. Players are responsible for the final setting of their hands. When the Player requests assistance on the setting of a hand by the house Dealer the hand will be set "House Way".

32. The Floorperson will reset any "House Way" hand improperly set by the Dealer, if it can be retrieved intact.

33. The Dealer cannot allow the Player/Dealer to set his hand foul, it will be reset the "House Way" by the Floorperson and play will continue.

34. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be re-dealt.

35. The Dealer must get the Player/Dealer's instruction, <u>with obvious gesture</u>, before opening the first Player's hand. **Verbally “Go”. Tap table.**

36. The Garden City will not be responsible for any hand that is "OK'ed" for action by the Player/Dealer.

37. Once the first Player's hand is exposed, the Player/Dealer may not reset his hand.

38. Only the Player/Dealer may request a change of deck between the first and second deal.

39. If two identical cards are turned up, that hand will be declared a misdeal.

40. "COPY": If a Player's front or back hand has the same value as the Player/Dealer's front or back hand, it is called a "copy". Any “copy” is considered a winner for the P/D.

41. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.

42. All hands are to contain 7 cards.

43. In the case that two hands have the incorrect number of cards, totaling fourteen cards between both hands (i.e. 6 cards and 8 cards), the bets and collections will be returned to those seats only. All other hands will play.

44. A hand that is intentionally played/set with the incorrect number of cards will be declared a foul hand.

45. A misdeal will be declared whenever three or more hands contain the incorrect number of cards.

46. A misdeal will be declared if:

a. The Player/Dealers hand has more or less than 7 cards.
b. If any Player receives the P/D’s hand.

47. If any cards fall off the table - a Game Attendant will retrieve the card(s) and the hand will be set house way.

48. Any abandoned hand will be set house way.

49. A Player places a wager on a seat that is not in play, but was not properly covered (i.e. seat 8). The Players bet and collection will be returned.

50. The Dealer has set cards to the wrong action:

a. Wrong action is discovered after the dice are covered; the action will play as is.
b. A misdeal will be declared whenever wrong action is discovered prior to the dice being covered with two or more Players having viewed their cards.
c. Wrong action is discovered prior to the dice being covered, with one or more Players having viewed their cards, the action will be reset to the correct action of the dice. In the cases of one Player having viewed the incorrect hand, that Player has the option of:

1. Having their bet and collection returned.
2. Playing the correct hand (according to the dice) house way.

Regardless of the discussion that is made, the viewed hand is not to be discussed.

Rules for Player/Dealer

1. California style games feature a Player/Dealer position that is continuously and Systematically rotated amongst all seated Player positions during the play of the game.

2. Each seated Player in a game will have the option, in turn, to participate/wager in the Player/Dealer position.

3. A seated Player may decline the option to participate in the Player/Dealer position. The option to participate/not participate in the Player/Dealer position is solely the decision of the seated Player. If the seated Player declines the Player/Dealer position, it will be offered to the next seated Player in turn until accepted by a seated Player.

4. A seated Player that has chosen to participate in the Player/Dealer position will have the option to participate in the Player/Dealer position for **either one or two consecutive hands of play.**

5. After two consecutive hands of play, the option to participate in the Player/Dealer position will rotate to the next seated Player, in turn.

6. If all seated Players decline the option to wager in the Player/Dealer position, the game will be closed. The game will be re-started once a Player accepts the option to act as the Player/Dealer.

Rules of Play

Overview:
Pai Gow'd is an optional side bet Pai Gow Poker. Players win the bet if the dealer's five-card hand is less than a pair. The worse this hand is, the more the bet pays.

Dealing Procedures:

1. Players make the optional Pai Gow'd wager before the start of a hand. Players may bet within the posted minimums and maximums for this wager.
2. There is an additional collection fee taken for placing a Pai Gow'd side bet. The fee is $1 if the amount wagered on the side bet is between $5-$100 and $2 if the amount wagered on the side bet is between $101-$200.
3. The dealer reconciles the Pai Gow'd wager as he settles each player's Pai Gow and Fortune wagers.
4. **The player/dealer will pay all winning Upcard Luck Bonus Bet wagers and will collect all losing Upcard Luck Bonus Bet wagers.** Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
5. If the dealer's five-card hand is less than a pair, the Pai Gow'd wager wins. If the dealer's five-card hand is a pair or better, the Pai Gow'd bet loses.

Dealer's 5-card hand	Pays
9-high	100 to 1
10-high	50 to 1
Jack-high	10 to 1
Queen-high	7 to 1
King-high	5 to 1
Ace-high	3 to 1

RULES OF PLAY

1. Fortune Pai Gow Poker is an optional bonus bet.

2. The bet considers the best hand possible among the player's seven cards.

3. Players may bet any amount within table limits; however, a Fortune bet of at least $5 qualifies them for Envy Bonus payouts. Players win the Envy Bonus when someone else at the table receives a four of a kind or higher.

4. There is an additional collection fee taken for placing a Fortune Pai Gow side bet. The fee is $1 if the amount wagered on the side bet is between $5-$100 and $2 if the amount wagered on the side bet is between $101-$200.

	Option A		**Option B**	
	Pays	**Envy**	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	8,000 to 1	$1,000	500 to 1	$250
7 Card Straight Flush (With Joker)	1,000 to 1	$100	500 to 1	$250
Five Aces	400 to 1	$50	250 to 1	$50
Five of a Kind	250 to 1	$25	200 to 1	$25
Royal Flush	100 to 1	$10	100 to 1	$10
Straight Flush	40 to 1	$5	50 to 1	$5
Four of a Kind	25 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1	
Flush	3 to 1		3 to 1	
Straight	2 to 1		2 to 1	

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

6. The dealer then follows house procedures for pai gow poker.

7. While reconciling the standard pai gow poker wagers, the dealer also reconciles Fortune bonus bets.

    a. If the player's hand qualifies for payouts, the dealer pays him according to the posted paytable.
        i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.
    b. If the player's hand does not qualify for payouts, the dealer takes his Fortune wager.
        i. The dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. He will not pick up envy buttons until he reconciles all wagers.

8. The dealer pays any Envy Bonuses at the end of the round. If at least one player has a four of a kind or higher, all players with envy buttons win—see paytable. In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    a. Note: A player cannot win Envy Bonuses for his own hand.

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

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

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

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

ROUND OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

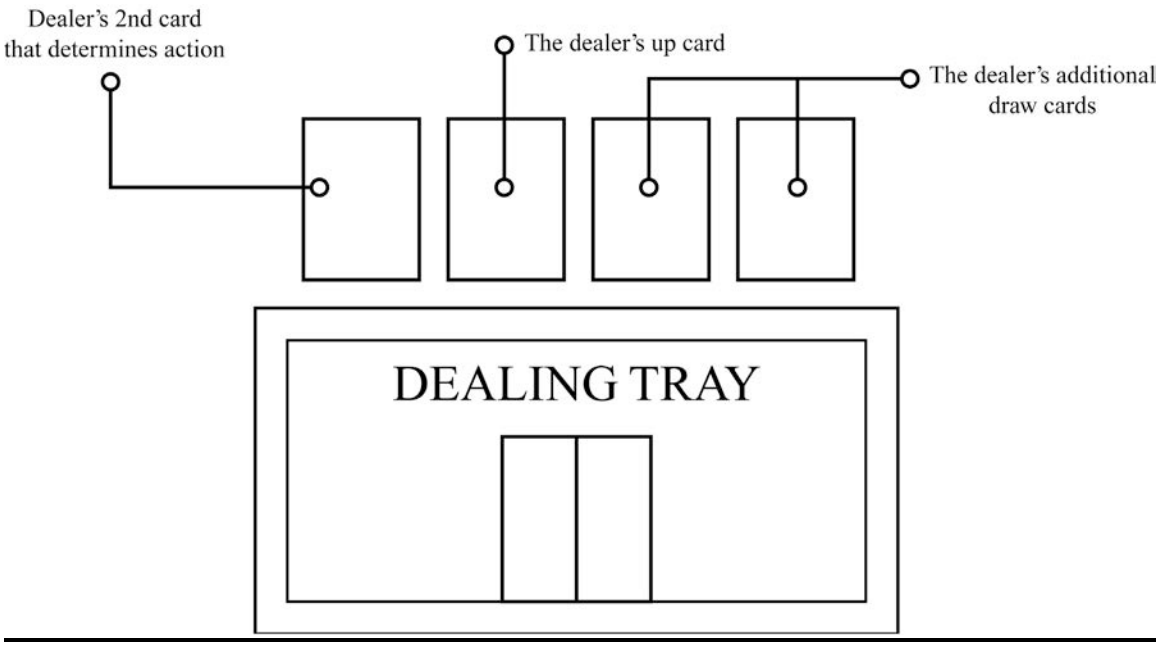
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted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

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

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

DIAGRAM #1

DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

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

GAME RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

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

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

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

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

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

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

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

OPTIONS

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

Pure 21.5 Blackjack Payoff Options

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

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

1. **After the (Player/Dealer) has checked his hand for a 21.5 if the (Player/Dealer) does not have a 21.5 the (Player) will have the option to surrender his hand at any time. Except when he has already exercised his option to double down or split.**

2. **When a (Player) has a 21.5 that player will have the option to take additional cards. If he receives a King, Queen, Jack or Ten bonus cards, on his first additional draw he will beat all other 21's and will be paid off at 3 to 1. If the first additional draw card is not a King, Queen, Jack or Ten bonus card the player will be allowed to continue to draw and the hand will play as the sum of its total. Example: 1. King Bonus card + Ace + first additional draw card a King Bonus card equals a 3 to 1 pay off. Example: 2. King Bonus card + Ace + first additional draw card a 7 equals 18. Example: 3. King bonus card + Ace + first draw additional card a 3 equals 14. The (Player) will not be allowed to double down when they are exercising this option.**
3. **When a (player) has 21.5 that Player will have the option to draw one Additional card only. If that card is a King, Queen, Jack or Ten bonus card he will be paid 4 to 1. If it is any other card than a King, Queen, Jack or Ten bonus card the hand will play as the sum of it total.**

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

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

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

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

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

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

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

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

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

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

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the

meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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Casino M8trix
Poker Games Collection RATES

Texas Hold'em: GEGA-000644, Texas Hold'em High-Low Split: GEGA-000645, for **schedule options 1 through 60**, the house dealer shall spread the "flop," move all pre-flop wagers into the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown above. If there is no "flop," the appropriate collection fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$9 - $18	$3 - $9	$5	$3	$1	$0
9	$15 - $30	$10 - $15	$5	$3	$1	$0
10	$20 - $40	$10 - $20	$5	$3	$1	$0
11	$25 - $50	$15 - $25	$5	$3	$1	$0
12	$30 - $60	$20 - $30	$5	$3	$1	$0
13	$40 - $80	$20 - $40	$5	$3	$1	$0
14	$50 - $100	$25 - $50	$5	$3	$1	$0
15	$60 - $120	$20 - $60	$5	$3	$1	$0
16	$75 - $150	$25 - $75	$5	$3	$1	$0
17	$80 - $160	$40 - $80	$5	$3	$1	$0
18	$100 - $200	$40 - $100	$5	$3	$1	$0
19	$100 - $200	$50 - $100	$6	$3	$1	$0
20	$100 - $200	$50 - $100	$5	$3	$1	$0
21	$150 - $300	$75 - $150	$5	$3	$1	$0
22	$150 - $300	$75 - $150	$5	$4	$2	$0
23	$150 - $300	$75 - $150	$6	$4	$2	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less	No Flop
24	$75 - $150	$25 – $75	$5	$3	$2	$0
25	$100 – $200	$50 - $100	$5	$3	$2	$0
26	$50 - $100	$25 - 450	$5	$3	$2	$0

Casino M8trix
Poker Games Collection RATES

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
27	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
28	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
29	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
30	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
31	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
32	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
33	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
34	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
35	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
36	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
37	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
38	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
39	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
40	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
41	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
42	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
43	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
44	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less	No Flop
45	No Limit	$10 - $25	$8	$5	$3	$2	$0
46	No Limit	$25 - $50	$10	$8	$5	$2	$0
47	No Limit	$25 - $50	$12	$8	$5	$2	$0
48	No Limit	$50 - $100	10	$8	$5	$2	$0
49	No Limit	$50 - $100	$12	$8	$5	$2	$0

Spread Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
50	$4 - $40	$1 - $2 - $4	$5	$4	$2	$1	$0
51	$3 - $100	$1 - $2 - $3	$5	$4	$2	$1	$0
52	$3 - $150	$1 - $2 - $3	$5	$4	$2	$1	$0
53	$5 - $200	$5 - $5 - $10	$5	$4	$2	$1	$0
54	$10 - $200	$5 - $5 - $10	$5	$4	$2	$1	$0
55	$10 - $500	$5 - $5 - $10	$5	$4	$2	$1	$0

Casino M8trix
Poker Games Collection RATES

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
56	Pot Limit	$2 - $2	$5.00	$4.00	$3.00	$1.00	$0.00
57	Pot Limit	$5 - $5	$5.00	$4.00	$3.00	$1.00	$0.00
58	Pot Limit	$10 - $10	$5.00	$4.00	$3.00	$1.00	$0.00
59	Pot Limit	$20 - $20	$5.00	$4.00	$3.00	$1.00	$0.00
60	Pot Limit	$25 - $25	$5.00	$4.00	$3.00	$1.00	$0.00

Omaha: GEGA-000647, for **schedule options 1 through 48**, the house dealer shall spread the "flop," move all pre-flop wagers into the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown above. If there is no "flop," the appropriate collection fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
18	$15 - $30	$10 - $15	$6	$4	$2
19	$30 - $60	$15 - $30	$6	$4	$2

Casino M8trix
Poker Games Collection RATES

20	$25 - $50	$10 - $25	$6	$4	$2
21	$50 - $100	$25 - 450	$6	$4	$2

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
22	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
23	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
24	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
25	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
26	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
27	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
28	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
29	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
30	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
31	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
32	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
33	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
34	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
35	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
36	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
37	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
38	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
39	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
40	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
41	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
42	Pot Limit	$5 - $5	$6	$4	$3	$1	$0
43	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
44	Pot Limit	$10 - $10	$6	$4	$3	$1	$0
45	Pot Limit	$20 - $20	$5	$4	$3	$1	$0
46	Pot Limit	$25 - $25	$5	$4	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
47	Pot Limit	$5 - $5	$6	$4	$2
48	Pot Limit	$10 - $10	$6	$4	$2

Casino M8trix
Poker Games Collection RATES

Omaha High-Low Split: GEGA-00648, for **schedule options 1 through 44**, the house dealer shall spread the "flop," move all pre-flop wagers into the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown above. If there is no "flop," the appropriate collection fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
18	$15 - $30	$10 - $15	$6	$4	$2
19	$30 - $60	$15 - $30	$6	$4	$2
20	$25 - $50	$10 - $25	$6	$4	$2
21	$50 - $100	$25 - 450	$6	$4	$2

Casino M8trix
Poker Games Collection RATES

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
22	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
23	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
24	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
25	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
26	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
27	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
28	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
29	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
30	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
31	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
32	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
33	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
34	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
35	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
36	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
37	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
38	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
39	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
40	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
41	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
42	Pot Limit	$5 - $5	$6	$4	$3	$1	$0
43	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
44	Pot Limit	$10 - $10	$6	$4	$3	$1	$0

Casino M8trix
Poker Games Collection RATES

Crazy Pineapple: GEGA-000658, Pineapple: GEGA-000657, for **schedule options 1 through 46,** the house dealer shall spread the "flop," move all pre-flop wagers into the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown above. If there is no "flop," the appropriate collection fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Spread Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
18	$4 - $40	$1 - $2 - $4	$5	$4	$2	$1	$0
19	$3 - $100	$1 - $2 - $3	$5	$4	$2	$1	$0
20	$3 - $150	$1 - $2 - $3	$5	$4	$2	$1	$0
21	$5 - $200	$5 - $5 - $10	$5	$4	$3	$1	$0
22	$10 - $200	$5 - $5 - $10	$5	$4	$3	$1	$0
23	$10 - $500	$5 - $5 - $10	$5	$4	$3	$1	$0

Casino M8trix
Poker Games Collection RATES

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
24	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
25	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
26	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
27	Pot Limit	$20 - $20	$5	$4	$3	$1	$0
28	Pot Limit	$25 - $25	$5	$4	$3	$1	$0

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
29	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
30	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
31	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
32	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
33	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
34	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
35	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
36	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
37	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
38	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
39	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
40	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
41	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
42	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
43	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
44	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
45	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
46	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Casino M8trix
Poker Games Collection RATES

Draw Poker: GEGA-000659, Draw Poker High-Low Split: GEGA-000660, Lowball: GEGA-000646, Asian Stud Poker: GEGA-000666, for **schedule options 1 through 7,** the house dealer will move all antes to the center of the table, which is referred to as "the pot," deal out and distribute the appropriate number of cards to each player, then remove the appropriate collection fee from "the pot" prior to players discarding and receiving new cards, referred to as "the draw." The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Spread Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less
1	$2 - $20	$1 - $1 - $2	$3	$2	$1
2	$4 - $40	$2 - $2 - $4	$5	$3	$1
3	$5 - $50	$2 - $3 - $5	$5	$3	$1
4	$10 - $10	$5 - $5 - $10	$5	$3	$1
5	$20 - $200	$10 - $10 - $20	$5	$3	$1

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less
6	No Limit	$2 - $3 - $5	$5	$3	$1
7	No Limit	$5 - $5 - $10	$5	$3	$1

Seven Card Stud: GEGA-000650, Seven Card Stud High-Low Split: GEGA-000654, Seven Card Stud Low: GEGA-000655, for **schedule options 1 through 23**, the house dealer will move all antes to the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to cards being dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			7 or more	6	5 or less
1	$3 - $6	$1	$5	$3	$2
2	$3 - $6	$1	$6	$4	$2
3	$4 - $8	$1	$5	$3	$2
4	$4 - $8	$2	$5	$3	$2
5	$4 - $8	$2	$6	$4	$2
6	$6 - $12	$2	$5	$3	$2
7	$6 - $12	$2	$6	$4	$2
8	$8 - $16	$2	$5	$3	$2
9	$8 - $16	$2	$6	$4	$2
10	$10 - $20	$2	$5	$3	$2
11	$10 - $20	$2	$6	$4	$2
12	$20 - $40	$5	$5	$3	$2
13	$20 - $40	$5	$7	$5	$3

14	$25 - $50	$5	$5	$3	$2
15	$25 - $50	$5	$7	$5	$3
16	$40 - $80	$5	$5	$3	$2
17	$40 - $80	$5	$7	$5	$3
18	$50 - $100	$5	$5	$3	$2
19	$50 - $100	$5	$7	$5	$3
20	$60 - $120	$5	$5	$3	$2
21	$60 - $120	$5	$7	$5	$3
22	$80 - $160	$5	$5	$3	$2
23	$80 - $160	$5	$7	$5	$3

Pan: GEGA-000656, for **schedule options 1 through 4,** the house dealer will move all antes to the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” after cards have been dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			6 or more	5	4 or less
1	$2	$2	$3	$2	$1
2	$3	$3	$5	$3	$2
3	$5	$5	$5	$3	$2
4	$10	$10	$5	$3	$2

13 Card Poker Red: GEGA-002432, for **schedule options 1 through 7**, the house dealer will move all antes to the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” after cards have been dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.

Limit Games

Schedule Option	Table Limit	Ante (Button)	Ante (Others)	Number of Players Seated and Playing		
				4	3	2
1	$3	$1	$1	$4	$3	$2
2	$5	$1	$1	$5	$3	$2
3	$5	$2	$1	$5	$3	$2
4	$10	$1	$1	$5	$3	$2
5	$10	$2	$1	$5	$3	$2
6	$20	$2	$2	$8	$6	$4
7	$40	$2	$2	$8	$6	$4

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Pure 21.5 Blackjack: GEGA-000435 - for **schedule options 1 through 19**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, placing an insurance wager, placing an even money wager, or surrendering their hand.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1.00	$2.00
2	$10 - $100	$1.00	$2.00
3	$20 - $100	$1.00	$2.00
4	$20 - $100	$1.00	$3.00
5	$25 - $100	$1.00	$2.00
6	$25 - $100	$1.00	$3.00
7	$40 - $100	$1.00	$3.00
8	$50 - $100	$1.00	$3.00
9	$100	$1.00	$3.00
10	$20 - $200	$1.00	$2.00
11	$20 - $200	$2.00	$3.00
12	$25 - $200	$1.00	$2.00
13	$25 - $200	$2.00	$3.00
14	$40 - $200	$1.00	$3.00
15	$40 - $200	$2.00	$3.00
16	$50 - $200	$1.00	$3.00
17	$50 - $200	$2.00	$3.00
18	$100 - $200	$1.00	$3.00
19	$100 - $200	$2.00	$3.00

Pure 21.5 Blackjack: GEGA-000435 – for **schedule options 20 through 27**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when doubling-down, splitting cards, placing an insurance wager, placing an even money wager, or surrendering their hand.

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
20	$5 - $500	$5 - $250	$1.00	$2.00
		$251 - $500	$2.00	
21	$10 - $500	$10 - $250	$1.00	$2.00
		$251 - $500	$2.00	
22	$20 - $500	$20 - $250	$1.00	$3.00
		$251 - $500	$2.00	
23	$25 - $500	$25 - $250	$1.00	$3.00
		$251 - $500	$2.00	
24	$25 - $500	$20 - $250	$2.00	$3.00
		$251 - $500	$4.00	

25	$40 - $1,000	$40 - $250	$1.00	$3.00
		$251 - $500	$2.00	
		$501 - $750	$3.00	
		$751 - $1,000	$4.00	
26	$50 - $1,000	$50 - $250	$1.00	$3.00
		$251 - $500	$2.00	
		$501 - $750	$3.00	
		$751 - $1,000	$4.00	
27	$50 - $1,000	$50 - $250	$2.00	$3.00
		$251 - $500	$4.00	
		$501 - $750	$6.00	
		$751 - $1,000	$8.00	

Pure 21.5 Blackjack 1.0: GEGA-001907 – for **schedule options 1 through 21**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Red Flex Bonus Bet wager, and Buster Blackjack Bonus Bet wager that they place. *However, if a player places a game wager, a Buster Blackjack Bonus Bet wager, and a Red Flex Bonus Bet wager, then the player shall only be required to pay a collection fee for the game wager and the Buster Blackjack Bonus Bet wager and shall not be required to pay the posted collection fee for the Red Flex Bonus Bet wager. However, if a player places only a game wager and a Red Flex Bonus Bet wager, the player shall be required to pay the posted collection fee for each wager according to the schedules above. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$2.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
2	Game	$5 - $100	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
3	Game	$10 - $100	$1.00	$2.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
4	Game	$10 - $100	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
5	Game	$20 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
6	Game	$20 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	

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7	Game	$40 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
8	Game	$40 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
9	Game	$50 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
10	Game	$50 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
11	Game	$100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
12	Game	$100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
13	Game	$20 - $200	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
14	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$10 - $100	$2.00	
	Buster	$10 - $100	$2.00	
15	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$2.00	
	Buster	$5 - $50	$2.00	
16	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$10 - $200	$1.00	
	Buster	$10 - $100	$1.00	
17	Game	$40 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
18	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$10 - $200	$1.00	
	Buster	$10 - $100	$1.00	
19	Game	$100 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
20	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$10 - $200	$2.00	
	Buster	$10 - $100	$2.00	

21	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	

Pure 21.5 Blackjack 1.0: GEGA-001907 – for **schedule options 22 through 25**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Red Flex Bonus Bet wager, and Buster Blackjack Bonus Bet wager that they place depending on the monetary value of the wager. *However, if a player places a game wager, a Buster Blackjack Bonus Bet wager, and a Red Flex Bonus Bet wager, then the player shall only be required to pay a collection fee for the game wager and the Buster Blackjack Bonus Bet wager and shall not be required to pay the posted collection fee for the Red Flex Bonus Bet wager. However, if a player places only a game wager and a Red Flex Bonus Bet wager, the player shall be required to pay the posted collection fee for each wager according to the schedules above. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
22	Game	$5 - $500	$5 - $250	$1.00	$2.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
23	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $500	$5 - $50	$1.00	
	Buster	$5 - $250	$5 - $50	$1.00	
24	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
25	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	

Pure 21.5 Blackjack 2.0: GEGA-002681 – for **schedule options 1 through 27**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Red Flex Bonus Bet wager, Buster Blackjack Bonus Bet, and 20 Pays Bonus Bet wager that they place. *However, if a player places a game wager, a Buster Blackjack Bonus Bet wager and/or a 20 Pays Bonus Bet wager, and a Red Flex Bonus Bet wager, then the player shall only be required to pay a collection fee for the game wager, the Buster Blackjack Bonus Bet wager, and/or the 20 Pays Bonus Bet wager. There shall be no fee for the Red Flex Bonus Bet wager. However, if a player places only a game wager and a Red Flex Bonus Bet wager, the player shall be required to pay the posted collection fee for each

wager according to the schedules above. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$2.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
2	Game	$5 - $100	$1.00	$2.00
	Red Flex*	$5 - $500	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
3	Game	$10 - $100	$1.00	$2.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
4	Game	$10 - $100	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
5	Game	$20 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
6	Game	$20 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
7	Game	$25 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
8	Game	$40 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
9	Game	$40 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	

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10	Game	$50 - $100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
11	Game	$50 - $100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
12	Game	$100	$1.00	$3.00
	Red Flex*	$5 - $100	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$10 - $100	$1.00	
13	Game	$100	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
14	Game	$20 - $200	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
15	Game	$20 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
16	Game	$25 - $200	$1.00	$2.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
17	Game	$25 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
18	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$10 - $100	$1.00	
	Buster	$10 - $100	$1.00	
	20 Pays	$10 - $200	$1.00	
19	Game	$40 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
20	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$10 - $100	$2.00	
	Buster	$10 - $100	$2.00	
	20 Pays	$10 - $100	$2.00	

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21	Game	$40 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
22	Game	$50 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
23	Game	$50 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
24	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$10 - $100	$2.00	
	Buster	$10 - $100	$2.00	
	20 Pays	$10 - $200	$2.00	
25	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	
26	Game	$100 - $200	$2.00	$3.00
	Red Flex*	$10 - $100	$1.00	
	Buster	$10 - $100	$1.00	
	20 Pays	$10 - $200	$1.00	
27	Game	$100 - $200	$1.00	$3.00
	Red Flex*	$5 - $50	$1.00	
	Buster	$5 - $50	$1.00	
	20 Pays	$5 - $50	$1.00	

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Pure 21.5 Blackjack 2.0: GEGA-002681 – for **schedule options 28 through 34**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Red Flex Bonus Bet wager, Buster Blackjack Bonus Bet, and 20 Pays Bonus Bet wager that they place depending on the monetary value of the wager. *However, if a player places a game wager, a Buster Blackjack Bonus Bet wager and/or a 20 Pays Bonus Bet wager, and a Red Flex Bonus Bet wager, then the player shall only be required to pay a collection fee for the game wager, the Buster Blackjack Bonus Bet wager, and/or the 20 Pays Bonus Bet wager. There shall be no fee for the Red Flex Bonus Bet wager. However, if a player places only a game wager and a Red Flex Bonus Bet wager, the player shall be required to pay the posted collection fee for each wager according to the schedules above. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
28	Game	$5 - $500	$5 - $250	$1.00	$2.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	
29	Game	$10 - $500	$10 - $250	$1.00	$2.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	
30	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	
31	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	
32	Game	$25 - $500	$25 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	

33	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	
34	Game	$50 - $1,000	$50 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Red Flex*	$5 - $50	$5 - $50	$1.00	
	Buster	$5 - $50	$5 - $50	$1.00	
	20 Pays	$5 - $50	$5 - $50	$1.00	

Blackjack Switch: GEGA-003502 - For **schedule options 1 through 7**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will also be a collection fee taken from each player for each betting square that he or she places a game wager and Super Match Bonus wager on. There shall be no additional collection fee when a player doubles down or splits cards. However, a collection will be taken for each of the two hands that a player is dealt.

Schedule Option	Game Wagering Limit	Player Collection on Game wager	Super Match Limit	Player Collection on Super Match	Player-Dealer Collection
1	$5 -$100	$1.00	$5- $50	$1.00	$2.00
2	$10 - $100	$1.00	$5- $50	$1.00	$2.00
3	$25 - $100	$1.00	$5- $50	$1.00	$2.00
4	$25 - $200	$1.00	$5- $50	$1.00	$2.00
5	$25 - $200	$2.00	$5- $50	$1.00	$3.00
6	$50 - $200	$1.00	$5- $50	$1.00	$3.00
7	$50 - $200	$2.00	$5- $50	$1.00	$3.00

Double Hand Poker Bonus Gold: GEGA-002931 – for **schedule options 1 through 12**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$10 - $100	$1.00	$2.00
	Fortune	$10 - $100	$1.00	
2	Game	$20 - $100	$1.00	$3.00
	Fortune	$10 - $100	$1.00	
3	Game	$25 - $100	$1.00	$3.00
	Fortune	$10 - $100	$1.00	

4	Game	$40 - $100	$1.00	$4.00
	Fortune	$20 - $100	$1.00	
5	Game	$20 - $200	$1.00	$4.00
	Fortune	$20 - $100	$1.00	
6	Game	$25 - $200	$1.00	$4.00
	Fortune	$25 - $200	$1.00	
7	Game	$40 - $200	$1.00	$4.00
	Fortune	$20 - $200	$1.00	
8	Game	$50 - $200	$1.00	$4.00
	Fortune	$25 - $200	$1.00	
9	Game	$100 - $200	$1.00	$5.00
	Fortune	$25 - $200	$1.00	
10	Game	$100	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
11	Game	$200	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
12	Game	$200	$1.00	$5.00
	Fortune	$25 - $200	$1.00	

Double Hand Poker Bonus Gold: GEGA-002931 - for **schedule options 13 through 22**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place depending on the monetary value of the wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
13	Game	$20 - $500	$20 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$20 - $500	$20 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
14	Game	$20 - $500	$20 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$20 - $500	$20 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
15	Game	$25 - $500	$25 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$25 - $500	$25 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	

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16	Game	$25 - $500	$25 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$25 - $500	$25 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
17	Game	$40 - $500	$40 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$40 - $500	$40 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
18	Game	$40 - $500	$40 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$5.00	
	Fortune	$40 - $500	$40 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$5.00	
19	Game	$50 - $500	$50 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$50 - $500	$50 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
20	Game	$50 - $500	$50 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$50 - $500	$50 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
21	Game	$100 - $1,000	$100 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $200	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
22	Game	$100 - $1,000	$100 - $500	$2.00	$6.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	

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Double Hand Poker Bonus Gold 10: GEGA-003165 – for **schedule options 1 through 12**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$10 - $100	$1.00	$2.00
	Fortune	$10 - $100	$1.00	
2	Game	$20 - $100	$1.00	$3.00
	Fortune	$10 - $100	$1.00	
3	Game	$25 - $100	$1.00	$3.00
	Fortune	$10 - $100	$1.00	
4	Game	$40 - $100	$1.00	$4.00
	Fortune	$20 - $100	$1.00	
5	Game	$20 - $200	$1.00	$4.00
	Fortune	$20 - $200	$1.00	
6	Game	$25 - $200	$1.00	$4.00
	Fortune	$25 - $200	$1.00	
7	Game	$40 - $200	$1.00	$4.00
	Fortune	$20 - $200	$1.00	
8	Game	$50 - $200	$1.00	$4.00
	Fortune	$25 - $200	$1.00	
9	Game	$100 - $200	$1.00	$5.00
	Fortune	$25 - $200	$1.00	
10	Game	$100	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
11	Game	$200	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
12	Game	$200	$1.00	$5.00
	Fortune	$25 - $200	$1.00	

Double Hand Poker Bonus Gold 10: GEGA-003165 – for **schedule options 13 through 22**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place depending on the monetary value of the wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
13	Game	$20 - $500	$20 - $200	$1.00	$5.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$20 - $500	$20 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	

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14	Game	$20 - $500	$20 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$20 - $500	$20 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
15	Game	$25 - $500	$25 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$25 - $500	$25 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
16	Game	$25 - $500	$25 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$25 - $500	$25 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
17	Game	$40 - $500	$40 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$40 - $500	$40 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
18	Game	$40 - $500	$40 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$40 - $500	$40 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
19	Game	$50 - $500	$50 - $200	$1.00	$4.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$25 - $500	$25 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
20	Game	$50 - $500	$50 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$25 - $500	$25 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	

21	Game	$100 - $1,000	$100 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
22	Game	$100 - $1,000	$100 - $500	$2.00	$6.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	

Double Hand Poker: GEGA-000662 – for **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place. There will be no additional collection fee required from a player when placing a Pai Gow'd Bonus Bet wager or in order to qualify for the Envy Bonus.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$10 - $100	$1.00	$2.00
	Fortune	$10 - $100	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$10 - $100	$0.00	
2	Game	$20 - $100	$1.00	$3.00
	Fortune	$10 - $100	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$10 - $100	$0.00	
3	Game	$40 - $100	$1.00	$4.00
	Fortune	$20 - $100	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$10 - $100	$0.00	
4	Game	$20 - $200	$1.00	$4.00
	Fortune	$20 - $200	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$20 - $200	$0.00	
5	Game	$40 - $200	$1.00	$4.00
	Fortune	$20 - $200	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$20 - $200	$0.00	
6	Game	$100	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$20 - $200	$0.00	

7	Game	$200	$1.00	$5.00
	Fortune	$20 - $200	$1.00	
	Envy Bonus	N/A	$0.00	
	Pai Gow'd	$20 - $200	$0.00	

Double Hand Poker (GEGA-000662) – for **schedule options 8 through 13**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Fortune Pai Gow Bonus Bet wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Pai Gow'd Bonus Bet wager or in order to qualify for the Envy Bonus. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after all hands have been dealt but prior to the round of play being conducted.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
8	Game	$20 - $500	$20 - $200	$1.00	$5.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$20 - $500	$20 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $500	$20 - $500	$0.00	
9	Game	$20 - $500	$20 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$20 - $500	$20 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $500	$20 - $500	$0.00	
10	Game	$40 - $500	$40 - $200	$1.00	$5.00
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Fortune	$20 - $500	$20 - $200	$1.00	
			$201 - $400	$2.00	
			$401 - $500	$3.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $200	$20 - $200	$0.00	

11	Game	$40 - $500	$40 - $200	$2.00	$5.00
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Fortune	$20 - $500	$20 - $200	$2.00	
			$201 - $400	$4.00	
			$401 - $500	$6.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $200	$20 - $200	$0.00	
12	Game	$100 - $1,000	$100 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $1,000	$20 - $1,000	$0.00	
13	Game	$100 - $1,000	$100 - $500	$2.00	$6.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Fortune	$20 - $1,000	$20 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Envy Bonus	N/A	N/A	$0.00	
	Pai Gow'd	$20 - $1,000	$20 - $1,000	$0.00	

Pai Gow Tiles: GEGA-000664 – for **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1.00	$2.00
2	$10 - $200	$1.00	$2.00
3	$20 - $200	$1.00	$3.00
4	$25 - $200	$1.00	$3.00
5	$40 - $100	$1.00	$3.00
6	$50 - $200	$1.00	$3.00
7	$100 - $200	$1.00	$5.00
8	$100	$2.00	$5.00
9	$200	$2.00	$5.00
10	$100 - $400	$2.00	$5.00
11	$100 - $400	$2.00	$3.00
12	$200 - $400	$2.00	$3.00
13	$100 - $500	$1.00	$3.00
14	$100 - $500	$2.00	$3.00

15	$200 - $500	$2.00	$3.00

Pai Gow Tiles (GEGA-000664) – for **schedule options 16 through 23**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place depending on the monetary value of the wager.

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
16	$100 - $500	$100 - $200	$1.00	$2.00
		$201 - $400	$2.00	
		$401 - $500	$3.00	
17	$20 - $500	$20 - $200	$1.00	$3.00
		$201 - $400	$2.00	
		$401 - $500	$3.00	
18	$25 - $500	$25 - $200	$1.00	$3.00
		$201 - $400	$2.00	
		$401 - $500	$3.00	
19	$40 - $500	$40 - $200	$1.00	$3.00
		$201 - $400	$2.00	
		$401 - $500	$3.00	
20	$50 - $500	$50 - $200	$1.00	$3.00
		$201 - $400	$2.00	
		$401 - $500	$3.00	
21	$100 - $1,000	$100 - $250	$1.00	$5.00
		$251 - $500	$2.00	
		$501 - $750	$3.00	
		$751 - $1,000	$4.00	
22	$10 – No Limit	$10 - $1,000	$1.00	$5.00
		$1,001+	$2.00	
23	$10 – No Limit	$10 - $1,000	$2.00	$5.00
		$1,001+	$4.00	

Super Pan 9: GEGA-000665 – for **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $100	$1.00	$2.00
2	$10 - $100	$1.00	$2.00
3	$20 - $100	$1.00	$3.00
4	$40 - $100	$1.00	$3.00
5	$100 - $200	$2.00	$5.00

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Baccarat Gold 1.0: GEGA-002741 – for **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, and Gold Bonus Bet wager that they place. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the first card has been dealt.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
2	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
3	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
4	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$2.00	
5	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$10 - $200	$1.00	
6	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$2.00	
7	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$2.00	

Baccarat Gold 1.0: GEGA-002741 – for **schedule options 8 through 14**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and each Tie Bet wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Gold Bonus Bet.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
8	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
9	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	

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10	Game	$25 - $500	$25 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
11	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5- $50	$0.00	
12	Game	$40 - $1,000	$40 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
13	Game	$50 - $1,000	$50 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5- $50	$0.00	
14	Game	$50 - $1,000	$50 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	

Baccarat Gold 1.0: GEGA-002741 – for **schedule options 15 through 32**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Tie Bet wager that they place. There will be no additional collection fee required from a player when placing a Gold Bonus Bet.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
15	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	
16	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	
17	Game	$25 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
18	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	

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19	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $100	$0.00	
20	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$5 - $100	$0.00	
21	Game	$50 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
22	Game	$100 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
23	Game	$100 - $200	$2.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
24	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $100	$0.00	
25	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $100	$0.00	
26	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
27	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
28	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
29	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $50	$0.00	
30	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$5 - $50	$0.00	
31	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $50	$0.00	
32	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$5 - $50	$0.00	

33	Game	$200 - $400	$2.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
34	Game	$100 - $300	$1.50	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	

Baccarat Gold 2.0: GEGA-002742 – for **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, Gold Bonus Bet wager, Pair Bonus Bet wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
	Pair	$5 - $100	$1.00	
2	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
	Pair	$5 - $100	$1.00	
3	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$1.00	
	Pair	$5 - $100	$1.00	
4	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$1.00	
	Pair	$10 - $200	$1.00	
5	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$10 - $200	$1.00	
	Pair	$10 - $200	$1.00	
6	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$1.00	
	Pair	$10 - $200	$1.00	
7	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $200	$1.00	
	Pair	$10 - $200	$1.00	

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Baccarat Gold 2.0: GEGA-002742 – for **schedule options 8 through 11**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, Gold Bonus Bet wager, and Pair Bonus Bet wager that they place depending on the monetary value of the wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the first card has been dealt.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
8	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$1.00	
	Pair	$5 - $50	$5 - $50	$1.00	
9	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$1.00	
	Pair	$5 - $50	$5 - $50	$1.00	
10	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$1.00	
	Pair	$5 - $50	$5 - $50	$1.00	
11	Game	$40 - $1,000	$40 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$1.00	
	Pair	$5 - $50	$5 - $50	$1.00	

Baccarat Gold 2.0: GEGA-002742 – for **schedule options 12 through 25**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, and Pair Bonus Bet wager that they place. There will be no additional collection fee required from a player when placing a Gold Bonus Bet. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the first card has been dealt.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
12	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
	Pair	$5 - $100	$1.00	

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13	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
	Pair	$5 - $100	$1.00	
14	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $50	$0.00	
	Pair	$5 - $100	$1.00	
15	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$10 - $50	$0.00	
	Pair	$10 - $200	$1.00	
16	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $50	$0.00	
	Pair	$10 - $200	$2.00	
17	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $50	$0.00	
	Pair	$10 - $200	$2.00	
18	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $50	$0.00	
	Pair	$10 - $200	$2.00	
19	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	
	Pair	$5 - $100	$1.00	
20	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	
	Pair	$5 - $100	$1.00	
21	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold	$5 - $100	$0.00	
	Pair	$5 - $100	$1.00	
22	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold	$10 - $100	$0.00	
	Pair	$10 - $200	$1.00	
23	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $100	$0.00	
	Pair	$10 - $200	$2.00	

24	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $100	$0.00	
	Pair	$10 - $200	$2.00	
25	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold	$10 - $100	$0.00	
	Pair	$10 - $200	$2.00	

Baccarat Gold 2.0: GEGA-002742 – for **schedule options 26 through 29**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, and Pair Bonus Bet wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Gold Bonus Bet. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the first card has been dealt.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
26	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
	Pair	$5 - $50	$5 - $50	$1.00	
27	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
	Pair	$5 - $50	$5 - $50	$1.00	
28	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
	Pair	$5 - $50	$5 - $50	$1.00	
29	Game	$40 - $1,000	$40 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold	$5 - $50	$5 - $50	$0.00	
	Pair	$5 - $50	$5 - $50	$1.00	

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Baccarat Gold: GEGA-000513 – for **schedule options 1 through 13**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, Player Spread wager, Banker Spread wager, Player Pair Wager, and Banker Pair wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
2	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
3	Game	$25 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
4	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
5	Game	$40 - $200	$2.00	$3.00
	Tie	$5 - $50	$2.00	
	Player Spread	$5 - $50	$2.00	
	Banker Spread	$5 - $50	$2.00	
	Player Pair	$5 - $50	$2.00	
	Banker Pair	$5 - $50	$2.00	
6	Game	$40 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	

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7	Game	$50 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
8	Game	$100 - $200	$2.00	$3.00
	Tie	$5 - $50	$2.00	
	Player Spread	$5 - $50	$2.00	
	Banker Spread	$5 - $50	$2.00	
	Player Pair	$5 - $50	$2.00	
	Banker Pair	$5 - $50	$2.00	
9	Game	$100 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
10	Game	$100 - $200	$2.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
11	Game	$100 - $300	$1.50	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	
12	Game	$200	$2.00	$3.00
	Tie	$5 - $50	$2.00	
	Player Spread	$5 - $50	$2.00	
	Banker Spread	$5 - $50	$2.00	
	Player Pair	$5 - $50	$2.00	
	Banker Pair	$5 - $50	$2.00	
13	Game	$200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Player Spread	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$1.00	
	Player Pair	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$1.00	

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Baccarat Gold (GEGA-000513) – for **schedule options 14 through 17**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, Player Spread wager, Banker Spread wager, Player Pair Wager, and Banker Pair wager that they place depending on the monetary value of the wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
14	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Player Spread	$5 - $50	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$5 - $50	$1.00	
	Player Pair	$5 - $50	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$5 - $50	$1.00	
15	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Player Spread	$5 - $50	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$5 - $50	$1.00	
	Player Pair	$5 - $50	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$5 - $50	$1.00	
16	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$750 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Player Spread	$5 - $50	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$5 - $50	$1.00	
	Player Pair	$5 - $50	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$5 - $50	$1.00	
17	Game	$40 - $1,000	$40 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$750 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Player Spread	$5 - $50	$5 - $50	$1.00	
	Banker Spread	$5 - $50	$5 - $50	$1.00	
	Player Pair	$5 - $50	$5 - $50	$1.00	
	Banker Pair	$5 - $50	$5 - $50	$1.00	

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Three Card Poker: GEGA-001277 – for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager and 6 Card Bonus Bet wager that they place. There will be no additional collection fee required from a player when placing a Pair Plus Bonus Bet wager or when placing the Play wager.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Ante	$5 - $100	$1.00	$3.00
	Play	$5 - $100	$0.00	
	6 Card	$5 - $100	$1.00	
	Pairs Plus	$5 - $100	$0.00	

Three Card Poker: GEGA-001277 – for **schedule options 2 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager and 6 Card Bonus Bet wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Pair Plus Bonus Bet wager or when placing the Play wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
2	Ante	$5 - $500	$5 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Play	$5 - $500	$5 - $500	$0.00	
	6 Card	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
	Pairs Plus	$5 - $500	$5 - $500	$0.00	
3	Ante	$20 - $500	$20 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Play	$20 - $500	$20 - $500	$0.00	
	6 Card	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
	Pairs Plus	$5 - $500	$5 - $500	$0.00	
4	Ante	$25 - $500	$25 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Play	$25 - $500	$25- $500	$0.00	
	6 Card	$5 - $500	$5 - $250	$1.00	
			$251 - $500	$2.00	
	Pairs Plus	$5 - $500	$5 - $500	$0.00	
5	Ante	$25 - $500	$25 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Play	$25 - $500	$25- $500	$0.00	
	6 Card	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
	Pairs Plus	$5 - $500	$5 - $500	$0.00	

6	Ante	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Play	$40 - $1,000	$40 - $1,000	$0.00	
	6 Card	$5 - $1,000	$5 - $500	$2.00	
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Pairs Plus	$5 - $1,000	$5 - $1,000	$0.00	

Casino War: GEGA-002870 – for **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when placing a Bonus Tie Bet wager.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$0.50	$1.00
	Tie	$1 - $50	$0.00	
2	Game	$5 - $100	$1.00	$1.00
	Tie	$1 - $50	$0.00	
3	Game	$20 - $100	$0.50	$1.00
	Tie	$1 - $50	$0.00	
4	Game	$20 - $100	$1.00	$1.00
	Tie	$1 - $50	$0.00	
5	Game	$25 - $100	$0.50	$1.00
	Tie	$1 - $50	$0.00	
6	Game	$40 - $200	$1.00	$1.00
	Tie	$1 - $100	$0.00	
7	Game	$50 - $200	$1.00	$1.00
	Tie	$1 - $100	$0.00	

Casino War (GEGA-002870) – for **schedule options 8 through 15**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Bonus Tie Bet wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
8	Game	$5 - $100	$0.50	$1.00
	Tie	$1 - $50	$0.50	
9	Game	$5 - $100	$1.00	$1.00
	Tie	$1 - $50	$0.50	
10	Game	$20 - $100	$0.50	$1.00
	Tie	$1 - $50	$0.50	
11	Game	$20 - $100	$1.00	$1.00
	Tie	$1 - $50	$0.50	

12	Game	$40 - $200	$1.00	$1.00
	Tie	$1 - $100	$0.50	
13	Game	$40 - $200	$2.00	$2.00
	Tie	$1 - $100	$1.00	
14	Game	$100 - $200	$1.00	$1.00
	Tie	$1 - $100	$0.50	
15	Game	$100 - $200	$2.00	$2.00
	Tie	$1 - $100	$2.00	

Casino War (GEGA-002870) – for **schedule options 16 through 18**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Bonus Tie Bet wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
16	Game	$5 - $500	$5 - $250	$1.00	$1.00
			251 - $500	$2.00	
	Tie	$1 - $500	$1 - $500	$0.00	
17	Game	$20 - $500	$20 - $250	$1.00	$1.00
			$251 - $500	$2.00	
	Tie	$1 - $500	$1 - $500	$0.00	
18	Game	$40 - $1,000	$40 - $250	$1.00	$1.00
			$251 - $500	$2.00	
			$501 - $1,000	$3.00	
	Tie	$1 - $1,000	$1 - $1,000	$0.00	

Casino War (GEGA-002870) – for **schedule options 19 through 21**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Bonus Tie Bet wager that they place depending on the monetary value of the wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
19	Game	$5 - $500	$5 - $250	$1.00	$1.00
			$251 - $500	$2.00	
	Tie	$5 - $500	$5 - $250	$1.00	
			$251 - $500	$2.00	
20	Game	$20 - $500	$20 - $250	$1.00	$1.00
			$251 - $500	$2.00	
	Tie	$5 - $500	$5 - $250	$1.00	
			$251 - $500	$2.00	

21	Game	$40 - $1,000	$40 - $250	$1.00	$1.00
			$251 - $500	$2.00	
			$501 - $1,000	$3.00	
	Tie	$5 - $1,000	$5 - $250	$1.00	
			$251 - $500	$2.00	
			$501 - $1,000	$3.00	

Ultimate Texas Hold'em Bad Beat Bonus: GEGA-002932 – for **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager, Bad Beat Bonus wager, and Trips Bonus wager that they place. *However, only one collection fee will be taken when placing one or both bonus bet wagers. There will be no additional collection fee required from a player when placing the Blind wager or the Player wager.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Ante	$5 - $100	$1.00	$3.00
	Blind	$5 - $100	$0.00	
	Play	$5 - $400	$0.00	
	Bad Beat*	$1 - $50	$1.00	
	Trips*	$5 - $100		
2	Ante	$20 - $100	$1.00	$3.00
	Blind	$20 - $100	$0.00	
	Play	$5 - $400	$0.00	
	Bad Beat*	$1 - $50	$1.00	
	Trips*	$5 - $100		
3	Ante	$25 - $100	$1.00	$3.00
	Blind	$25 - $100	$0.00	
	Play	$25 - $400	$0.00	
	Bad Beat*	$1 - $50	$1.00	
	Trips*	$5 - $100		
4	Ante	$40 - $200	$1.00	$3.00
	Blind	$40 - $200	$0.00	
	Play	$40 - $800	$0.00	
	Bad Beat*	$1 - $100	$1.00	
	Trips*	$5 - $200		
5	Ante	$40 - $200	$2.00	$4.00
	Blind	$40 - $200	$0.00	
	Play	$40 - $800	$0.00	
	Bad Beat*	$1 - $100	$2.00	
	Trips*	$5 - $200		

6	Ante	$50 - $200	$1.00	$3.00
	Blind	$50 - $200	$0.00	
	Play	$50 - $800	$0.00	
	Bad Beat*	$1 - $100	$1.00	
	Trips*	$5 - $200		

Ultimate Texas Hold'em Bad Beat Bonus (GEGA-002932) – for **schedule options 7 through 9**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager, Bad Beat Bonus wager, and Trips Bonus wager that they place depending on the monetary value of the wager. *However, only the higher e collection fee will be taken when placing one or both bonus bet wagers. There will be no additional collection fee required from a player when placing the Blind wager or the Player wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
7	Ante	$10 - $500	$10 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Blind	$10 - $500	$10 - $500	$0.00	
	Play	$10 - $2,000	$10 - $2,000	$0.00	
	Bad Beat*	$5 - $250	$5 - $250	$2.00	
	Trips	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
8	Ante	$20 - $500	$20 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Blind	$20 - $500	$20 - $500	$0.00	
	Play	$20 - $2,000	$20 - $2,000	$0.00	
	Bad Beat*	$5 - $250	$5 - $250	$2.00	
	Trips	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
9	Ante	$40 - $1,000	$40 - $250	$2.00	$3.00
			$251 - $500	$3.00	
			$500 - $1,000	$4.00	
	Blind	$40 - $1,000	$40 - $1,000	$0.00	
	Play	$40 - $4,000	$40 - $4,000	$0.00	
	Bad Beat*	$5 - $500	$5 - $250	$2.00	
			$251 - $500	$3.00	
	Trips	$5 - $1,000	$5 - $250	$2.00	
			$251 - $500	$3.00	
			$500 - $1,000	$4.00	

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Pokara Gold: GEGA-002977 - for **schedule options 1 through 10, 21 through 30, 51 through 60, 71 through 80, 101 through 110, 121 through 130, 151 through 165, 186 through 189, and 198 through 201**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when placing a Pokara Bonus Bet wager.

Pokara Gold (GEGA-00297) – for **schedule options 11 through 20, 31 through 50, 61 through 70, 81 through 100, 111 through 120, 131 through 150, 166 through 185, 190 through 197, and 202 through 205**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Pokara Bonus Bet wager that they place.

Schedule Option	Table Limit	Wager	Wager Limit	Player Fee	Player-dealer Fee
1	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.00	
2	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5	$0.00	
3	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.00	
4	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.00	
5	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.00	
6	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.00	
7	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5	$0.00	
8	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.00	
9	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.00	
10	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.00	
11	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.50	
12	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5	$0.50	
13	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.50	
14	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.50	
15	$5 - $100	Game	$5 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.50	

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16	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.50	
17	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5	$0.50	
18	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.50	
19	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.50	
20	$5 - $100	Game	$5 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.50	
21	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.00	
22	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5	$0.00	
23	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.00	
24	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.00	
25	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.00	
26	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.00	
27	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5	$0.00	
28	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.00	
29	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.00	
30	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.00	
31	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.50	
32	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5	$0.50	
33	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.50	
34	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.50	
35	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.50	
36	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.50	
37	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5	$0.50	

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38	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.50	
39	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.50	
40	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.50	
41	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $100	$1.00	
42	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5	$1.00	
43	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $10	$1.00	
44	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $20	$1.00	
45	$5 - $100	Game	$5 - $100	$1.00	$0.50
		Gold	$5 - $50	$1.00	
46	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $100	$1.00	
47	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5	$1.00	
48	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $10	$1.00	
49	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $20	$1.00	
50	$5 - $100	Game	$5 - $100	$1.00	$1.00
		Gold	$5 - $50	$1.00	
51	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.00	
52	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5	$0.00	
53	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.00	
54	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.00	
55	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.00	
56	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.00	
57	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5	$0.00	
58	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.00	
59	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.00	

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60	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.00	
61	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.50	
62	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5	$0.50	
63	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.50	
64	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.50	
65	$10 - $100	Game	$10 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.50	
66	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.50	
67	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5	$0.50	
68	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.50	
69	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.50	
70	$10 - $100	Game	$10 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.50	
71	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.00	
72	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5	$0.00	
73	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.00	
74	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.00	
75	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.00	
76	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.00	
77	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5	$0.00	
78	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.00	
79	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.00	
80	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.00	
81	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.50	

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82	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5	$0.50	
83	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.50	
84	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.50	
85	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.50	
86	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.50	
87	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5	$0.50	
88	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.50	
89	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.50	
90	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.50	
91	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $100	$1.00	
92	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5	$1.00	
93	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $10	$1.00	
94	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $20	$1.00	
95	$10 - $100	Game	$10 - $100	$1.00	$0.50
		Gold	$5 - $50	$1.00	
96	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $100	$1.00	
97	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5	$1.00	
98	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $10	$1.00	
99	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $20	$1.00	
100	$10 - $100	Game	$10 - $100	$1.00	$1.00
		Gold	$5 - $50	$1.00	
101	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.00	
102	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5	$0.00	
103	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.00	

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104	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.00	
105	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.00	
106	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.00	
107	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5	$0.00	
108	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.00	
109	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.00	
110	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.00	
111	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $100	$0.50	
112	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5	$0.50	
113	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $10	$0.50	
114	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $20	$0.50	
115	$20 - $100	Game	$20 - $100	$0.50	$0.50
		Gold	$5 - $50	$0.50	
116	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $100	$0.50	
117	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5	$0.50	
118	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $10	$0.50	
119	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $20	$0.50	
120	$20 - $100	Game	$20 - $100	$0.50	$1.00
		Gold	$5 - $50	$0.50	
121	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.00	
122	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5	$0.00	
123	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.00	
124	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.00	
125	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.00	

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126	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.00	
127	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5	$0.00	
128	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.00	
129	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.00	
130	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.00	
131	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $100	$0.50	
132	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5	$0.50	
133	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $10	$0.50	
134	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $20	$0.50	
135	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $50	$0.50	
136	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $100	$0.50	
137	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5	$0.50	
138	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $10	$0.50	
139	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $20	$0.50	
140	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $50	$0.50	
141	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $100	$1.00	
142	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5	$1.00	
143	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $10	$1.00	
144	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $20	$1.00	
145	$20 - $100	Game	$20 - $100	$1.00	$0.50
		Gold	$5 - $50	$1.00	
146	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $100	$1.00	
147	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5	$1.00	

Casino M8trix
CA Games Wagering Limits and Collection Fees

148	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $10	$1.00	
149	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $20	$1.00	
150	$20 - $100	Game	$20 - $100	$1.00	$1.00
		Gold	$5 - $50	$1.00	
151	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $200	$0.00	
152	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$5	$0.00	
153	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10	$0.00	
154	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $50	$0.00	
155	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $100	$0.00	
156	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $200	$0.00	
157	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$5	$0.00	
158	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10	$0.00	
159	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $50	$0.00	
160	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $100	$0.00	
161	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $200	$0.00	
162	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$5	$0.00	
163	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10	$0.00	
164	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $50	$0.00	
165	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $100	$0.00	
166	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $200	$0.50	
167	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$5	$0.50	
168	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10	$0.50	
169	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $50	$0.50	

Casino M8trix
CA Games Wagering Limits and Collection Fees

170	$40 - $200	Game	$40 - $200	$0.50	$0.50
		Gold	$10 - $100	$0.50	
171	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $200	$0.50	
172	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$5	$0.50	
173	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10	$0.50	
174	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $50	$0.50	
175	$40 - $200	Game	$40 - $200	$1.00	$1.00
		Gold	$10 - $100	$0.50	
176	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $200	$0.50	
177	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$5	$0.50	
178	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10	$0.50	
179	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $50	$0.50	
180	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $100	$0.50	
181	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $200	$1.00	
182	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$5	$1.00	
183	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10	$1.00	
184	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $50	$1.00	
185	$40 - $200	Game	$40 - $200	$1.00	$2.00
		Gold	$10 - $100	$1.00	
186	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $300	$0.00	
187	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10	$0.00	
188	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $50	$0.00	
189	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $100	$0.00	
190	$60 - $300	Game	$60 - $300	$1.00	$1.00
		Gold	$10 - $300	$1.00	
191	$60 - $300	Game	$60 - $300	$1.00	$1.00
		Gold	$10	$1.00	

192	$60 - $300	Game	$60 - $300	$1.00	$1.00
		Gold	$10 - $50	$1.00	
193	$60 - $300	Game	$60 - $300	$1.00	$1.00
		Gold	$10 - $100	$1.00	
194	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $300	$1.00	
195	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10	$1.00	
196	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $50	$1.00	
197	$60 - $300	Game	$60 - $300	$1.00	$2.00
		Gold	$10 - $100	$1.00	
198	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $300	$0.00	
199	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10	$0.00	
200	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $50	$0.00	
201	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $100	$0.00	
202	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $300	$2.00	
203	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10	$2.00	
204	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $50	$2.00	
205	$60 - $300	Game	$60 - $300	$2.00	$2.00
		Gold	$10 - $100	$2.00	

Let It Ride Bonus: GEGA-002887 – for **schedule options 1 through 8**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Three Card Bonus Bet wager that they place.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$0.50	$3.00
	Three	$1 - $50	$0.50	
2	Game	$5 - $100	$1.00	$3.00
	Three	$1 - $50	$0.50	
3	Game	$20 - $100	$0.50	$3.00
	Three	$1 - $50	$0.50	
3	Game	$20 - $100	$0.50	$3.00
	Three	$1 - $50	$0.50	
4	Game	$20 - $100	$1.00	$3.00
	Three	$1 - $50	$0.50	

5	Game	$40 - $200	$1.00	$3.00
	Three	$1 - $100	$0.50	
6	Game	$40 - $200	$2.00	$4.00
	Three	$1 - $100	$1.00	
7	Game	$100 - $200	$1.00	$3.00
	Three	$1 - $100	$0.50	
8	Game	$100 - $200	$2.00	$4.00
	Three	$1 - $100	$2.00	

Let It Ride Bonus (GEGA-002887) – for **schedule options 9 through 11**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Three Card Bonus Bet wager that they place depending on the monetary value of the wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
9	Game	$5 - $500	$5 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Three	$5 - $250	$5 - $250	$2.00	
10	Game	$20 - $500	$20 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Three	$5 - $250	$5 - $250	$2.00	
11	Game	$40 - $1,000	$40 - $250	$2.00	$3.00
			$251 - $500	$3.00	
			$500 - $1,000	$4.00	
	Three	$10 - $500	$10 - $250	$2.00	
			$251 - $500	$3.00	

Let It Ride Bonus (GEGA-002887) – for **schedule options 12 through 13**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place depending on the monetary value of the wager. There will be no additional collection fee required from a player when placing a Three Card Bonus Bet wager.

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
12	Game	$5 - $500	$5 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Three	$5 - $250	$5 - $250	$0.00	
13	Game	$20 - $500	$20 - $250	$2.00	$3.00
			$251 - $500	$3.00	
	Three	$5 - $250	$5 - $250	$0.00	

Casino M8trix
CA Games Wagering Limits and Collection Fees

Fast Action Hold'em Poker: GEGA-000649 – for **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $50	$1.00	$1.00
2	$10 - $100	$1.00	$2.00
3	$20 - $100	$1.00	$3.00

California Aces: GEGA-000661 – for **schedule options 1 through 6,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $50	$1.00	$1.00
2	$10 - $100	$1.00	$2.00
3	$20 - $100	$1.00	$3.00
4	$40 - $100	$1.00	$3.00
5	$50 - $100	$1.00	$3.00
6	$100	$1.00	$3.00

Collection Procedures

California Games - California games utilize a player-dealer position. The position must 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 table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Casino M8trix 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

Pure Spanish 21.5™

Masque Publishing, Inc.

U.S. Patent 5,615,888, 5,806,846

OBJECT OF THE GAME

The object of Pure Spanish 21.5 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, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.

- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word “Bonus” (four of each "king", "queen", and "jack" cards). All 10’s shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a “Pure Spanish 21.5” and pays 6 to 5.
- A King, Queen, or Jack 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.
- King, Queen, or Jack 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.

Card Ranking Chart	
Card	**Value**
K, Q, J Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to 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 dealer.

2. 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 shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. 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, which designates that they are taking the “bank” 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.

4. 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.

5. 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. The players will signal the 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. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. 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. 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.

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. 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 down card will be turned up. This down card will determine where the "action button" is placed.

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

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

11. 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.

12. 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**

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

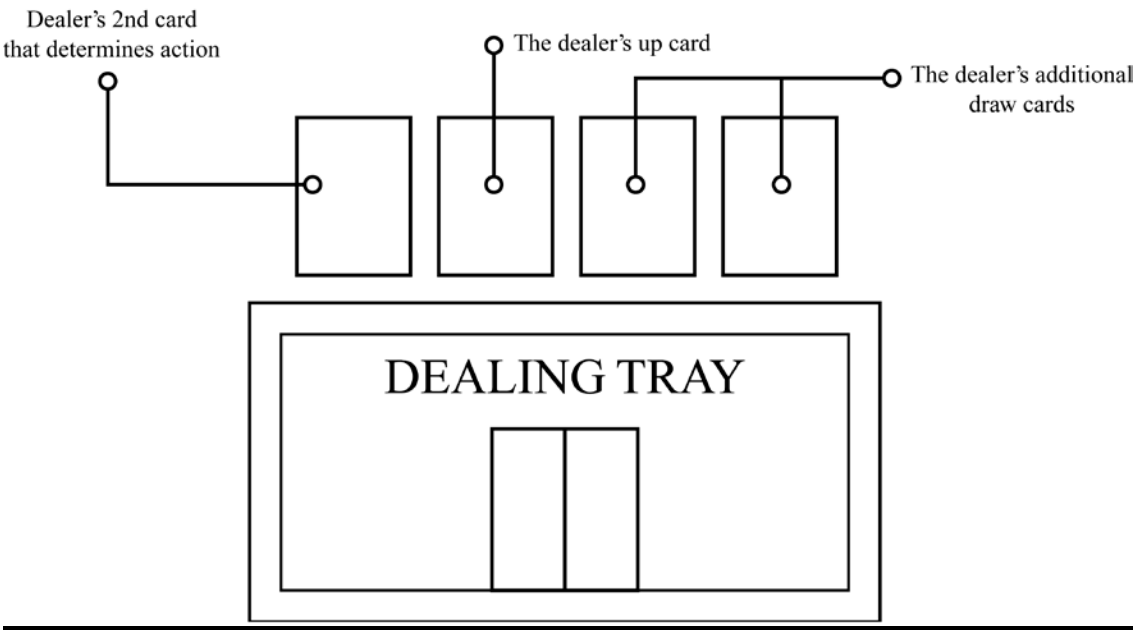

CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Players Option	All other counts

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.

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.

2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 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.

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

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

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

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

8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.

9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:

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

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

11. Backline betting is permitted on the base game wager and the Match the Dealer Up Card Bonus Bet.

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

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. 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.

2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may “rescue” (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down.” If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.

4. Players can split any pair or two cards of the equal value, including aces and 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. There is no splitting for less.

5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

6. 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.

7. Late surrender option:
    a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the

hand is over there will be no draw; the player will not have the option to surrender.

b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas 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.

8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.

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

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager

2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.

3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

   There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay tables.

Match the Dealer Card Bonus Bet Pay Tables

Table D 48 Card Deck	**8 Decks**
2 suited matches	22 to 1
1 suited + 1 non-suited match	14 to 1
1 suited match	11 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose

Wagering Limits and Collection Fees

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and Match the Dealer bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The collection is taken after the first card is delivered. 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. The bonus bet may be less than, more than, or equal to the game wager, but must be within the table limits. 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. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed 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 permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 Blackjack are as shown below:

Schedule Option	Wager	Wager Limit	Player's Fee (per spot)	Player/Dealer Fee (per hand)
1	Game	$5 - $100	$1.00	$2.00
	Match the Dealer	$5 - $50		
2	Game	$10 - $100	$1.00	$2.00
	Match the Dealer	$5 - $50		
3	Game	$25 - $100	$1.00	$2.00
	Match the Dealer	$5 - $50		
4	Game	$50 - $100	$1.00	$2.00
	Match the Dealer	$5 - $50		
5	Game	$100 - $200	$1.00	$2.00
	Match the Dealer	$5 -$50		
6	Game	$100 - $200	$2.00	$2.00
	Match the Dealer	$5 - $50	$1.00	

Party Craps

Casino M8trix

Describe a "round of play"

Player Dealer is designated; dealer asks for bets; players place wagers; dealer announces no more bets and turns on the no more bet light, takes collection, deals two cards whose total determines the placement of the action tile and the Number needed for the Play of the game. The payout or collection of the wagers will begin at the section and seat where the Action Tile is placed. After a player banks twice the player dealer position will be offered to the next player in action.

Standards of Play

Players compete against the player dealer position by placing a wager. The standard rules of craps apply except that cards determine the number needed in the play of the game rather then dice.

1. Betting Areas

A. Pass Line Bet (Pays 1:1) - wins on 7 and 11 on the Come out, or when a point is repeated before a 7. The bet loses on 2, 3, or 12 on the come out, or when the 7 is drawn before the point is repeated. Pass Line bets remain until they win or lose no matter if the player dealer position rotates to another player. If a player is occupying the player dealer position in turn and has an established Pass Line wager that wins or loses, the wager will be returned and not compared against the player dealers wager; however the wagers will remain in the event push.

B. Don't Pass Line Bet (Pays 1:1) – wins on 2 or 3 on the come out and ties on a 12, or when the cards dealt total a 7 before the point is repeated. The bet loses if the come out is either a 7 or 11, or when the point is repeated before a 7.

C. Come Bet (Pays 1:1) – it has the same rules as the Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.

D. Don't Come Bet (Pays 1:1) – it has the same rules as the Don't Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.

E. Odds Bet – (Pays 4 or 10 2:1), 5 or 9 Pays 3:2, 6 or 8 Pays 6:5) These are additional bets made on an established Pass, Don't Pass, Come or Don't Come bets and may be taken down before the next draw.

F. Place to Win Bet Area – this is the bet that a 4, 5, 6, 8, 9, or 10 will be dealt before a 7 is dealt. Winning place bets are paid: 7:6 on numbers 6 & 8, 7:5 on numbers 5 & 9, and 9:5 on numbers 4 & 10.

G. Buy Bet – a bet that either 4, 5, 6, 8, 9, or 10 will be dealt before a 7. A buy bet button is placed on top of the bet (labeled "Buy") and placed in the corresponding spot on the craps table: "4, 5, six, 8, nine, or 10." A Fee for making these bets will be deducted from the payout. Buy bet are paid: 6:5 on numbers 6 & 8, 2:3 on numbers 5 & 9, and 2:1 on numbers 4 & 10.

H. Lay Bet - A lay bet is essentially the reverse of a buy bet. A lay bet is a bet that 7 will be dealt before 4, 5, 6, 8, 9, or 10. The lay button is placed on the top of the bet (labeled "LAY") and placed in the corresponding spot next to the number on the craps table: "4, 5, six, 8, nine, or 10". A Fee for making these bets will be deducted from the payout. Lay bet are paid: 5 to 6 on numbers 6 and 8, 2 to 3 on numbers 5 and 9, and 1 to 2 on numbers 4 and 10.

I. Buy & Lay bet fees – are deducted from payout. The break down is as follows $1 will be deducted when the winning amount is between $1 to $20; $2 will be deducted when the winning amount is between $21 to $40; $3 will be deducted when the winning amount is between $41 to $60; $4 will be deducted when the winning amount is between $61 to $80; $5 will be deducted when the winning amount is between $81 to $100.

J. Field Bets – these bets are for one deal only. If a 2, 3, 4, 9, 10, 11, 12 is dealt the player wins. If a 5, 6, 7, or 8 is dealt the player loses. Field Bets payoffs: 2 pays (2:1); 12 pays (3:1); and 3, 4, 9, 10, or 11 pays (1:1).

K. Big 6 Bet: wins on 6 loses on 7 pushes on any other number. Payoff 1:1.

L. Big 8 Bet: wins on 8 loses on 7 pushes on any other number. Payoff 1:1.

M. The following bets can be made if the player has an active wager on either of the following areas: Big 6 & 8, Field, Place, Lay, Buy, Pass Line, Don't Pass, Come, or Don't Come betting sections.

   a. Hard ways bet: the bet wins when a specific hard way 4, 6, 8, or 10 comes, loses on a 7 or the corresponding easy way, and pushes on everything else. Deuce-deuce pays (7:1); three-three pays (9:1); four-four pays (9:1); five-five pays (7:1).

   b. Any Seven: wins on 7 otherwise loses. Payoff 4:1.

   c. Any Craps: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.

   d. C Bet: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.

   e. Craps Two: wins on 2 otherwise it loses. Payoff 30:1.

f. Craps Twelve: wins on 12 otherwise it loses. Payoff 30:1.

g. Craps Three: wins on 3 otherwise it loses. Payoff 15:1.

h. Eleven: wins on 11 otherwise it loses. Payoff 15:1.

i. E Bet: wins on 11 otherwise loses. Payoff 15:1.

j. Horn Bet: bet the outcome of the next deal will either be a 2, 3, 11, or 12. The wager will be distributed equally amongst the four numbers in the horn: 2, 3, 11, and 12; however, the payoff is determined according to the number dealt. The other three bets are lost. This is a one-deal bet.

k. Hop Bet: a bet that the next deal will result in one particular combination, and is a one deal bet. The Hard Hop bets 2, 2; 3, 3; 4, 4; 5, 5 Payoff 30:1. The Easy way Hops are 1, 3; 1, 4; 2, 3; 4, 2; 1, 5; 1, 6; 2, 5; 3, 4; 5, 3; 6, 2; 5, 4; 6, 3; 6, 4; Payoff 15:1.

2. Bets that are either "On or Off" on the Come Out.

A. Place & Buy Bets are "Off" unless turned "On" (one 'on' all 'on')
B. Come Bets with Odds – Come Bet are always "On" however the Odds are "Off" unless turned "On." (one 'on' all 'on')
C. Lay Bets are "On" unless asked to be taken down.
D. Don't Come Bets with Odds – Don't Come Bets are "On" along with their Odds unless asked to be taken down.
E. The Hard Way Bets are always "On" unless asked to be taken down.

3. No bet tile

A. Once the dealer announces no more bets, the sign on the layout that reads "bets" is covered with a tile that signifies no more bets.

B. A light rope may be added that would turn on each time the "bets" sign is covered. If the light is used the players will not be able to place their hands in the tub while the light is on, when off the players may retrieve money or place new wagers (optional).

4. Player / Dealer tile

a. The Player Dealer tile, which designates the person who is occupying the Player Dealer position at the table, is double sided with a 1 on one side and a 2 on the other side.

b. The Player / Dealer position is determined at the start of the game, before any bets are made, the dealer will ask the player in first position if they would like to occupy the Player Dealer position. If no player is in position one then the dealer will continue to a position that is occupied to determine the Player / Dealer position for the game.
c. Once a player accepts, the Player / Dealer position a Tile is placed in front of the player. That player then pushes out the amount of money he/she chooses to use as their bank forward onto their position number. A player may only occupy the player/dealer position for two 'flips' of the cards. Once that has occurred, the player/dealer position will be offered to all seated players. Any established pass line or come bets will remain when the player/dealer position is rotated from one player to another.
d. The player/dealer will pay all wagers and will collect all losing wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
e. The person in the Player / Dealer position may add or subtract money from the player dealer position between Hand One and Hand Two.
f. If a player that chooses to occupy the player dealer position has established wagers placed on the pass line or come bet from a prior deal, then the wagers will receive no action and will not count against their player dealer wager.

    i. Their wagers may remain if the total of the two cards does not have an affect on the wager.

    ii. Their wager may be returned if the total of the two cards do have an affect on the wager.

5. Action tile

A. A tile labeled "Action" is placed in the seat where the payoffs start. Its placement is determined by adding the total of the two cards, and then beginning from the left of the player dealer position count one and continue clockwise. If the seat is unoccupied then the dealer will move the Action tile to the next occupied space to the right and play resumes.

7. Determining the Number needed in the Game.

A. Total of Two cards determine the number needed in the play of the game**.**

Party Craps
Casino M8trix

“Standard” 52-card deck or other type of card deck

A standard deck of playing cards is augmented by removing the 7’s, 8’s, 9’s, 10’s, Jacks, Queens and Kings. A deck consists of 4 – Aces, 4 – Deuces, 4 – Threes, 4 – Fours, 4 – Fives, and 4 – Sixes for a total of 24 cards. The game may be played with a minimum of one deck and a maximum of 18 decks of cards.

Dealing Procedures

1. Dealer asks the player in seat 1 if they would like to occupy the player / dealers position and then ask for bets.
2. Dealer will announce no more bets, turn on the rope light, and take collection.
3. The dealer will deal out two cards.
4. Dealer then resolved the wagers, turns off the no betting light and collects the cards and then again ask for, “bets please.”
5. The dealer will turn over the player / dealer tile to the second side to show that the players that the person has one more opportunity to occupy the player / dealer position, before the dealer offers it to the next player.

Number of Players in the Game

Up to twelve players may play.

Description of how and when house fees are collected

A collection fee is taken when the wager is initially placed, prior to each flip of the cards. The player pays a per hand initial collection fee when placing a wager. The player-dealer pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below.

Player- Dealer Collection:
An initial collection fee is taken on bets when initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The initial collection fee is taken for wagers placed in the following betting sections: Pass Line, Don’t Pass Line, Come Bet, and Don’t Come Bets only. There is no fee for placing odds behind an established Pass Line, Don’t Pass Line, Come Bet, and Don’t Come Bet.

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Initial Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A,B)	$10 - $200	$1
		$201 +	$3
2	$10 - $300 (A, B)	$10 - $200	$1
		$201 +	$3

Player Dealer Additional Collection Fee:
The additional collection fee is only taken on bets that are initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, C bets, E bets, Horn Bets, and Hop Bets.

Additional Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A, B)	$1 - $100	$1
		$101 +	$3
2	$10 - $300 (A, B)	$1 - $100	$1
		$101 +	$3

Player Collection Fee:
The player pays a collection fee when placing a wager on the Place, Lay or Buy Betting sections. A winning wager along with the payout is returned to the player and an additional collection will be taken if re-bet. If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will not receive a collection fee refund. If a collection was taken for a wager that neither won nor lost and the player-dealer/position moves to another player, then the wager may remain without being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

Schedule Options	Table Limits	Player Wager (per spot)	Player Collection
1	$5 - $300 (A, B)	$10 - $100	$1
2	$10 - $300 (A, B)	$10 - $100	$1

Party Craps

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Betting Limits

The following betting areas contain three betting spots: pass line, don't pass, come, don't come, field, big 6, big 8, place bets, lay bets, and buy bets.

The follow betting areas contain only one betting spot: e bets, c bets, any craps, any seven, horn, hop, and hard ways and the player must place a minimum of $5.

Table Limits	$5 to $300 (A)	$5 to $300 (B)	$10 to $300 (A)	$10 to $300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Pass Line	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Don't Pass	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Come	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Don't Come	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (4, or 10)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (5, or 9)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (6, or 8)	$12 - $300	$12 - $300	$12 - $300	$12 - $300
Buy (4, or 10)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Buy (5, or 9)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Buy (6, or 8)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Lay (4, or 10)	$20 - $300	$20 - $300	$20 - $300	$20 - $300
Lay (5, or 9)	$15 - $300	$15 - $300	$15 - $300	$15 - $300
Lay (6, or 8)	$12 - $300	$12 - $300	$12 - $300	$12 - $300
Field	$5 - $300	$5 - $300	$10 - $300	$10 - $300
Big 6	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Big 8	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Hard Way 8	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 6	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 10	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 4	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Any 7	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Any Craps	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (6, 5)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (A, 2)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (A, A)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (6, 6)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hop 3, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 2, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25

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Table Limits	$5 to $300 (A)	$5 to $300 (B)	$10 to $300 (A)	$10 to $300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Hop 6, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 5	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
C bet	$1 - $25	$1 - $25	$1 - $25	$1 - $25
E bet	$1 - $25	$1 - $25	$1 - $25	$1 - $25

Betting scheme

The objective is to establish a “point’ and then remake it before making a 7. A Pass Line bet wins on 7 and 11, and loses on 2, 3,and 12. The point is established with a 4, 5, 6, 8, 9, or 10.

How winners determined and paid

The numerical total of the two cards will determine whether or not the Player wins, loses, or ties. The Action tile will determine where the payoffs begin. Order of comparison between the different betting areas and the Player Dealer position on the “Come Out” draw and the two cards are:

Party Craps
Casino M8trix

Seven: Ace, 6

1. Hop Ace, 6
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 2, 5

1. Hop 2, 5
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 3, 4

1. Hop 3, 4
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Eleven: 6, 5

1. Horn (6, 5)
2. E bet
3. Pass Line
4. Field
5. Don't Pass
6. C bets
7. Any Craps
8. Hop
9. Horn (A, A; 6, 6; A, 2)
10. Any Seven

Two: Ace, Ace

1. Horn (A, A)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (6, 6; 6, 5; A, 2)
10. Any Seven

Three: Ace, 2

1. Horn (Ace, 2)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; 6, 6)
10. Any Seven.

Twelve: 6, 6

1. Horn (6, 6)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; A, 2)
10. Any Seven.

Four: Ace, 3

1. Hop Ace, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 4
14. Any Seven

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Four: 2, 2

1. Hop 2, 2
2. Hard 4
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Five: Ace, 4

1. Hop A, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Five: 2, 3

1. Hop 2, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Six: Ace, 5

1. Hop A, 5
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 2, 4

1. Hop 2, 4
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 3, 3

1. Hop 3, 3
2. Hard 6
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Eight: 2, 6

1. Hop 2, 6
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

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Eight: 3, 5

1. Hop 3, 5
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Eight: 4, 4

1. Hop 4, 4
2. Hard 8
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Nine: 5, 4

1. Hop 5, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven
14

Nine: 3, 6

1. Hop 3, 6
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Ten: 6, 4

1. Hop 6, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 10
14. Any Seven

Ten: 5, 5

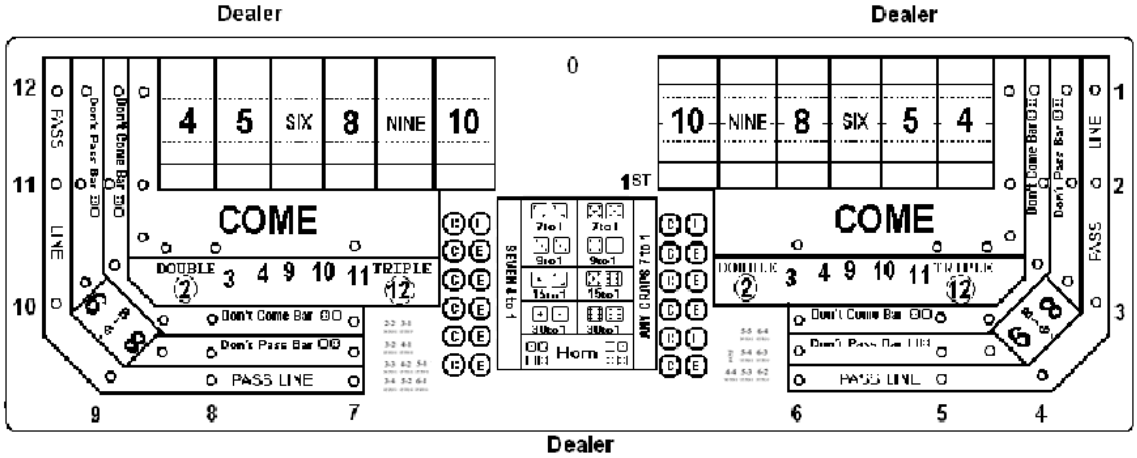
1. Hop 5, 5
2. Hard 10
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Party Craps

Casino M8trix

Describe the type of gaming table utilized for this game

The game may be played on a semi circle or square shaped table.



Other equipment used

1. Shuffling machine: used to shuffle cards.
2. ON/OFF Tile: determines whether the point is established and if the bet is working or not.
3. A Buy/Lay tile: used to describe a player wager who places one of these bets.
4. A Game Open/Game Closed tile: used to announce to players when the game is open.
5. Layout: a felt placed on top the table and used to describe the games playing surface.

Glossary of Terms

Aces: have a value of 1.
Collection: set fee charged by the house for each wager placed.
Come out: the first deal of the cards in a betting round is called the "come out".
Odds: an odd bet that is placed behind the original pass/come bet, don’t pass/don’t come.
On/Off pucks: used to mark the point.
Point: if a 4, 5, 6, 8, 9, or 10 is dealt on the come out, then this number becomes the "point".
Working bets: that can be resolved with the next deal are said to be working. Generally, place bets, buy/lay bets, and come odds bets do not work on the come-out unless you tell the dealers to make them work. All other bets (e.g., Hard way) work unless you call them "off" by telling the dealers you do not want them to work.

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Standards of play:

Crazy 4 Poker (C4P) is a California game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

Crazy 4 Poker shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the Casino dealer on the opposite side. The cloth covering a Crazy 4 Poker table (the layout) shall have betting areas for eight players. Each Crazy 4 Poker table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word “Ante”;

2. For super bonus wagers on the words “Super Bonus”;

3. For queens up bonus wagers on the words “Queens Up”; and

4. For play wagers on the word “Play.”

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards.

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

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

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

   a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

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

a. 1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b. 2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared. If they are the exact same- the hands will push
c. Straight	4 cards of any suit in sequence. An ace is high except in 4-3-2-Ace sequence.
d. Flush	4 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.

e.	Three of a Kind	3 cards of the same value.
f.	Straight Flush	4 cards of the same suit in sequence.
g.	4 of a Kind	4 cards of the same value.
h.	4 Aces	4 Aces

Betting scheme:

1. All wagers in Crazy 4 Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced "No more bets."

3. At the beginning of each round of play, each player shall be required to place an ante wager and super bonus wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.The super bonus must be equal to the ante wager.

   a. **Super Bonus** – The Super Bonus wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus.
      i. Wins: When the player has a straight or better. Hands of straight or better always receive Super Bonus payouts. When the player has a straight or better but loses to the player-dealer's **qualifying** hand, he still receives Super Bonus payouts and the original wager stays on the layout.
      ii. Loses: When the player has less than a straight and loses to the player-dealer's qualifying hand.
      iii. Pushes: 1) When the player has less than a straight and beats the player-dealer's qualifying hands. 2) When the player has less than a straight and the player-dealer doesn't qualify.

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

Dealing procedures:

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

2. The dealer shall wait for each player to place their ante bets, super bonus bets, and any Queens Up bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”

a. The shuffler deals the cards in stacks of five. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player-dealer shall be delivered face down.
3. After the stacks have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This will also initiate shuffling the deck for the next round of play.

Round of Play

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

2. Each player who wagers in Crazy 4 Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her five cards in full view of the dealer at all times.

3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante and Super bonus wagers and end his or her participation in the round of play by folding. If a player makes the play wager it must be equal to the ante unless the player has at least a pair of Aces. If a player has a pair of Aces or better, he/she can bet up to three times their ante. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.

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

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

5. The dealer shall then reveal the player-dealer's cards and place the cards so as to form the highest possible ranking four card poker hand. The player-dealer must qualify to play with a minimum of King-high.

   a. If the player-dealer does NOT qualify:
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. Pay all play bets even money and push all ante bets. Resolve Queens Up and super bonus bets as usual.
      iii. Handle the bets in this order: Play, Ante, Queens Up, and Super Bonus for each player one at a time.

   b. When the player-dealer qualifies (with King-high or better):
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. If the player's hand is higher than the dealer's, the play and ante bets are paid even money.
      iii. If the player-dealer's hand beats the player's hand, the player loses.
      iv. If the player-dealer's hand and the player's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
      v. Reconcile the Queens Up and Super Bonus as normal.

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

7. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Super Bonus wager (if placed), then the Queens Up wager (if placed). The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

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

Payout Odds

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

Queens Up Bonus Bet:

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

1. Queens Up Bets must be placed prior to the initial deal.

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

3. Backline betting is not permitted on the Queens Up Bonus Bet.

4. The Bonus Bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of Queens or better. The bet loses when the player fails to get at least a pair of Queens.

5. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted paytable designated by the casino.

6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus bet.

7. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.

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

SUPER BONUS & QUEENS UP BONUS BET PAYTABLE

Hand		
	Super Bonus	Queens Up
4 Aces	200 to 1	
4 of a Kind	30 to 1	50 to 1
Straight Flush	15 to 1	40 to 1
3 of a Kind	2 to 1	7 to 1
Flush	3 to 2	4 to 1
Straight	1 to 1	3 to 1
2 Pair		2 to 1
Queens or Better		1 to 1
House edge	3.42%	6.79%

Glossary of terms used in the controlled game:

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

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

Action The player position where the settling of bets begins.

Ante The mandatory wager players make before seeing their hand.

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

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

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

Play Bet An optional bet that players make after seeing their five-card hand. The play bet must equal the ante bet.

Play Wager If players make the play bet, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.

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

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

CRAZY 4 POKER
ShuffleMaster
Best four-card hand plays
Dealer qualifies with King-high
Queens Up
Ante
Super Bonus
Play

Collection Fee

A collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Super Bonus and Queens UP Bonus Bet wager that they place.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $100 and $200

Schedule Options	Bets	Player Collection	Player-Dealer Collection
1	Game Wager	$1	$2
	Queens Up Bonus	$1	
	Super Bonus	$0	
2	Game Wager	$1	$3
	Queens Up Bonus	$1	
	Super Bonus	$0	

Minimum wagering limits shall be between $1 and $200
Maximum wagering limits shall be between $200 and $500

Schedule Options	Bets	Player Collection	Player-Dealer Collection
3	Game Wager	$1	$3
	Queens Up Bonus	$1	
	Super Bonus	$0	
4	Game Wager	$2	$3
	Queens Up Bonus	$2	
	Super Bonus	$0	

Type of Game

The game of Baccarat Gold 1.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played with a plural deck of 52 standard cards with no Jokers. Cards will be dealt using a multiple deck shoe. Four, six or eight decks of cards may be used.

Card Values and Hand Rankings

The value of each card used in Baccarat Gold 1.0, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Baccarat Gold 1.0, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers: the player line, the banker line, the Tie Bet, the Gold Bonus Bet, and the Silver Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

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

1. Player line which pays 1 to 1;
2. Banker line which pays 1 to 1;
3. Tie bet which pays 9 for 1;
4. Gold Bonus Bet which pays 40 to 1;
5. Silver Bonus Bet which will pay 25 for 1.

The Action Button determines which player receives first action on their wager. The Player/dealer's face-down card (hole card) determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Tie Bet, then the banker line, and then the player line. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. When determining where the action button will be placed, the player-dealer's hole card shall hold the following values:

Player with Position Number	Is Represented By
Player/Dealer position (seat 1)	0
Seat 2	Ace or 10
Seat 3	2 or Jack
Seat 4	3 or Queen
Seat 5	4 or King
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8 or 9

If the player-dealer's wager does cover all action on the table, wagers shall be settled starting with the player to the right of the casino dealer and continuing in a counter-clockwise manner from player to player around the table until all wagers have received action.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to those players that wagered on the banker line. The banker hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players with wagers on the player line. The hand to the right of house dealer is dealt face up and is the community hand for all players with wagers on the player line. The player hand gets the first card, dealt face up. The banker hand receives the second card delivered face down.

Rules for Player Line	
Must Stand On	**Must Hit On**
6 – 9	0– 5

Player Hand Hit Requirements
When the initial two cards dealt to the player's hand has a point value of zero through five, the player's hand shall be dealt an additional card.

After the Player's hand has been completed, according to the table above, the Banker's hand shall be played according to the table and rules, as shown below.

Rules for Banker Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 or more	2 or less	3, 4, 5 & 6*

Banker Hit or Stand Requirements: Player Dealt 0 through 4
If the initial two cards dealt to the player's hand have a point value of zero through four, the player's hand shall be required to hit and the banker's hand shall be completed as follows:

- The banker's hand shall hit and be dealt an additional card when the banker's hand has a point value of six or less.
- The banker's hand shall stand when the banker's hand has a point value of seven or more.

Banker Hit or Stand Requirements: Player Dealt a 5
If the initial two cards dealt to the player's hand have a point value of five, the player hand shall be required to hit and the banker hand shall be played accordingly:

- The banker's hand shall hit and be dealt an additional card when the banker's hand has a point value of zero through two.
- When the initial two cards dealt to the banker's hand have a point value of three, the banker's hand shall be dealt a third card when the third card that was dealt to the player's hand has a value of zero, one, two, three, four, five, six, seven, or nine. The banker's hand shall stand when the third card that is dealt to the player's hand has a point value of eight.
- When the initial two cards dealt to the banker's hand has a point value of four, the banker's hand shall be dealt a third card when the third card that was dealt to the player's hand has a point value of two, three, four, five, six, or seven. The banker's hand shall stand when the third card that is dealt to the player's hand has a point value of zero, one, eight, or nine.
- When the initial two cards dealt to the banker's hand has a value of five, the banker's hand shall be dealt a third when the third card that was dealt to the player's hand has a point value of four, five, six, or seven. The banker's hand shall stand when the third card that is dealt to the player's hand has a point value of zero, one, two, three, eight, or nine.
- When the initial two cards dealt to the banker's hand has a point value of six, the banker's hand shall be dealt a third when the third card that was dealt to the player's hand has a point value of six or seven. The banker's hand shall stand when the third card that is dealt to the player's hand has a point value of zero, one, two, three, four, five, eight, or nine.

Banker Hit or Stand Requirements: Player Dealt a 6 or a 7
If the initial two cards dealt to the player's hand have a point value of six or seven, the player's hand shall be required to stand and the banker's hand shall be completed as follows:

- The banker's hand shall hit and be dealt an additional card when the banker's hand has a point value of five or less.
- The banker's hand shall stand when the banker's hand has a point value of six or more.

Banker Hit or Stand Requirements: Player Dealt a Natural 8, or a Natural 9
If the initial two cards dealt to the player's hand are a Natural 8 or a Natural 9, the banker's hand shall stand and shall not be dealt a third card.

- House way: Hit on 0-5 and stand on 6-9
- If the player hand or the banker hand receives a hand with a value of "8" or "9" on their first two cards a "Natural" the hand is over. Neither hand can draw an additional card.

- All ties on 0 through 9 are a “Push” and wagers are called off on the base game.
- Player bet House way is: Hit on 0-5, stand on 6-9.

How Each Wager Wins, Loses, or Pushes

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

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.
- Wagers shall be settled in a clockwise manner around the table, starting with the player with the “action button.” Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Silver Bonus Bet, then the Tie Bet, then the banker line, and then the player line.

Bonus Bets

Tie Bet

- Tie bet wagers will be paid 9 for 1.
- A player must place a wager on either the player line or banker line in order to make a tie bet wager.
- Backline bettors are eligible to place a tie bet wager as well.
- The tie bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit.
- There is a separate collection fee for the tie bet wager, as shown in the collection rates.
- The tie bet takes into account the total value of the player’s hand and the total value of the banker’s hand, regardless of the number of cards each hand has, at the completion of the round.
- Each hand must be played according to the guidelines above. In the event that the player’s hand and the banker’s hand are of the same value (tie), the tie bet wager shall win. In the event that the player’s hand and the banker’s hand are not of the same value, the tie bet wager shall lose.
- There is no opportunity for the tie bet wager to tie as it is dependent on the cards dealt to the player hand and the banker hand, not a comparison of cards or hands. Furthermore, the tie bet wager will win or lose regardless of the outcome of the player line or banker line wager. (Example) If the banker hand is 3 and the player hand is 6, the player will lose the tie hand wager. If the banker hand is 3 and the player hand is 6. The player will win the base game wager.
- Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Gold Bonus Bet

- The Gold Bonus Bet wagers will be paid 40 to 1.
- A player must place a wager on either the player line or banker line in order to make a Gold Bonus Bet wager.
- Backline bettors are eligible to place a Gold Bonus Bet wager as well. The Gold Bonus Bet wager may be less than equal to, or greater than the base game wager, but may not exceed the table limit.
- The Gold Bonus Bet takes into account the total value of the player's hand and the total value of the banker's hand.
- If the banker hand has three cards that have a value of 7 and the hand wins, and the player hand has a value of 6 or less, regardless of the number of cards in the player's hand, and the player hand loses, the Gold Bonus Bet wager will win.
- Each hand must be played according to the guidelines above. In the event that the banker hand is dealt three cards that have a value of 7 and the hand loses to the player hand, the banker hand is not dealt three cards that have a value of 7, or the banker hand loses to the player hand, the Gold Bonus wager will lose.
- There is no opportunity for the Gold Bonus Bet wager to tie as it is dependent on the cards dealt to the player hand and the banker hand, as well as a comparison of hands. Furthermore, the Gold Bonus Bet wager will win or lose regardless of the outcome of the player line or banker line wager.
- Wagers shall be settled in a clockwise manner around the table, starting with the player with the "action button." Furthermore, all wagers shall be settled from seat to seat in the following order: the Gold Bonus Bet, then the Pair Bonus Bet, then the Tie Bet, then the banker line, and then the player line.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Silver Bonus Bet

- All winning Silver Bonus Bet wagers will pay 25 for 1.
- For each seated position, there shall be one separate and specifically designated area for the placement of a Silver Bonus Bet wager.
- A player may only place a Silver Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Seated players as well as back-line bettors may place a Silver Bonus Bet wager. The Silver Bonus Bet wager may be less than or equal to the player line or banker line wager and must be within the minimum and maximum table limits.
- If the player hand has a point value of eight (8) using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Silver Bonus Best wager wins.
- The Silver Bonus Bet wager shall lose on all other outcomes**.**
- The player-dealer shall pay all winning Silver Bonus Bet wagers and shall collect all losing Silver Bonus Bet wagers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

COLLECTION FEES

For schedule options 1 through 7, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager, Tie Bet wager, Silver or Gold Bonus Bet wager that they place. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the first card has been dealt. **For schedule options 8 through 14**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and each Tie Bet wager that they place depending on the monetary value of the wager. There will be an additional collection fee of $1.00 required from a player when placing both a Gold and Silver Bonus Bet. **For schedule options 15 through 34**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager and Tie Bet wager that they place. There will be an additional collection fee of $1.00 required from a player when placing both a Gold and Silver Bonus Bet.

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
1	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold or Silver	$5 - $100	$1.00	
2	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold or Silver	$5 - $100	$1.00	
3	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold or Silver	$5 - $100	$1.00	
4	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold or Silver	$10 - $200	$2.00	
5	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold or Silver	$10 - $200	$1.00	
6	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold or Silver	$10 - $200	$2.00	
7	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold or Silver	$10 - $200	$2.00	

Schedule Option	Wager	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
8	Game	$10 - $500	$10 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5 - $50	$1.00	

9	Game	$20 - $500	$20 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5 - $50	$1.00	
10	Game	$25 - $500	$25 - $250	$1.00	$3.00
			$251 - $500	$2.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5 - $50	$1.00	
11	Game	$40 - $1,000	$40 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5- $50	$1.00	
12	Game	$40 - $1,000	$40 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5 - $50	$1.00	
13	Game	$50 - $1,000	$50 - $500	$2.00	$3.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5- $50	$1.00	
14	Game	$50 - $1,000	$50 - $500	$2.00	$5.00
			$501 - $750	$3.00	
			$751 - $1,000	$4.00	
	Tie	$5 - $50	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$5 - $50	$1.00	

Schedule Option	Wager	Wager Limit	Player Fee	Player-Dealer Fee
15	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $100	$1.00	
16	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $100	$1.00	
17	Game	$25 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
18	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $100	$1.00	

19	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $100	$1.00	
20	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold and Silver	$5 - $100	$1.00	
21	Game	$50 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
22	Game	$100 - $200	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
23	Game	$100 - $200	$2.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
24	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $100	$1.00	
25	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $100	$1.00	
26	Game	$5 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
27	Game	$10 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
28	Game	$40 - $100	$1.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
29	Game	$40 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $50	$1.00	
30	Game	$40 - $200	$1.00	$5.00
	Tie	$10 - $100	$1.00	
	Gold and Silver	$5 - $50	$1.00	
31	Game	$100 - $200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $50	$1.00	
32	Game	$200	$2.00	$5.00
	Tie	$10 - $100	$2.00	
	Gold and Silver	$5 - $50	$1.00	
33	Game	$200 - $400	$2.00	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	
34	Game	$100 - $300	$1.50	$3.00
	Tie	$5 - $50	$1.00	
	Gold and Silver	$5 - $50	$1.00	

Type of Game

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

Object of the Game

The object of War Blackjack is for players to initially engage in an optional game of war with the player-dealer. The game of war requires the player's first up-card to be higher in value than the player-dealer's first up-card. The player will then have the option to take his/her winnings from the war game and increase his/her current blackjack wager. The object of the blackjack portion of the game is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve two aces of the same suit on the initial deal, is the best possible hand dealt and pays 6 to 5.
- Achieve the point total of 21 by getting a King, Queen, Jack, or Ten and an ace on the initial two cards dealt. This hand is called a Blackjack and pays 6 to 5.
- Get as close to 21 as possible, without going over.
- Draw additional cards if needed.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers (the standard spades, hearts, clubs and diamonds). Cards may be dealt using either a multiple deck "shoe" or a continuous shuffling machine. In either case, six or eight decks shall be used.

Card Values and Hand Rankings

- Two aces of the same suit on the initial deal, is the best possible hands dealt and pays 6 to 5.
- A King, Queen, Jack, or Ten card and an ace, on the initial deal, is the second best possible hand. It is known as a Blackjack and pays 6 to 5.
- A King, Queen, Jack or Ten 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.

War- The value of each card used in the initial optional game of war shall be as follows: ace plays low, as a value of one. Cards play at face value and by usual poker ranks, King being the highest and ranked as follows: K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace, which is 1.

Blackjack- ace has a value of 1 or 11. All cards from 2-10 have their face value. Picture or face cards have a value of 10. Suits are valued equally and are ignored, except, two aces of the same suit, dealt in the first two cards are a Natural 22.

Blackjack Card Ranking Chart	
Card	**Value**
K, Q, J Bonus card	10
Ace	1 or 11
2 – 10	Hold their face value

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated. Within each betting area for each seated player, there shall be two separate betting spaces specifically designated for two separate wagers; the War wager and the Blackjack wager. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered.

Dealing Procedures and Round of Play

1. 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 shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

2. 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, which designates that they are taking the “bank” 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.

3. 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.

4. After the fees have been collected, each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer. The War wagers are then settled from the left of the player-dealer position.
    - If the players card ranks higher than the player-dealer’s card, the players War wager wins and shall be paid 1 to 1.
    - If the player-dealer’s card ranks higher than the player’s card, the player-dealer wins and shall collect the player’s War wager.
    - If the player’s card and the player-dealers card are of equal rank, the player-dealer wins and shall collect the player’s War wager.

5. The house dealer is the only person on the table allowed to touch the cards. If the player wins the War wager, the players will signal the dealer with hand gestures that indicate whether they wish to collect War winnings or have the house dealer place all of winnings only behind the pending and yet to be determined Blackjack wager. This is referred to as

“capping” the Blackjack wager with the War winnings. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating collect winnings or one finger motion, indicating the desire for “capping”.

6. 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. The players are given an opportunity, starting with the player seated to the left in a clock-wise manner, to be dealt additional cards to make the best possible hand. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether 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.

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. 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 down card will be turned up. This down card will determine where the "action button" is placed.

9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer’s face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 10 have their face value, jack is eleven, queen is twelve, and king is thirteen.

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

11. 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.

12. 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**

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

14. A player may place a War wager when there is a Blackjack wager, or a Blackjack only wager, or wager on both War Blackjack. A player may wager any amount (subject to table limits) on the War hand and table minimum on the Blackjack hand.

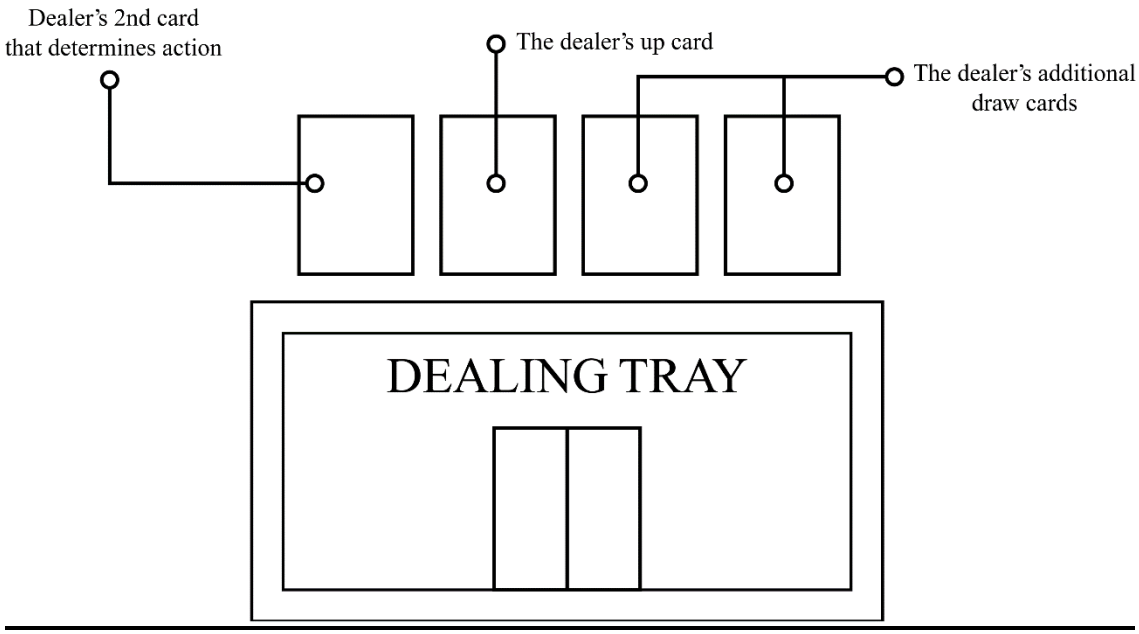

CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Soft 21 and "Natural Blackjack"	11 or less	12-20

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 and suited aces (Natural 22)	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.

How Winners are Determined and Paid

1. In War segment of War Blackjack, the highest card wins. A King is the best possible card during the War segment of War Blackjack. Ace is the lowest possible card during the War segment of War Blackjack. If the player and the player-dealer's War card are identical in rank the player loses.

2. A Natural 22 also known as two suited aces is the best possible hand during the Blackjack segment of War Blackjack. If the player and the player-dealer's hand are both Natural 22 then the player wins in all other cases the player-dealer wins.

3. A Blackjack (an ace and a King, Queen, Jack or Ten card) is the second best possible hand. If the player and the player-dealer's hand are both Blackjack the player pushes.

4. If the player-dealer does not have a Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack, or Ten card. This will happen prior to any additional cards being given to players. If the player-dealer has Blackjack or Natural 22 (suited aces), no additional action will take place and all players' hands that do not have a Blackjack or Natural 22 will lose.

5. 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.

6. If a player's total is less than a Blackjack and the player-dealer's total is more than a Blackjack, the player wins the hand.

7. If a player's total is more than a Blackjack and the player-dealer's total is less than a Blackjack, the player loses the hand.

8. If a player and the player-dealer have the same total and it is less than a Blackjack, the hand is a push or tie. No action is taken on the wager.

9. If a player's total and the player-dealer's total are less than a Blackjack, the hand closest to a Blackjack will win.

10. If a player's total is a Blackjack and the player-dealer's total is a Natural 22 then the player loses.

11. If a player-dealer's total is a Blackjack and the player total is a Natural 22 then the player wins

12. If a player and the player-dealer's total are a Natural 22 then the player wins.

13. If the player and the player-dealer's total are either 21 or a Blackjack hand, the hand is a push or tie. No action is taken on the wager.

14. If a player's total and the player-dealer's total are more than a Blackjack, the following will apply:

    a. If the player-dealer's hand and the players hand both have 22 (in three cards or more), then it's a push (tie) and neither the player nor the player dealer wins.
    b. If the player-dealer's hand and the players hand both are over 21 then the player loses. Exception when the player and the player dealer both have 22 in three or more cards.

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

16. Backline betting is permitted on all wagers.

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

Player Options

Double-Down

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which must be equal to the player's wager. The player will only receive one additional card, regardless of the total.

Splits

1. Players can split any pair or two cards of the equal value, including aces. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. Exception when splitting aces. There is no splitting for less.

2. When players split aces the player must place a second wager equal to the original wager. The player will only receive one card per ace card, regardless of the total. There is no splitting for less.

3. A maximum of two splits is allowed per hand, giving a player up to 3 hands.

Equipment

1. Continuous shuffle Machine

2. Layout: A felt placed on top the table and used to describe the games playing surface.

3. Table Limit sign: A placard used to post minimum and Maximum wagering limits

4. Action button

5. Bank plaque

6. Dealer button

7. Dealer 1 and 2 button

Collection Rates Schedules

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all Blackjack game wagers and all War wagers that are placed by players prior to cards being dealt, referred to as total table action. The collection is taken after the first card is delivered. 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 or split cards. 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. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed 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 permitted per table limit. The collection fees and schedules for the game of War Blackjack are as shown below:

Minimum wagering limits shall be between on *Blackjack bets:* $1 and $100
Minimum wagering limits shall be between on *War bets*: $1 and $100
Maximum wagering limits shall be between on *Blackjack bets*: $50 and $500
Maximum wagering limits shall be between on *War bets*: $50 and $500

Schedule Option	Wager	Player's Fee (per spot)	Player/Dealer Fee (per hand)
1	Blackjack	$1.00	$2.00
	War	$1.00	

Minimum wagering limits shall be between on *Blackjack bets:* $1 and $200
Minimum wagering limits shall be between on *War bets*: $1 and $200
Maximum wagering limits shall be between on *Blackjack bets*: $50 and $500
Maximum wagering limits shall be between on *War bets*: $50 and $500

Schedule Option	Wager	Player's Fee (per spot)	Player/Dealer Fee (per hand)
2	Blackjack	$2.00	$2.00
	War	$1.00	

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Type of Game

The game of Pure 21.5 Blackjack 2.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack 2.0 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 six decks to a maximum of eight decks.

Card Values and Hand Rankings

- 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.
- 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.

Ranking Chart	
Card	**Value**
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ 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 2.0 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 dealer.

Dealing Procedures and Round of Play

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

2. 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, which designates that they are taking the “bank” 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.

3. 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.

4. 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. The players will signal the 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. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

5. 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. 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).

6. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

7. 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 down card will be turned up. This down card will determine where the "action button" is placed.

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action

button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Wagers will be paid in the following order: Match the Dealer wager, Pick'em Blackjack wager, Buster Blackjack wager, base game wager

10. 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.

11. 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**

12. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

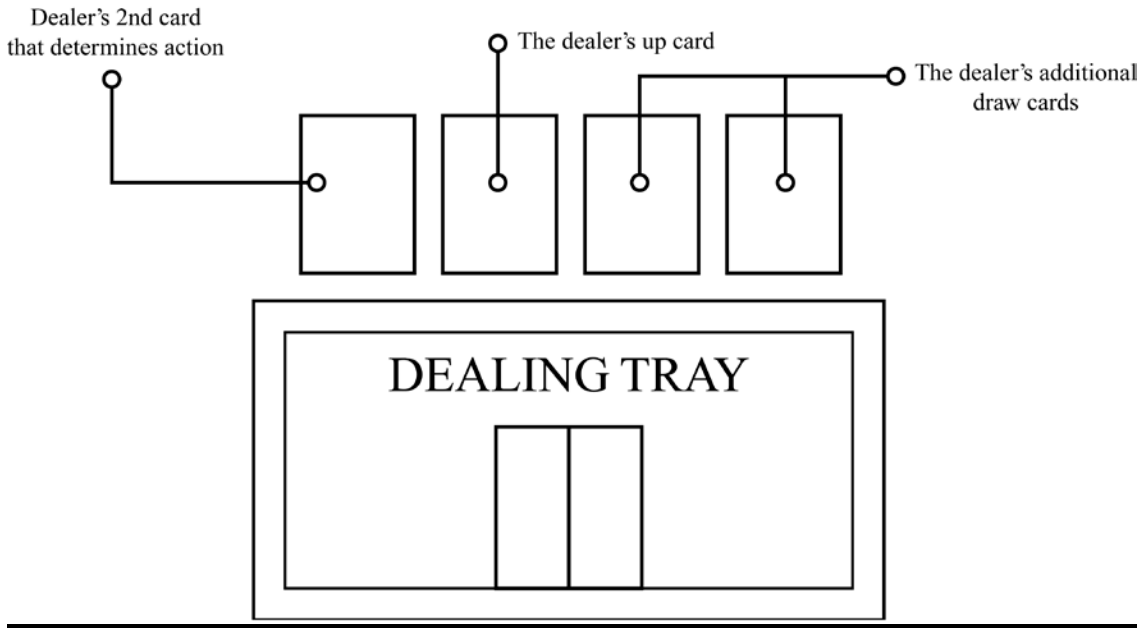


CHART 1A

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.

How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer’s 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 or king, queen, jack or ten Bonus card. This will happen prior to any additional cards being given to players. 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.

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.

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

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

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

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

8. If a player's total and the player-dealer's total 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 is more than 21.5 push.

b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

10. Backline betting is permitted on all wagers.

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

Player Options

1. 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.

2. 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. There is no splitting for less.

3. A player may split one time, giving the player 2 hands. Doubling-down is not permitted after splitting.

4. 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.

5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.

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

Bonus Bets

Buster Blackjack Bonus Bet

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must make a base game wager in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.

6. 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.
7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her face-down card and play out his/her hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his/her 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 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 the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: Match the Dealer bonus bet, Buster Blackjack bonus bet, Pick'em Blackjack bonus bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no 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 Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Match the Dealer Up-Card Bonus Bet

1. The Match the Dealer-Up Card Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Match the Dealer-Up Card Bonus Bet wager for each game wager placed.
2. In order to play the Match the Dealer-Up Card bonus wager, the player must make a regular base game wager.
3. Match the Dealer-Up Card Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Match the Dealer-Up Card wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer-Up Card Bonus Bet.
6. 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 Match the Dealer-Up Card Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. A Match the Dealer-Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will match the dealer's up-card in rank.
8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's

wager receives action in the following order from seat to seat: Match the Dealer, Buster Blackjack, Pick'em Blackjack, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

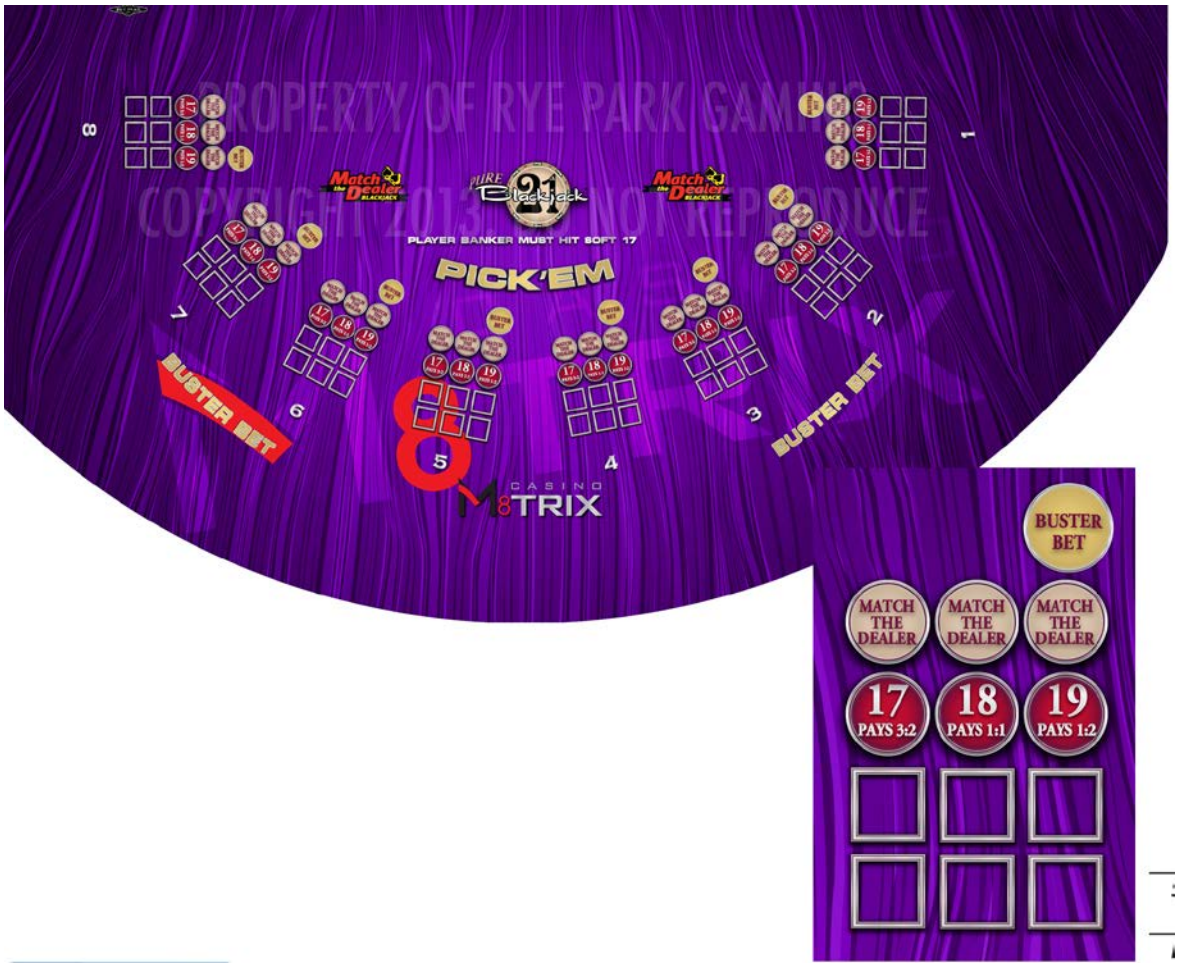
Table H 52 Card Deck	8 Decks
2 suited matches	25 to 1
1 suited + 1 non-suited match	20 to 1
1 suited match	9 to 1
2 non-suited matches	9 to 1
1 non-suited match	4 to 1
No match	lose

Pick'em Blackjack Bonus Bet

1. The Pick'em Blackjack Bonus Bet is an optional bet offered to all players who placed a game wager. The Pick'em Blackjack Bonus Bet allows players to place a wager on a choice of three Blackjack hands that have a total of 17, 18, and/or 19. Players may place a Pick'em Blackjack Bonus Bet on any or all of the 3 pick'em hands for each game wager placed.
2. A player must participate in the base game in order to wager on the Pick'em Blackjack Bonus Bet.
3. Pick'em Blackjack Bonus Bets must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Pick'em Blackjack Bonus Bet, as long as they have placed a base game wager.
5. The Pick'em Blackjack Bonus Bet may be less than, equal to, or greater than the base game wager. However, it cannot exceed the posted table limits.
6. The Pick'em Blackjack Bonus Bet considers the Pick'em Bonus totals wagered on by the player. The player's cards are not considered in the Pick'em Bonus Bet. The player-dealer will compare their hand total to the Pick'em Bonus Bet hand selected by each player. If the player's selected Pick'em Bonus Bet hand total is greater than the player-dealer's, or if the player-dealer busts, the player's bonus bet is paid according to the paytable listed out below. If the player's selected Pick'em Bonus Bet hand total is the same value as the player-dealer's hand total, the bonus bet is considered a push. If the player-dealer's hand is greater than the Pick'em Bonus Bet hand selected by the player, the player's wager will lose.
7. Players may wager on any combination of the three spots for the Pick'em Blackjack Bonus Bet (17, 18, and/or 19).
8. The Pick'em Blackjack Bonus Bet wager may win regardless of the outcome of the base game.
9. The Player-Dealer will pay all winning Pick'em Blackjack Bonus Bets and will collect all losing Pick'em Blackjack Bonus Bets.
10. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: Match the Dealer bonus bet, Buster Blackjack Bonus bet, Pick'em Blackjack Bonus Bet, base game wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Pick'em Blackjack Paytable	
Hand Totals	**Pays**
17	3:2
18	1:1
19	1:2

Table Layout



Collection Rates Schedule

For schedule options 1 through 3, a collection shall be taken per hand from the player-dealer position. A collection rate shall also be taken from each player for each base game wager, Match the Dealer Bonus Bet wager, Buster Blackjack Bonus Bet, and/or Pick'em Blackjack Bonus Bet that they place. For the Pick'em Blackjack Bonus Bet, the collection fee will be taken per spot wagered by the player. *For example, if the player wagered on the 17, 18, and 19, a collection would be taken for each wager.* There will be no additional collection fee required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection rates shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates 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. The approved collection rates and schedules for the game of Pure 21.5 Blackjack 2.0 are as shown below:

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
1	Base Game	$1	$2
	Pick'em	$1	
	Match the Dealer	$1	
	Buster	$1	

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
2	Base Game	$2	$2
	Pick'em	$1	
	Match the Dealer	$1	
	Buster	$1	

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
3	Base Game	$2	$3
	Pick'em	$1	
	Match the Dealer	$1	
	Buster	$1	

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Type of Game

The game of Pure 21.5 Blackjack 1.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack 1.0 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 six decks to a maximum of eight decks.

Card Values and Hand Rankings

- 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.
- 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.

Ranking Chart	
Card	**Value**
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ 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 1.0 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 dealer.

Dealing Procedures and Round of Play

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

2. 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, which designates that they are taking the “bank” 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.

3. 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.

4. 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. The players will signal the 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. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

5. 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. 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).

6. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

7. 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 down card will be turned up. This down card will determine where the "action button" is placed.

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action

button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Wagers will be paid in the following order: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager.

10. 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.

11. 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**

12. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

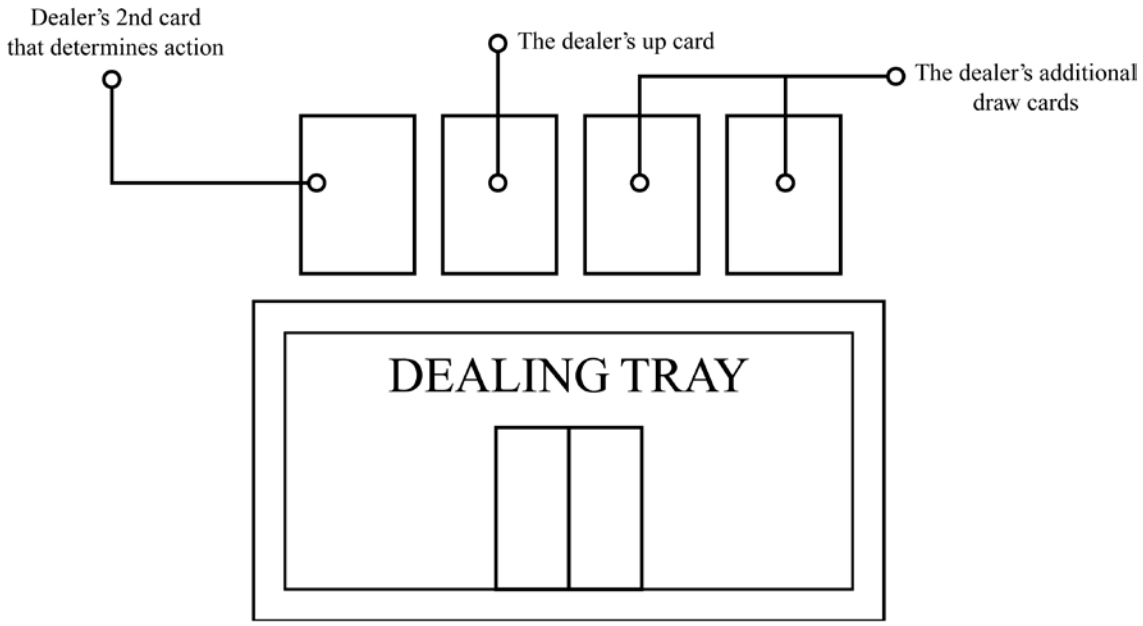

CHART 1A

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.

How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer’s 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 or king, queen, jack or ten Bonus card. This will happen prior to any additional cards being given to players. 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.

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.

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

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

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

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

8. If a player's total and the player-dealer's total 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 is more than 21.5 push.

b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

10. Backline betting is permitted on all wagers.

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

Player Options

1. 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.

2. 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. There is no splitting for less.

3. A player may split one time, giving the player 2 hands. Doubling-down is not permitted after splitting.

4. 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.

5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.

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

Bonus Bets

Buster Blackjack Bonus Bet

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

Rules of Play

1. The Buster Blackjack 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 game wager placed.
2. A player must make a base game wager in order to make the Buster Blackjack Bonus Bet.
3. Buster Blackjack Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.

6. 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.
7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her face-down card and play out his/her hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his/her 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 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 the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no 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 Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet

1. The Lucky Lucky Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Lucky Lucky Bonus Bet for each game wager placed.
2. In order to play the Lucky Lucky Bonus Bet, the player must make a regular base game wager.
3. Lucky Lucky Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Lucky Lucky Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Lucky Lucky Bonus Bet.
6. The Lucky Lucky Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.
7. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky total. Lucky Lucky winning totals are noted below.
   a) Players who did place a Lucky Lucky bet and win must be paid immediately and all payouts must be removed off the Lucky Lucky betting square before regular Blackjack play begins.
   b) Players who did not receive a Lucky Lucky win in their first two cards dealt and dealer's first up card will lose their Lucky Lucky bet.
   c) All losing bets will be removed immediately before regular Blackjack play begins.

8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Lucky Lucky Win/Lose Chart

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

20 Pays Bonus Bet

1. The 20 Pays Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a 20 Pays Bonus Bet for each game wager placed.
2. A player must participate in the game in order to make the 20 Pays Bonus Bet.
3. 20 Pays Bonus Bets must be placed prior to the initial deal.
4. Backline bettors are eligible to place a 20 Pays Bonus Bet.
5. The 20 Pays Bonus Bet may be less than, equal to, or greater than the base game wager. However, it cannot exceed the posted table limits.
6. The 20 Pays Bonus Bet considers the two cards initially dealt to the player. If those two cards results in a bonus hand, according to the table below, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's initial two card hand does not make a qualifying bonus hand, according to the payout table below, the bonus bet wager loses.
7. The 20 Pays Bonus Bet may win regardless of the outcome of the base game.
8. The Player-Dealer will pay all winning 20 Pays Bonus Bets and will collect all losing 20 Pays Bonus Bet.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: game wager, 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

"20 Pays" Paytable		
Hand	**Definition**	**Pays**
J of Diamonds w/ Player-Dealer "Natural 21.5"	The player's two initial cards are both Jack of Diamonds and the player-dealer's initial two cards are a "Natural 21.5":	1000:1
J of Diamonds w/o Player-Dealer "Natural 21.5"	The player's two initial cards are both Jack of Diamonds and the player-dealer's initial two cards are not a "Natural 21.5"	100:1

Matched 20	The player's initial two cards must total 20 and are of the same rank and suit	15:1
Suited 20	The player's initial two cards must total 20 and match in suit	5:1
Unsuited 20	The players initial two cards must total 20	2:1
First Card J, Q, K	The player's first initial card is a J, Q, or a K	1:1

Table Layout

Collection Rates Schedule

For schedule options 1 through 3, a collection shall be taken per hand from the player-dealer position. A collection rate shall also be taken from each player for each base game wager, Lucky Lucky Bonus Bet wager, Buster Blackjack Bonus Bet, and/or 20 Pays Bonus Bet wager that they place. There will be no additional collection fees required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection rates shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates 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. The approved collection rates and schedules for the game of Pure 21.5 Blackjack 1.0 are as shown below:

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
1	Base Game	$1	$2
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
2	Base Game	$2	$2
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
3	Base Game	$2	$3
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	

Texas Hold'em (GEGA-000644), Texas Hold'em High-Low Split (GEGA-000645)- For **schedule options 1 through 63**, the house dealer shall spread the "flop," move all pre-flop wagers into the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown below. If there is no "flop," the appropriate collection fee shall be removed from "the pot" before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$9 - $18	$3 - $9	$5	$3	$1	$0
9	$15 - $30	$10 - $15	$5	$3	$1	$0
10	$20 - $40	$10 - $20	$5	$3	$1	$0
11	$25 - $50	$15 - $25	$5	$3	$1	$0
12	$30 - $60	$20 - $30	$5	$3	$1	$0
13	$40 - $80	$20 - $40	$5	$3	$1	$0
14	$50 - $100	$25 - $50	$5	$3	$1	$0
15	$60 - $120	$20 - $60	$5	$3	$1	$0
16	$75 - $150	$25 - $75	$5	$3	$1	$0
17	$80 - $160	$40 - $80	$5	$3	$1	$0
18	$100 - $200	$40 - $100	$5	$3	$1	$0
19	$100 - $200	$50 - $100	$6	$3	$1	$0
20	$100 - $200	$50 - $100	$6	$4	$3	$2
21	$100 - $200	$50 - $100	$5	$3	$1	$0
22	$150 - $300	$75 - $150	$5	$3	$1	$0
23	$150 - $300	$75 - $150	$5	$4	$2	$0
24	$150 - $300	$75 - $150	$6	$4	$2	$0
25	$200 - $400	$100 - $200	$5	$4	$2	$0
26	$300 - $600	$150 - $300	$6	$4	$2	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less	No Flop
27	$75 - $150	$25 – $75	$5	$3	$2	$0
28	$100 – $200	$50 - $100	$5	$3	$2	$0
29	$50 - $100	$25 - 450	$5	$3	$2	$0

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
30	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
31	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
32	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
33	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
34	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
35	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
36	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
37	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
38	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
39	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
40	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
41	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
42	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
43	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
44	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
45	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
46	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
47	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less	No Flop
48	No Limit	$10 - $25	$8	$5	$3	$2	$0
49	No Limit	$25 - $50	$10	$8	$5	$2	$0
50	No Limit	$25 - $50	$12	$8	$5	$2	$0
51	No Limit	$50 - $100	$10	$8	$5	$2	$0
52	No Limit	$50 - $100	$12	$8	$5	$2	$0

Spread Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
53	$4 - $40	$1 - $2 - $4	$5	$4	$2	$1	$0
54	$3 - $100	$1 - $2 - $3	$5	$4	$2	$1	$0
55	$3 - $150	$1 - $2 - $3	$5	$4	$2	$1	$0
56	$5 - $200	$5 - $5 - $10	$5	$4	$2	$1	$0
57	$10 - $200	$5 - $5 - $10	$5	$4	$2	$1	$0
58	$10 - $500	$5 - $5 - $10	$5	$4	$2	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
59	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
60	Pot Limit	$5 - $5	$5	$4	$3	$1	$0

61	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
62	Pot Limit	$20 - $20	$5	$4	$3	$1	$0
63	Pot Limit	$25 - $25	$5	$4	$3	$1	$0

Omaha (GEGA-000647)- For **schedule options 1 through 48**, the house dealer shall spread the “flop,” move all pre-flop wagers into the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown below. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
18	$15 - $30	$10 - $15	$6	$4	$2
19	$30 - $60	$15 - $30	$6	$4	$2
20	$25 - $50	$10 - $25	$6	$4	$2
21	$50 - $100	$25 - 450	$6	$4	$2

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
22	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
23	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
24	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0

25	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
26	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
27	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
28	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
29	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
30	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
31	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
32	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
33	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
34	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
35	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
36	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
37	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
38	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
39	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
40	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
41	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
42	Pot Limit	$5 - $5	$6	$4	$3	$1	$0
43	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
44	Pot Limit	$10 - $10	$6	$4	$3	$1	$0
45	Pot Limit	$20 - $20	$5	$4	$3	$1	$0
46	Pot Limit	$25 - $25	$5	$4	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
47	Pot Limit	$5 - $5	$6	$4	$2
48	Pot Limit	$10 - $10	$6	$4	$2

Omaha High-Low Split (GEGA-000648)- For **schedule options 1 through 44**, the house dealer shall spread the “flop,” move all pre-flop wagers into the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown below. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0

3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing		
			7 or more	6	5 or less or no flop
18	$15 - $30	$10 - $15	$6	$4	$2
19	$30 - $60	$15 - $30	$6	$4	$2
20	$25 - $50	$10 - $25	$6	$4	$2
21	$50 - $100	$25 - 450	$6	$4	$2

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
22	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
23	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
24	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
25	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
26	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
27	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
28	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
29	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
30	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
31	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
32	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
33	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
34	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
35	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
36	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
37	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
38	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
39	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
40	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
41	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
42	Pot Limit	$5 - $5	$6	$4	$3	$1	$0
43	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
44	Pot Limit	$10 - $10	$6	$4	$3	$1	$0

Crazy Pineapple (GEGA-000658), Pineapple: (GEGA-000657)- For **schedule options 1 through 46,** the house dealer shall spread the “flop,” move all pre-flop wagers into the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” prior to any betting during that round. The appropriate fees are dependent on the number of players seated and participating in the play of the controlled game, as shown below. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing			
			7 or more	6	5 or less or no flop	4 or less and no flop
1	$2 - $4	$1 - $2	$4	$3	$1	$0
2	$2 - $4	$1 - $2	$5	$3	$1	$0
3	$3 - $6	$1 - $3	$4	$3	$1	$0
4	$3 - $6	$1 - $3	$5	$3	$1	$0
5	$4 - $8	$2 - $4	$5	$3	$1	$0
6	$6 - $12	$2 - $6	$5	$3	$1	$0
7	$8 - $16	$4 - $8	$5	$3	$1	$0
8	$15 - $30	$10 - $15	$5	$3	$1	$0
9	$20 - $40	$10 - $20	$5	$3	$1	$0
10	$25 - $50	$15 - $25	$5	$3	$1	$0
11	$30 - $60	$20 - $30	$5	$3	$1	$0
12	$40 - $80	$20 - $40	$5	$3	$1	$0
13	$50 - $100	$25 - $50	$5	$3	$1	$0
14	$60 - $120	$20 - $60	$5	$3	$1	$0
15	$80 - $160	$40 - $80	$5	$3	$1	$0
16	$100 - $200	$40 - $100	$5	$3	$1	$0
17	$100 - $200	$50 - $100	$5	$3	$1	$0

Spread Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
18	$4 - $40	$1 - $2 - $4	$5	$4	$2	$1	$0
19	$3 - $100	$1 - $2 - $3	$5	$4	$2	$1	$0
20	$3 - $150	$1 - $2 - $3	$5	$4	$2	$1	$0
21	$5 - $200	$5 - $5 - $10	$5	$4	$3	$1	$0
22	$10 - $200	$5 - $5 - $10	$5	$4	$3	$1	$0

23	$10 - $500	$5 - $5 - $10	$5	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
24	Pot Limit	$2 - $2	$5	$4	$3	$1	$0
25	Pot Limit	$5 - $5	$5	$4	$3	$1	$0
26	Pot Limit	$10 - $10	$5	$4	$3	$1	$0
27	Pot Limit	$20 - $20	$5	$4	$3	$1	$0
28	Pot Limit	$25 - $25	$5	$4	$3	$1	$0

No Limit Games

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players Seated and Playing				
			7 or more	6	5	4 or less or no flop	4 or less and no flop
29	No Limit	$1 - $1 - $2	$5	$4	$2	$1	$0
30	No Limit	$1 - $2 - $3	$5	$4	$2	$1	$0
31	No Limit	$2 - $3 - $5	$5	$4	$3	$1	$0
32	No Limit	$2 - $3 - $5	$6	$4	$3	$1	$0
33	No Limit	$5 - $5 - $10	$5	$4	$3	$1	$0
34	No Limit	$5 - $5 - $10	$6	$4	$3	$1	$0
35	No Limit	$10 - $10 - $20	$5	$4	$3	$1	$0
36	No Limit	$10 - $10 - $20	$6	$4	$3	$1	$0
37	No Limit	$20 - $20 - $40	$5	$4	$3	$1	$0
38	No Limit	$20 - $20 - $40	$6	$4	$3	$1	$0
39	No Limit	$20 - $40 - $60	$5	$4	$3	$1	$0
40	No Limit	$20 - $40 - $60	$6	$4	$3	$1	$0
41	No Limit	$25 - $25 - $50	$5	$4	$3	$1	$0
42	No Limit	$25 - $25 - $50	$6	$4	$3	$1	$0
43	No Limit	$25 - $50 - $100	$5	$4	$3	$1	$0
44	No Limit	$25 - $50 - $100	$6	$4	$3	$1	$0
45	No Limit	$40 - $60 - $100	$5	$4	$3	$1	$0
46	No Limit	$40 - $60 - $100	$6	$4	$3	$1	$0

Draw Poker (GEGA-000659), Draw Poker High-Low Split (GEGA-000660), Lowball (GEGA-000646), Asian Stud Poker (GEGA-000666)- For **schedule options 1 through 7,** the house dealer will move all antes to the center of the table, which is referred to as “the pot,” deal out and distribute the appropriate number of cards to each player, then remove the appropriate collection fee from “the pot” prior to players discarding and receiving new cards, referred to as “the draw.” The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown below.

Spread Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			7 or more	6	5 or less
1	$2 - $20	$1 - $1 - $2	$3	$2	$1
2	$4 - $40	$2 - $2 - $4	$5	$3	$1
3	$5 - $50	$2 - $3 - $5	$5	$3	$1
4	$10 - $10	$5 - $5 - $10	$5	$3	$1
5	$20 - $200	$10 - $10 - $20	$5	$3	$1

No Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			7 or more	6	5 or less
6	No Limit	$2 - $3 - $5	$5	$3	$1
7	No Limit	$5 - $5 - $10	$5	$3	$1

Seven Card Stud (GEGA-000650), Seven Card Stud High-Low Split (GEGA-000654), Seven Card Stud Low (GEGA-000655)- For **schedule options 1 through 23**, the house dealer will move all antes to the center of the table, which is referred to as “the pot,” then remove the appropriate collection fee from “the pot” prior to cards being dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown below.

Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			7 or more	6	5 or less
1	$3 - $6	$1	$5	$3	$2
2	$3 - $6	$1	$6	$4	$2
3	$4 - $8	$1	$5	$3	$2
4	$4 - $8	$2	$5	$3	$2
5	$4 - $8	$2	$6	$4	$2
6	$6 - $12	$2	$5	$3	$2
7	$6 - $12	$2	$6	$4	$2
8	$8 - $16	$2	$5	$3	$2
9	$8 - $16	$2	$6	$4	$2
10	$10 - $20	$2	$5	$3	$2
11	$10 - $20	$2	$6	$4	$2
12	$20 - $40	$5	$5	$3	$2
13	$20 - $40	$5	$7	$5	$3
14	$25 - $50	$5	$5	$3	$2
15	$25 - $50	$5	$7	$5	$3
16	$40 - $80	$5	$5	$3	$2
17	$40 - $80	$5	$7	$5	$3
18	$50 - $100	$5	$5	$3	$2
19	$50 - $100	$5	$7	$5	$3
20	$60 - $120	$5	$5	$3	$2
21	$60 - $120	$5	$7	$5	$3
22	$80 - $160	$5	$5	$3	$2
23	$80 - $160	$5	$7	$5	$3

Pan (GEGA-000656)- For **schedule options 1 through 4,** the house dealer will move all antes to the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" after cards have been dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown below.

Limit Games

Schedule Option	Table Limit	Ante	Number of Players Seated and Playing		
			6 or more	5	4 or less
1	$2	$2	$3	$2	$1
2	$3	$3	$5	$3	$2
3	$5	$5	$5	$3	$2
4	$10	$10	$5	$3	$2

13 Card Poker Red (GEGA-002432)- For **schedule options 1 through 7**, the house dealer will move all antes to the center of the table, which is referred to as "the pot," then remove the appropriate collection fee from "the pot" after cards have been dealt. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown below.

Limit Games

Schedule Option	Table Limit	Ante (Button)	Ante (Others)	Number of Players Seated and Playing		
				4	3	2
1	$3	$1	$1	$4	$3	$2
2	$5	$1	$1	$5	$3	$2
3	$5	$2	$1	$5	$3	$2
4	$10	$1	$1	$5	$3	$2
5	$10	$2	$1	$5	$3	$2
6	$20	$2	$2	$8	$6	$4
7	$40	$2	$2	$8	$6	$4

<u>Collection Fees for Poker Games</u>

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates 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.
- Casino M8trix 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.

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Type of Game

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

Object of the Game

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

- Achieve the best possible point total of 21.5 by getting 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 two decks.

Card Values and Hand Rankings

- 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.
- 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.

Ranking Chart	
Card	**Value**
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ 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 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 dealer.

Dealing Procedures and Round of Play

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

2. 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, which designates that they are taking the “bank” 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.

3. 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.

4. 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. The players will signal the 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. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

5. 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. 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).

6. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

7. 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 down card will be turned up. This down card will determine where the "action button" is placed.

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall

be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Wagers will be paid in the following order: Pick'em Blackjack wager(s), Buster Blackjack wager, base game wager

10. 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.

11. 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**

12. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

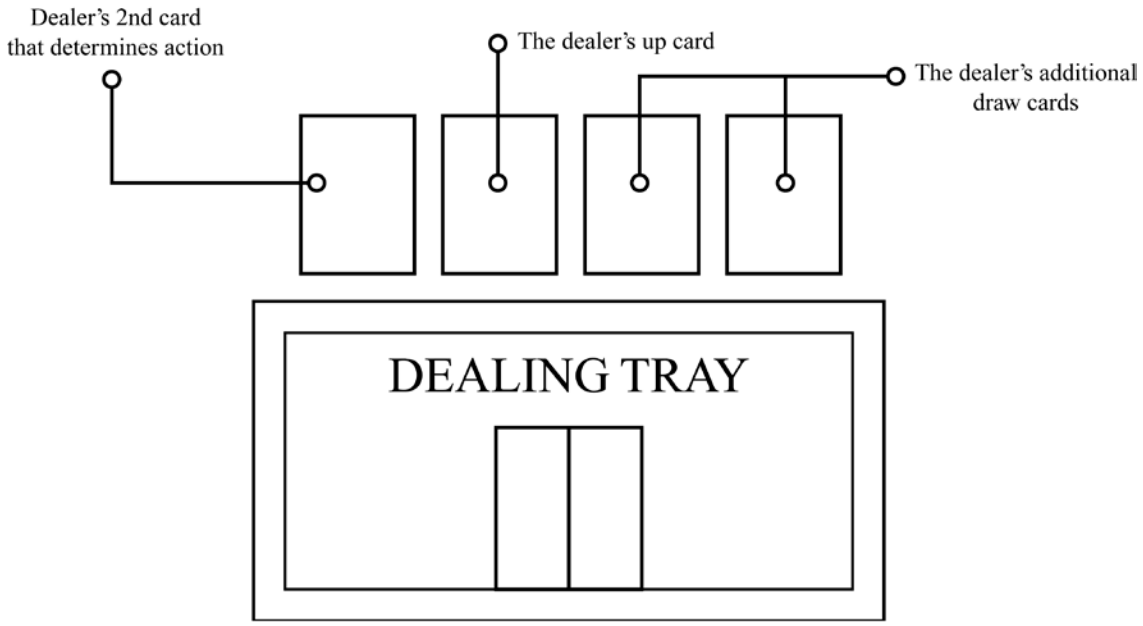

CHART 1A

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.

How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer’s 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 or king, queen, jack or ten Bonus card. This will happen prior to any additional cards being given to players. 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.

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.

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

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

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

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

8. If a player's total and the player-dealer's total 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 is more than 21.5 push.

b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

10. Backline betting is permitted on all wagers.

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

Player Options

1. 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.

2. 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. There is no splitting for less.

3. A player may split one time, giving the player 2 hands. Doubling-down is not permitted after splitting.

4. 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.

5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.

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

Bonus Bets

Buster Blackjack Bonus Bet

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must make a base game wager in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.

6. 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.
7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her face-down card and play out his/her hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his/her 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 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 the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: Buster Blackjack bonus bet, Pick'em Blackjack bonus bet(s), base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no 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 Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Pick'em Blackjack Bonus Bet

1. The Pick'em Blackjack Bonus Bet is an optional bet offered to all players who placed a game wager. The Pick'em Blackjack Bonus Bet allows players to place a wager on a choice of three Blackjack hands that have a total of 17, 18, and/or 19. Players may place a Pick'em Blackjack Bonus Bet on any or all of the 3 pick'em hands for each game wager placed.
2. A player must participate in the base game in order to wager on the Pick'em Blackjack Bonus Bet.
3. Pick'em Blackjack Bonus Bets must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Pick'em Blackjack Bonus Bet, as long as they have placed a base game wager.
5. The Pick'em Blackjack Bonus Bet may be less than, equal to, or greater than the base game wager. However, it cannot exceed the posted table limits.
6. The Pick'em Blackjack Bonus Bet considers the Pick'em Bonus totals wagered on by the player. The player's cards are not considered in the Pick'em Bonus Bet. The player-dealer will compare their hand total to the Pick'em Bonus Bet hand selected by each player. If the player's selected Pick'em Bonus Bet hand total is greater than the player-dealer's, or if the player-dealer busts, the player's bonus bet is paid according to the paytable listed out below. If the player's selected Pick'em Bonus Bet hand total is the same value as the player-dealer's hand total, the bonus bet is

considered a push. If the player-dealer's hand is greater than the Pick'em Bonus Bet hand selected by the player, the player's wager will lose.

7. Players may wager on any combination of the three spots for the Pick'em Blackjack Bonus Bet (17, 18, and/or 19).
8. The Pick'em Blackjack Bonus Bet wager may win regardless of the outcome of the base game.
9. The Player-Dealer will pay all winning Pick'em Blackjack Bonus Bets and will collect all losing Pick'em Blackjack Bonus Bets.
10. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: Buster Blackjack Bonus bet, Pick'em Blackjack Bonus Bet(s), base game wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Pick'em Blackjack Paytable	
Hand Totals	**Pays**
17	3:2
18	1:1
19	1:2

Table Layout

Collection Rates Schedule

For schedule options 1 through 3, a collection shall be taken per hand from the player-dealer position. A collection rate shall also be taken from each player for each base game wager, Buster Blackjack Bonus Bet, and/or Pick'em Blackjack Bonus Bet that they place. For the Pick'em Blackjack Bonus Bet, the collection fee will be taken per spot wagered by the player. *For example, if the player wagered on the 17, 18, and 19, a collection would be taken for each wager.* There will be no additional collection fee required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection rates shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates 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. The approved collection rates and schedules for the game of Pure 21.5 Blackjack are as shown below:

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
1	Base Game	$1	$2
	Pick'em	$1	
	Buster	$1	
2	Base Game	$2	$2
	Pick'em	$1	
	Buster	$1	
3	Base Game	$2	$3
	Pick'em	$1	
	Buster	$1	

DOUBLE HAND POKER
BONUS GOLD

Description of Game

Double Hand Poker is played with a standard 52-card deck with one Joker added for a total of 53 cards used. The Joker is wild and can be used to represent <u>any card</u> in the deck – <u>not limited to an Aces, Straights, or Flushes.</u> Each Player is dealt a 7 card hand that the Dealer deals in 7 stacks of seven cards directly in front of their tray on the table. When Players receive their cards, they form a two-card and a five-card hand with the five-card hand being higher in value than the two-card hand. Traditional poker rankings are used. When Players hands are compared to the Player/Dealer hand, both hands must rank higher to win. If both are the high and low hand are the same or of lower ranking, the Player/Dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Method of Play

1. Players make a bet.

2. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table. The first card will be placed to the dealer's left and then additional cards will be dealt to the right until seven card lay in front of the dealer. The dealer will then deal another seven cards, starting with the card farthest to the dealer's right. Cards shall be dealt in this back and forth manner until each pile has seven cards.

3. The Player/Dealer selects which pile will be distributed to the first Player who is randomly selected. (see #4) The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile and/or by pushing it forward and turning the pile behind it side ways.

4. The Player/Dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (see #3) will be distributed. The player-dealer's position is always one (1), eight (8), and fifteen (15). Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one (1), eight (8), and fifteen (15), 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.

5. Each pile of seven cards is distributed to each seat at the table, starting with the pile of cards that received the action button to the player that received the action position. The remaining piles, starting with the pile to the right of the action pile from the dealer position, shall be distributed to the remainder of the seats in a clockwise manner. The Dealer collects cards distributed to seats without a wager. (No-Body Home.)

6. Players form two hands, a two-card and a five-card hand.

7. When all Players' hands have been set, the Dealer exposes the Player/Dealer's hand, and sets it according to the 'House way.'

8. Each Player's hands are compared to the Player/Dealer's hands, in turn, starting with the Action Button, to determine the winner according to the criteria stated above.

9. Play rotates clockwise from the ACTION Button.

10. Several Players may wager on the same hand, frequently called "back betting".

11. Bets are collected and paid only to the extent the Player/Dealer's money is in action.

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

General Rules

1. The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Garden City.

2. Fee collection is taken in advance of the start of play of the hand. You must have a full minimum bet after paying collection.

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

4. A Player must bet at least the table minimum.

5. Any amounts over the maximum table limit will receive no action.

6. The Player/Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Card-Room Ordinance.

7. All action goes clockwise, starting with the action button.

8. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.

9. Once the Dealer has announced "no more bets" and opened the Dice Cup, no one may change their wager. PENALTY. Possible forfeiture of wager, exclusion from premises, and subject to prosecution.

10. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player/Dealer's hand. Cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player/Dealer's hand are all examples of INFLUENCE.

11. The Dealer is <u>not</u> allowed to pay collection for any Player.

12. The Player/Dealer's hand will not be opened until all hands have been set.

13. All Players must put the entire wager in the spot before the Dealer exposes the dice. Only money in the squares plays. Stating "money covers" or other “call all bets” is NOT acceptable.

14. If the Player/Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "House Way".

15. Any active Player is entitled to ask the Dealer the amount of the Player/Dealer's wager, to the extent that it affects the play of their hand.

16. Any Player wagering on a spot the previous hand has the option of being the Player/Dealer on the next hand (in turn).

17. If a Player quits, the next Player has the option of accepting the P/D position, and will not be penalized because they did not have a bet on the previous hand.

18. A Player may not surrender their hand.

19. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the wager forfeited. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

20. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

21. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

22. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

23. A Player may set only one hand, regardless of the number of hands on which he has wagered.

24. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.

25. All FOUL hands are considered losing hands.

26. A Player has a FOULED hand if:
    a. The two-card front hand is stronger than the five-card back hand, or
    b. The Player does not have exactly two cards in the front hand, or
    c. The Player does not have exactly five cards in the back hand, or
    d. The Player does not protect his hand and it comes in contact with other cards.

27. Note: The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

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

29. Players are responsible for the final setting of their hands. When the Player requests assistance on the setting of a hand by the house Dealer the hand will be set "House Way".

30. The Floorperson will reset any "House Way" hand improperly set by the Dealer, if it can be retrieved intact.

31. The Dealer cannot allow the Player/Dealer to set his hand foul, it will be reset the "House Way" by the Floorperson and play will continue.

32. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be re-dealt.

33. The Dealer must get the Player/Dealer's instruction, with obvious gesture, before opening the first Player's hand. **Verbally "Go". Tap table.**

34. The Garden City will not be responsible for any hand that is "OK'ed" for action by the Player/Dealer.

35. Once the first Player's hand is exposed, the Player/Dealer may not reset his hand.

36. Only the Player/Dealer may request a change of deck between the first and second deal.

37. If two identical cards are turned up, that hand will be declared a misdeal.

38. "COPY": If a Player's front or back hand has the same value as the Player/Dealer's front or back hand, it is called a "copy". Any "copy" is considered a winner for the P/D.

39. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.

40. All hands are to contain 7 cards.

41. In the case that two hands have the incorrect number of cards, totaling fourteen cards between both hands (i.e. 6 cards and 8 cards), the bets and collections will be returned to those seats only. All other hands will play.

42. A hand that is intentionally played/set with the incorrect number of cards will be declared a foul hand.

43. A misdeal will be declared whenever three or more hands contain the incorrect number of cards.

44. A misdeal will be declared if:

a. The Player/Dealers hand has more or less than 7 cards.
b. If any Player receives the P/D's hand.

45. If any cards fall off the table - a Game Attendant will retrieve the card(s) and the hand will be set house way.

46. Any abandoned hand will be set house way.

47. A Player places a wager on a seat that is not in play, but was not properly covered (i.e. seat 8). The Players bet and collection will be returned.

48. The Dealer has set cards to the wrong action:

a. Wrong action is discovered after the dice are covered; the action will play as is.
b. A misdeal will be declared whenever wrong action is discovered prior to the dice being covered with two or more Players having viewed their cards.
c. Wrong action is discovered prior to the dice being covered, with one or more Players having viewed their cards, the action will be reset to the correct action of the dice. In the cases of one Player having viewed the incorrect hand, that Player has the option of:

1. Having their bet and collection returned.
2. Playing the correct hand (according to the dice) house way.

Regardless of the discussion that is made, the viewed hand is not to be discussed.

Rules for Player/Dealer

1. California style games feature a Player/Dealer position that is continuously and systematically rotated amongst all seated Player positions during the play of the game.

2. Each seated Player in a game will have the option, in turn, to participate/wager in the Player/Dealer position.

3. A seated Player may decline the option to participate in the Player/Dealer position. The option to participate/not participate in the Player/Dealer position is solely the decision of the seated Player. If the seated Player declines the Player/Dealer position, it will be offered to the next seated Player in turn until accepted by a seated Player.

4. A seated Player that has chosen to participate in the Player/Dealer position will have the option to participate in the Player/Dealer position for **either one or two consecutive hands of play.**

5. After two consecutive hands of play, the option to participate in the Player/Dealer position will rotate to the next seated Player, in turn.

6. If all seated Players decline the option to wager in the Player/Dealer position, the game will be closed. The game will be re-started once a Player accepts the option to act as the Player/Dealer.

7. When all Players' hands have been set, the Dealer exposes the Player/Dealer's hand, and sets it according to the 'House way.'

Double Hand Poker Bonus Gold "House Way" – No Joker in Hand	
Hand Dealt	**Logical Way Hand Setting**
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If one of the pairs is a pair of ace's, kings, or queens, the pairs must be split by putting the small pair in front and the higher pair in back. If one of the pairs is a pair of jacks, 10's, or 9's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least an ace or joker. If one of the pairs is a pair of 8's, 7's, or 6's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a king or higher. If one of the pairs is a pair of 5's, 4's, 3's, or 2's, the pairs must be split by putting the small pair in front and the higher pair in back unless the front hand has at least a queen.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back.
Three of a Kind – Kings or Lower	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 lower three of a kind in the back.
Full House	Put the highest possible pair in front and keep the highest possible complete hand in the back.

Four of a Kind	If the four of a kind is aces, kings, or queens, play the four of a kind in back if you can put a pair in front, otherwise split the four of a kind. If the four of a kind is jacks, 10's, or 9's, the front hand must have at least an king; otherwise the four of a kind should be split. If the four of a kind is 8's, 7's, or 6's, the front hand must have at least a queen; otherwise the four of a kind should be split. If the four of a kind is 5's, 4's, 3's, or 2's, the four of a kind should never be split.
Straight, Flush, or Straight-Flush with No Pair or One Pair	Always play the complete hand (straight or flush) in the back and the remaining single cards 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	Always play the complete hand (straight or flush) in the back and the highest possible pair in front.
Straight, Flush, or Straight-Flush with Straight and Flush	Play with whatever gives you the highest front hand.

Double Hand Poker Bonus Gold "House Way" – With Joker in Hand	
Hand Dealt	**Logical Way Hand Setting**
No Pair, Straight, or Flush with Joker	Put 1st and 3rd highest cards in front.
No Pair and the Joker forms a Straight, Flush, or Straight Flush	Put the highest possible cards in front and place the complete hand in back.
No pair, Natural Straight, Flush, or Straight Flush with Joker	Use the Joker with the highest possible card in the front and use the complete hand at back.
Natural One Pair with a Joker	Use the highest non-pair card to form the second pair and play pair-pair.
Natural one pair with Straight, Flush or Straight Flush	Form one pair in the front and place the complete hand in the back.
Natural Two Pairs with Joker	If the highest non-paired card is larger than the biggest pair, use it with the Joker to form a pair and play as three pair, otherwise, play as a Full House in back.
Natural Two Pairs with a Straight, Flush, or Straight Flush	Follow the 'Natural Two Pair' strategy.
Natural Three Pairs	Put the highest pair in the front.
Natural Three of a Kind with Joker and a Straight, Flush or Straight Flush	Leave a complete hand in the back and play the pair from the set in the front.
Three Aces with Joker – No Possible Complete Hand	Pair the aces in the front hand and leave the Joker and the other Ace in the back.
Natural Three of a Kind – No Possible Complete Hand	Use the highest unmatched card to form a pair for the front hand.
Natural Three of a Kind – Two Sets	Form a pair out of the higher set for the front hand.
Natural Full House with Joker	Form the best possible pair in the front and make sure at least a Full House is the in the back.
Natural Four of a Kind with Joker	Form the best possible pair in the front hand.
Five of a Kind	Put the highest pair in front and the three of a kind in back.

RULES OF PLAY

1. Fortune Pai Gow Poker is an optional bonus bet and may only be placed if the player has placed a base game wager.

2. The bet considers the best hand possible among the player's seven cards.

3. Seated players as well as backline bettors are eligible to place a bonus bet.
4. Players may bet any amount within table limit.

5. There is an additional collection fee taken for placing a Fortune Pai Gow side bet.

Hand Dealt	Pays	Bonus Payout
7 Card Straight Flush	500 to 1	N/A
Five Aces	250 to 1	$5,000
Five Kings	200 to 1	$5,000
Five Queens	200 to 1	$5,000
Five Jacks	200 to 1	$5,000
Five 10's	200 to 1	$5,000
Five 9's	200 to 1	$5,000
Five 8's	200 to 1	$5,000
All other Five of a Kind	200 to 1	N/A
Royal Flush	100 to 1	N/A
Straight Flush	50 to 1	N/A
Four of a Kind	25 to 1	N/A
Full House	5 to 1	N/A
Flush	3 to 1	N/A
Straight	2 to 1	N/A

6. **In any seat a player has made a Fortune Bet wager, that seat qualifies for an additional bonus of $5,000 for the following, FIVE of a kind hands (5) Aces, (5) Kings, (5) Queens, (5) Jacks, (5) Ten's, (5) Nine's and (5) Eight's. The joker must be used to make these (5) of a kind hands. There is no additional collection fee for this additional bonus.**

7. To begin each round, players must make their standard pai gow wagers and, if they like, the Fortune bonus wager.

8. The dealer then follows house procedures for pai gow poker.

9. After reconciling the standard pai gow poker wagers, the dealer will reconcile Fortune bonus bets.
    a. If the player's hand qualifies for payouts, the dealer pays him according to the posted paytable.
    b. If the player's hand does not qualify for payouts, the dealer takes his Fortune wager.

COLLECTION FEES

Collection fees will be taken per square, per wager.

Table Limits	Player Collection (per square/ per bet)	Player/Dealer Collection Fee	Bonus Bet Wagering Amount	Bonus Bet Collection Fee
$10 - $100	$1.00	$2.00	$10 - $100	$1.00
$20 - $100	$1.00	$3.00	$10 - $100	$1.00
$40 - $100	$1.00	$4.00	$20 - $100	$1.00
$20 - $200	$1.00	$4.00	$20 - $200	$1.00
$40 - $200	$1.00	$4.00	$20 - $200	$1.00
$100 or $200	$1.00	$5.00	$20 - $200	$1.00
$200	$1.00	$5.00	$20 - $200	$1.00

Pokara Gold

Rules

Pokara is a three-card draw poker type game. The game is played with a minimum of three (3) up to thirty (30) decks containing only the following cards (A, K, Q, J and 10) in all suits (Spades, Hearts, Diamonds, Clubs).

The game is played with a casino dealer, player/dealer and up to nine (9) players on a standard Blackjack style table. Backline betting is permitted.

The casino dealer deals a three-card hand consecutively to each player (all face up) and the player/dealer (the first two cards face down and third card face up). After each player has received cards, each player will have the opportunity to improve his/her hand by discarding one card and drawing one replacement card. The player may double the initial wager before making the draw. After drawing, if the player fails to improve his/her hand (based on the Ranking of Hand chart enclosed with these rules) the hand then loses and shall be surrendered immediately. A player's hand is considered to be improved if the card he/she receives as their draw card ranks higher than the card discarded or makes the rank of the hand higher according to the hand rankings below. After each player has acted in turn, starting with the player to the left of the player/dealer position and moving around the table clockwise, the player/dealer will turn his/her hand face up and draw or stand according to a pre-determined "house way" (see below). If the player/dealer's hand rank is not improved by the draw, the player/dealer's hand shall lose to all remaining live hands. The player/dealer hand is considered to be improved if the card they he/she receives as their draw card ranks higher than the card discarded or makes the rank of the hand higher according to the hand rankings below. If the player/dealer and the player have the same ranked hand, it shall be a push (tie) and the wager is returned to the player.

House Way

If the three cards dealt to the player/dealer are a combination of cards as listed below, the player/dealer will be required to discard the card that corresponds with that hand and draw an additional card, as shown below. However, if the player-dealer does have any of the following hand combinations but the three cards complete a flush, the player-dealer will be required to retain their original three (3) cards and will not be permitted to discard a card and draw a new card.

DEALT HAND	DISCARD	DEALT HAND	DISCARD
A-K-J	J	K-J-10	10
A-K-10	10	A-A-10	10
A-Q-J	A	K-K-10	10
A-Q-10	10	Q-Q-10	10
A-J-10	**10**	J-J-10	10
K-Q-10	10	10-10-J	J

If the three cards dealt to the player/dealer are a different combination than listed above, then the player/dealer will be required to stay with those three cards and will not be permitted to discard a card from their hand.

- The player/dealer position rotates clockwise is a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands.
- The collection fee and the hand wager shall be placed before the first card is dealt.
- The casino dealer delivers three (3) cards consecutively face-up to each wagering player and two (2) cards face-down and the third card face up to the player/dealer, starting with the player to the left of the player/dealer position and moving around the table clockwise.
- Starting with the first hand to the left of the player/dealer, each player will determine if he/she wishes to stay in the dealt hand and keep the three cards originally dealt to them or discard one card and have it replaced by the casino dealer. If a player makes a draw, the resulting hand must have a higher rank than the dealt hand (see hand rankings) or the hand loses and must be surrendered immediately.
- The player may double the original wager before making the draw. The player must double his/her wager if drawing to a dealt hand that began with a rank of pair or better. A player that chooses not to draw may not double the original wager.
- A player must discard a card from his/her hand if a draw is desired. Any double-down bet must be placed before the discard. A player must wave with an open hand from side to side to indicate to the casino dealer that he/she would like to stand (no draw).
- After all the players have acted, the player/dealer will turn his/her hand face up and draw or stand according to the pre-determined 'House Way'. If the player/dealer's hand rank is not improved by the draw, the player/dealer's hand shall lose to all remaining live hands.
- After all action is completed, the casino dealer, for the player/dealer, will determine and pay the winning players and collect the wagers from the losing players starting with the player to the left of the player/dealer position and moving around the table clockwise.

- All bets receive action to the extent that the player/dealer's wager covers. The round of play ends when the player/dealer wins or loses as much as he has wagered, or when all player's wagers receive full action.
- Players use the three cards dealt to them to beat the player/dealer's hand. If the player's hand beats the player/dealer's, the player wins even money. If the player/dealer's hand beats the player's, the player loses.
- If the hands of both the player and the player/dealer are the same rank, the hand will be considered a tie (push) and no money is won or lost.

Winning Event

The rank of each card used in Pokara Gold, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, and 10. All suits shall be considered equal in rank. The best ranking hands for Pokara Gold, in order from highest to lowest, will be:

HAND RANKING	DESCRIPTION
Trip Flush	**Three cards of one rank and the same suit A-A-A of the same suit, etc. is the highest, 10-10-10 is the lowest**
Royal Flush	**A-K-Q of the same suit**
Straight Flush	**K-Q-J or Q-J-10 of the same suit**
Three of a Kind	**Three cards of one rank A-A-A highest, 10-10-10 lowest**
Flush	**Three cards of the same suit A-A-K highest, J-10-10 lowest**
Straight	**A-K-Q, K-Q-J, Q-J-10 not of the same suit**
Pair	**Two cards of the same rank AA-K highest, 10-10-J lowest**
High Card	**A hand comprising none of the above A,K,J unsuited highest K,J,10 unsuited lowest**

Additionally, a Ranking of Hands chart has been included which list each possible hand.

Pokara Bonus Bets

Rules of Play

The Pokara Bonus Bet is a side bet that compliments all Pokara games, as listed above. It is a bonus wager that allows a player to bet that the player will be dealt a pre-determined and designated qualifying hand. There will be a distinctively marked circle on the table in which the player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Pokara Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- There will be designated spots on the table in which the seated player may place a bonus bet wager.
- The bonus bet considers the three (3) cards initially dealt to the player. If those (3) cards results in a bonus hand, according to the table below, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's initial three (3) card hand does not make a qualifying bonus hand, according to the payout table below the bonus bet wager loses.
- The bonus bet may win regardless of the outcome of the base game.
- The Pokara Bonus Bet wager may be less than or equal to, but cannot exceed the base game wager. All wagers for the bonus bet wager must be in $5 increments.
- There is an additional collection fee taken for placing a Pokara Bonus Bet wager.
- **The player/dealer will pay all winning Pokara Bonus Bet wagers and will collect all losing Pokara Bonus Bet wagers.** Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Pokara Bonus Bet wager will be paid according to the table, as shown below:

Pokara Bonus Bet Payout Table

Hand Dealt	**Payout**
Trip Aces, Flush of Clubs	100 to 1
Trip Flush of Clubs, Diamonds, Hearts, or Spades	40 to 1
Royal Flush	20 to 1
Straight Flush	15 to 1
Three of a Kind	4 to 1
Flush	3 to 1
Straight	Push

<u>Banked Game</u>

The game of Pokara utilizes a player/dealer position and is a California/Asian game. The position must be offered systematically and continuously in a clockwise manner around the table after every two (2) hands. Additionally, the player/dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player/dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Fee Collection

For **schedule options 1 through 10, 21 through 30, 51 through 60, 71 through 80, 101 through 110, 121 through 130, 151 through 165, 186 through 189, and 198 through 201**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Pokara Gold game wager that they place. There will be no additional collect fee required from a player when placing a Pokara Bonus Bet wager or a double-down wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the house dealer deals the first card to the player to the left of the player-dealer. Once the house dealer has collected the fees, the house dealer will proceed with dealing out the additional two cards to that player and then continue dealing cards clockwise around the table until each seated position with a wager has three cards.

For **schedule options 11 through 20, 31 through 50, 61 through 70, 81 through 100, 111 through 120, 131 through 150, 166 through 185, 190 through 197, and 202 through 205**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Pokara Gold game wager and Pokara Bonus Bet wager that they place. There will be no additional collect fee required from a player when placing a double-down wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after the house dealer deals the first card to the player to the left of the player-dealer. Once the house dealer has collected the fees, the house dealer will proceed with dealing out the additional two cards to that player and then continue dealing cards clockwise around the table until each seated position with a wager has three cards.

Collection Fees

PERMISSIBLE GAMES	LIMITS	METHOD OF COLLECTIONS Player-collection fee (per bet/ per square)	COLLECTION FEES SCHEDULES Banker-collection fee
		COLLECTION TAKEN AFTER FIRST CARD DEALT	
Pokara	$**5 - $100** Gold Bonus Bet $5-$100	**$.50** no fee	**$.50**
	$**5 - $100** Gold Bonus Bet $5	**$.50** no fee	**$.50**

$5 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$100	**$.50** no fee	**$1**
$5 - $100 Gold Bonus Bet $5	**$.50** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$.50**

$5 - $100 Gold Bonus Bet $5	**$.50** $.50	**$.50**
5 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$.50**
5 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$.50**
5 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$1**
$5 - $100 Gold Bonus Bet $5	**$.50** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$1**

$5 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5	**$1** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$.50**
$5 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$1**
$5 - $100 Gold Bonus Bet $5	**$1** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$1**

$5 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$1**
$5 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5	**$1** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$.50**
$5 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$1**
$5 - $100 Gold Bonus Bet $5	**$1** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$1**

$5 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$1**
$5 - $100 Gold Bonus Bet $5-$100	**$1** $1	**$.50**
$5 - $100 Gold Bonus Bet $5	**$1** $1	**$.50**
$5 - $100 Gold Bonus Bet $5-$10	**$1** $1	**$.50**
$5 - $100 Gold Bonus Bet $5-$20	**$1** $1	**$.50**
$5 - $100 Gold Bonus Bet $5-$50	**$1** $1	**$.50**
$5 - $100 Gold Bonus Bet $5-$100	**$1** $1	**$1**
$5 - $100 Gold Bonus Bet $5	**$1** $1	**$1**

$5 - $100 Gold Bonus Bet $5-$10	**$1** $1	**$1**
$5 - $100 Gold Bonus Bet $5-$20	**$1** $1	**$1**
$5 - $100 Gold Bonus Bet $5-$50	**$1** $1	**$1**
$10 - $100 Gold Bonus Bet $5-$100	**$.50** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5	**$.50** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$100	**$.50** no fee	**$1**

$10 - $100 Gold Bonus Bet $5	**$.50** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5	**$.50** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$.50**

$10 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$1**
$10 - $100 Gold Bonus Bet $5	**$.50** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5	**$1** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$.50**

$10 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$.50**
$10 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$1**
$10 - $100 Gold Bonus Bet $5	**$1** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$1**
$10 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5	**$1** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$.50**

$10 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$.50**
$10 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$1**
$10 - $100 Gold Bonus Bet $5	**$1** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$1**
$10 - $100 Gold Bonus Bet $5-$100	**$1** $1	**$.50**
$10 - $100 Gold Bonus Bet $5	**$1** $1	**$.50**

$10 - $100	**$1**	**$.50**
Gold Bonus Bet	$1	
$5-$10		
$10 - $100	**$1**	**$.50**
Gold Bonus Bet	$1	
$5-$20		
$10 - $100	**$1**	**$.50**
Gold Bonus Bet	$1	
$5-$50		
$10 - $100	**$1**	**$1**
Gold Bonus Bet	$1	
$5-$100		
$10 - $100	**$1**	**$1**
Gold Bonus Bet	$1	
$5		
$10 - $100	**$1**	**$1**
Gold Bonus Bet	$1	
$5-$10		
$10 - $100	**$1**	**$1**
Gold Bonus Bet	$1	
$5-$20		
$10 - $100	**$1**	**$1**
Gold Bonus Bet	$1	
$5-$50		
$20 - $100	**$.50**	**$.50**
Gold Bonus Bet	no fee	
$5-$100		

$20 - $100 Gold Bonus Bet $5	**$.50** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$100	**$.50** no fee	**$1**
$20 - $100 Gold Bonus Bet $5	**$.50** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$10	**$.50** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$20	**$.50** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$50	**$.50** no fee	**$1**

$20 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5	**$.50** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$100	**$.50** $.50	**$1**
$20 - $100 Gold Bonus Bet $5	**$.50** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$10	**$.50** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$20	**$.50** $.50	**$1**

$20 - $100 Gold Bonus Bet $5-$50	**$.50** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5	**$1** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$.50**
$20 - $100 Gold Bonus Bet $5-$100	**$1** no fee	**$1**
$20 - $100 Gold Bonus Bet $5	**$1** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$10	**$1** no fee	**$1**

$20 - $100 Gold Bonus Bet $5-$20	**$1** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$50	**$1** no fee	**$1**
$20 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5	**$1** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$.50**
$20 - $100 Gold Bonus Bet $5-$100	**$1** $.50	**$1**
$20 - $100 Gold Bonus Bet $5	**$1** $.50	**$1**

$20 - $100 Gold Bonus Bet $5-$10	**$1** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$20	**$1** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$50	**$1** $.50	**$1**
$20 - $100 Gold Bonus Bet $5-$100	**$1** $1	**$.50**
$20 - $100 Gold Bonus Bet $5	**$1** $1	**$.50**
$20 - $100 Gold Bonus Bet $5-$10	**$1** $1	**$.50**
$20 - $100 Gold Bonus Bet $5-$20	**$1** $1	**$.50**
$20 - $100 Gold Bonus Bet $5-$50	**$1** $1	**$.50**
$20 - $100 Gold Bonus Bet $5-$100	**$1** $1	**$1**

$20 - $100 Gold Bonus Bet $5	**$1** $1	**$1**
$20 - $100 Gold Bonus Bet $5-$10	**$1** $1	**$1**
$20 - $100 Gold Bonus Bet $5-$20	**$1** $1	**$1**
$20 - $100 Gold Bonus Bet $5-$50	**$1** $1	**$1**
$40 - 200 Gold Bonus Bet $10-$200	**$.50** no fee	**$.50**
$40 - 200 Gold Bonus Bet $5	**$.50** no fee	**$.50**
$40 - 200 Gold Bonus Bet $10	**$.50** no fee	**$.50**
$40 - 200 Gold Bonus Bet $10-$50	**$.50** no fee	**$.50**
$40 - 200 Gold Bonus Bet $10-$100	**$.50** no fee	**$.50**

$40 - 200 Gold Bonus Bet $10-$200	**$1** no fee	**$1**
$40 - 200 Gold Bonus Bet $5	**$1** no fee	**$1**
$40 - 200 Gold Bonus Bet $10	**$1** no fee	**$1**
$40 - 200 Gold Bonus Bet $10-$50	**$1** no fee	**$1**
$40 - 200 Gold Bonus Bet $10-$100	**$1** no fee	**$1**
$40 - 200 Gold Bonus Bet $10-$200	**$1** no fee	**$2**
$40 - 200 Gold Bonus Bet $5	**$1** no fee	**$2**
$40 - 200 Gold Bonus Bet $10	**$1** no fee	**$2**
$40 - 200 Gold Bonus Bet $10-$50	**$1** no fee	**$2**

$40 - 200 Gold Bonus Bet $10-$100	**$1** no fee	**$2**
$40 - 200 Gold Bonus Bet $10-$200	**$.50** $.50	**$.50**
$40 - 200 Gold Bonus Bet $5	**$.50** $.50	**$.50**
$40 - 200 Gold Bonus Bet $10	**$.50** $.50	**$.50**
$40 - 200 Gold Bonus Bet $10-$50	**$.50** $.50	**$.50**
$40 - 200 Gold Bonus Bet $10-$100	**$.50** $.50	**$.50**
$40 - 200 Gold Bonus Bet $10-$200	**$1** $.50	**$1**
40 - 200 Gold Bonus Bet $5	**$1** $.50	**$1**
40 - 200 Gold Bonus Bet $10	**$1** $.50	**$1**

40 - 200 Gold Bonus Bet $10-$50	**$1** $.50	**$1**
40 - 200 Gold Bonus Bet $10-$100	**$1** $.50	**$1**
$40 - 200 Gold Bonus Bet $10-$200	**$1** $.50	**$2**
$40 - 200 Gold Bonus Bet $5	**$1** $.50	**$2**
$40 - 200 Gold Bonus Bet $10	**$1** $.50	**$2**
$40 - 200 Gold Bonus Bet $10-$50	**$1** $.50	**$2**
$40 - 200 Gold Bonus Bet $10-$100	**$1** $.50	**$2**
$40 - 200 Gold Bonus Bet $10-$200	**$1** $1	**$2**
40 - 200 Gold Bonus Bet $5	**$1** $1	**$2**

40 - 200	**$1**	**$2**
Gold Bonus Bet	$1	
$10		
40 - 200	**$1**	**$2**
Gold Bonus Bet	$1	
$10-$50		
40 - 200	**$1**	**$2**
Gold Bonus Bet	$1	
$10-$100		
$60 - $300	**$1**	**$2**
Gold Bonus Bet	no fee	
$10-$300		
$60 - $300	**$1**	**$2**
Gold Bonus Bet	no fee	
$10		
$60 - $300	**$1**	**$2**
Gold Bonus Bet	no fee	
$10-$50		
$60 - $300	**$1**	**$2**
Gold Bonus Bet	no fee	
$10-$100		
$60 - $300	**$1**	**$1**
Gold Bonus Bet	$1	
$10-$300		
$60 - $300	**$1**	**$1**
Gold Bonus Bet	$1	
$10		

$60 - $300 Gold Bonus Bet $10-$50	**$1** $1	**$1**
$60 - $300 Gold Bonus Bet $10-$100	**$1** $1	**$1**
$60 - $300 Gold Bonus Bet $10-$300	**$1** $1	**$2**
$60 - $300 Gold Bonus Bet $10	**$1** $1	**$2**
$60 - $300 Gold Bonus Bet $10-$50	**$1** $1	**$2**
$60 - $300 Gold Bonus Bet $10-$100	**$1** $1	**$2**
$60 - $300 Gold Bonus Bet $10-$300	**$2** no fee	**$2**
$60 - $300 Gold Bonus Bet $10	**$2** no fee	**$2**
$60 - $300 Gold Bonus Bet $10-$50	**$2** no fee	**$2**

$60 - $300 Gold Bonus Bet $10-$100	**$2** no fee	**$2**
$60 - $300 Gold Bonus Bet $10-$300	**$2** $2	**$2**
$60 - $300 Gold Bonus Bet $10	**$2** $2	**$2**
$60 - $300 Gold Bonus Bet $10-$50	**$2** $2	**$2**
$60 - $300 Gold Bonus Bet $10-$100	**$2** $2	**$2**

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Type of Game

The game of Pure 21.5 Blackjack 1.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Pure 21.5 Blackjack 1.0 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 six decks to a maximum of eight decks.

Card Values and Hand Rankings

- 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.
- 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.

Ranking Chart	
Card	**Value**
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ 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 1.0 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 dealer.

Dealing Procedures and Round of Play

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

2. 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, which designates that they are taking the “bank” 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.

3. 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.

4. 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. The players will signal the 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. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

5. 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. 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).

6. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

7. 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 down card will be turned up. This down card will determine where the "action button" is placed.

8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action

button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on. Wagers will be paid in the following order: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager.

10. 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.

11. 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**

12. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #I

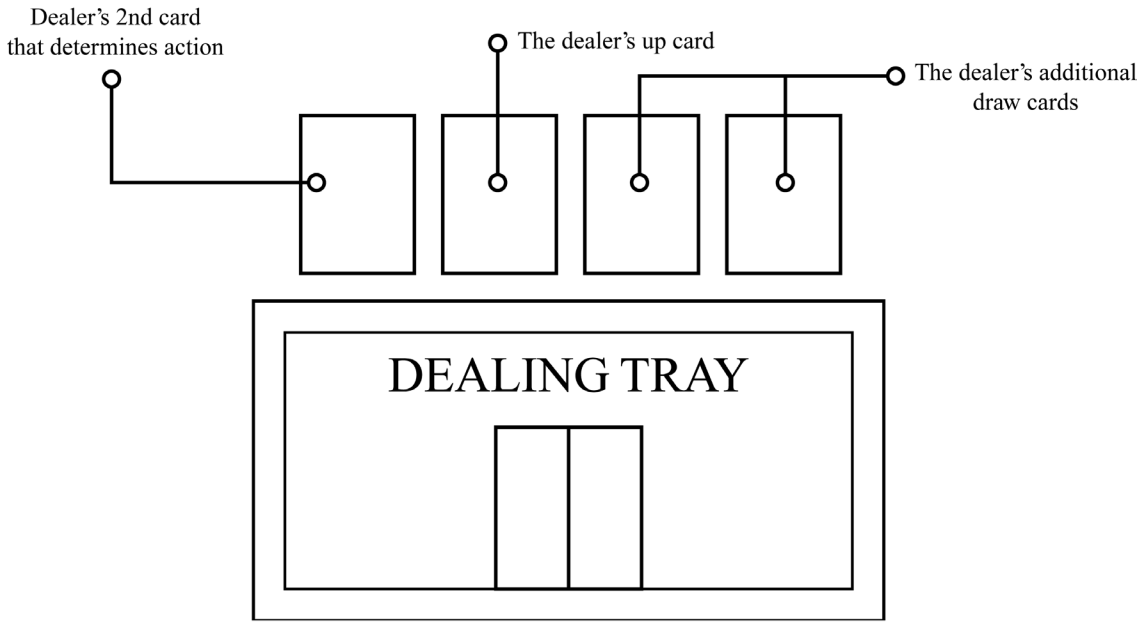


CHART 1A

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.

How Winners are Determined and Paid

1. A Pure 21.5 Blackjack (an ace and a king, queen, jack, or ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer’s 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 or king, queen, jack or ten Bonus card. This will happen prior to any additional cards being given to players. 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.

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.

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

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

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

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

8. If a player's total and the player-dealer's total 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 is more than 21.5 push.

b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

10. Backline betting is permitted on all wagers.

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

Player Options

1. 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.

2. 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. There is no splitting for less.

3. A player may split one time, giving the player 2 hands. Doubling-down is not permitted after splitting.

4. 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.

5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.

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

Bonus Bets

Buster Blackjack Bonus Bet

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

Rules of Play

1. The Buster Blackjack 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 game wager placed.
2. A player must make a base game wager in order to make the Buster Blackjack Bonus Bet.
3. Buster Blackjack Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.

6. 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.
7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her face-down card and play out his/her hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his/her 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 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 the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no 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 Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet

1. The Lucky Lucky Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Lucky Lucky Bonus Bet for each game wager placed.
2. In order to play the Lucky Lucky Bonus Bet, the player must make a regular base game wager.
3. Lucky Lucky Bonus Bets must be placed prior to the initial deal.
4. Back-line betting is permitted on the Lucky Lucky Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Lucky Lucky Bonus Bet.
6. The Lucky Lucky Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.
7. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky total. Lucky Lucky winning totals are noted below.
   a) Players who did place a Lucky Lucky bet and win must be paid immediately and all payouts must be removed off the Lucky Lucky betting square before regular Blackjack play begins.
   b) Players who did not receive a Lucky Lucky win in their first two cards dealt and dealer's first up card will lose their Lucky Lucky bet.
   c) All losing bets will be removed immediately before regular Blackjack play begins.

8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Lucky Lucky Win/Lose Chart

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

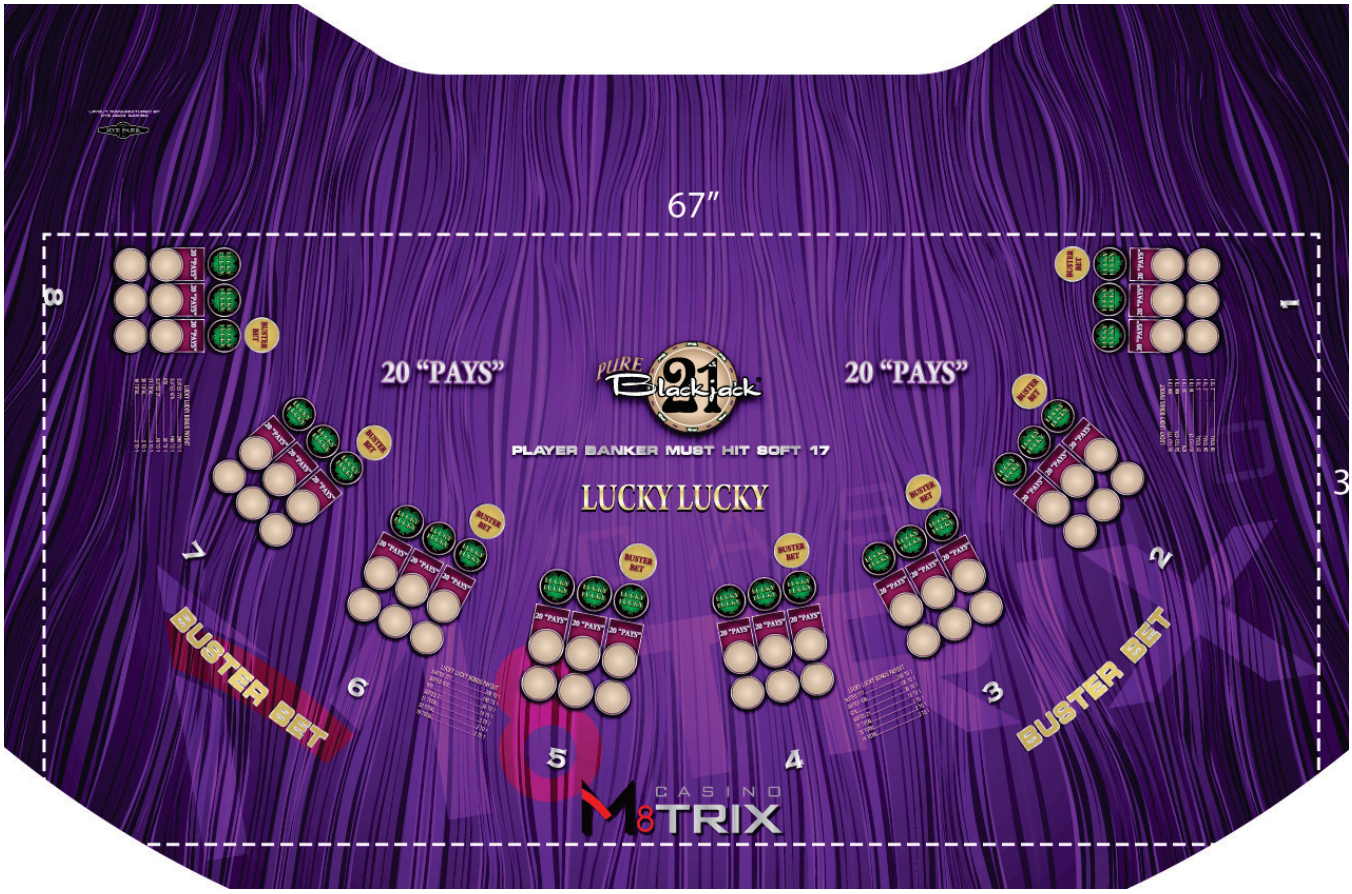
20 Pays Bonus Bet

1. The 20 Pays Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a 20 Pays Bonus Bet for each game wager placed.
2. A player must participate in the game in order to make the 20 Pays Bonus Bet.
3. 20 Pays Bonus Bets must be placed prior to the initial deal.
4. Backline bettors are eligible to place a 20 Pays Bonus Bet.
5. The 20 Pays Bonus Bet may be less than, equal to, or greater than the base game wager. However, it cannot exceed the posted table limits.
6. The 20 Pays Bonus Bet considers the two cards initially dealt to the player. If those two cards results in a bonus hand, according to the table below, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's initial two card hand does not make a qualifying bonus hand, according to the payout table below, the bonus bet wager loses.
7. The 20 Pays Bonus Bet may win regardless of the outcome of the base game.
8. The Player-Dealer will pay all winning 20 Pays Bonus Bets and will collect all losing 20 Pays Bonus Bet.
9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: game wager, 20 Pays Bonus Bet, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet, base game wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

"20 Pays" Paytable		
Hand	**Definition**	**Pays**
J of Diamonds w/ Player-Dealer "Natural 21.5"	The player's two initial cards are both Jack of Diamonds and the player-dealer's initial two cards are a "Natural 21.5":	1000:1
J of Diamonds w/o Player-Dealer "Natural 21.5"	The player's two initial cards are both Jack of Diamonds and the player-dealer's initial two cards are not a "Natural 21.5"	100:1

Matched 20	The player's initial two cards must total 20 and are of the same rank and suit	15:1
Suited 20	The player's initial two cards must total 20 and match in suit	5:1
Unsuited 20	The players initial two cards must total 20	2:1
First Card J, Q, K	The player's first initial card is a J, Q, or a K	1:1

Table Layout



Collection Rates Schedule

For schedule options 1 through 3, a collection shall be taken per hand from the player-dealer position. A collection rate shall also be taken from each player for each base game wager, Lucky Lucky Bonus Bet wager, Buster Blackjack Bonus Bet, and/or 20 Pays Bonus Bet wager that they place. There will be no additional collection fees required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection rates shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates 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. The approved collection rates and schedules for the game of Pure 21.5 Blackjack 1.0 are as shown below:

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Collection (per wager)	Player-Dealer Collection (per hand)
1	Base Game	$1	$2
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
2	Base Game	$2	$2
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
3	Base Game	$2	$3
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	

Casino M8trix
Six Card Poker Two Way Bad Beat

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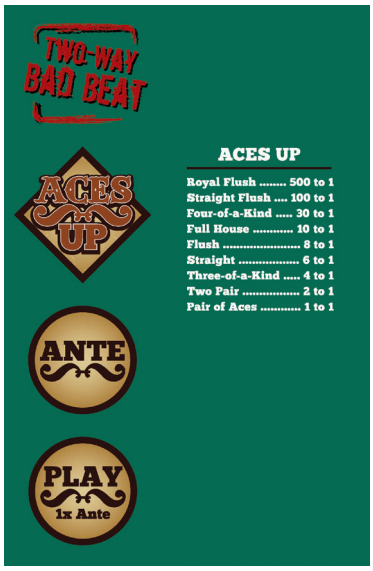
Standards of play:

Six Card Poker is a game with two optional bonus bets that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wager covers. Each player and the player-dealer receive six cards to make their best five-card poker hand.

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

Type of gaming table utilized for this game:



Six Card Poker Two-Way Bad Beat shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Six Card Poker Two-Way Bad Beat table shall have a drop box attached to it.

The cloth covering a Six Card Poker Two-Way Bad Beat table (the layout) shall have wagering areas for six players.

The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play 1x Ante";

3. For Aces Up wagers the words "Aces Up"; and

4. For Two-Way Bad Beat Bonus wagers the words "Two-Way Bad Beat."

The layout shall also have the Aces Up pay table displayed near each player's wagering area. In addition, the layout shall have the words "Ante pushes if dealer has less than Ace-King" displayed across the layout.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Six Card Poker Two-Way Bad Beat shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Six Card Poker Two-Way Bad Beat shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Six Card Poker Two-Way Bad Beat shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
   a. The backs of each deck will be a different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
   c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
   d. The cards from only one deck shall be placed in the discard rack at any given time.

<u>Ranking of Hands:</u>

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

   a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

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

a.	1 Pair	Two cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	Two different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	Three cards of the same value.
d.	Straight	Five cards of any suit in sequence. An ace may be counted as high or low.
e.	Flush	Five cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between two flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	Three cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	Four cards of the same value.
h.	Straight Flush	Five cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

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

2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand and three cards from the player-dealer's hand, which must be equal to the Ante wager.

4. Each player at a Six Card Poker Two-Way Bad Beat table, who has placed the Ante wager required above, shall also have the option to make an additional "Aces Up" wager or a "Two-Way Bad Beat" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wager.

Dealing procedures:

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

2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."

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

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

Round of Play

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

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

3. After examination of the cards, each player who has placed an Ante wager shall have the option to:

   a. Make a Play wager in an amount **equal** to the player's Ante wager, or

   b. Fold and forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed an Aces Up wager and/or a Two-Way Bad Beat wager.

      i. When a player folds, the house dealer will immediately collect the player's Ante. If the player has less than a pair of Aces, the house dealer will collect the Aces Up wager as well.
      ii. If a player folds with a pair of Aces or better, the house dealer will immediately pay that wager.

4. 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.

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

6. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking five-card hand. The player-dealer must qualify to play with a **minimum of Ace-King**.

   a. If the player-dealer does NOT qualify, the Ante wager receives no action. The house dealer shall immediately refund these wagers to players. All other bets receive full action.

   b. If the player-dealer's hand qualifies, the wagers will be settles as follows:

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
      iii. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

7. The house dealer shall then reveal the hand of each active player and settle bets accordingly, starting with the player to the farthest right of the house dealer and continuing counterclockwise. Wagers will be settled in the following order from player to player: the Ante wager (if applicable), then the Play wager, then the wager Aces Up Wager (if applicable), and then the Two-Way Bad Beat Bonus wager (if applicable). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The house dealer will collect losing wagers and push them to the player-dealer and will use the player-dealer's wager to pay any winning wagers. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Aces Up:

The Aces Up bet is an optional bonus wager for Six Card Poker. The rules are as follows:

1. A player shall only place an Aces Up wager if he/she has also placed an Ante wager prior to the initial deal.
2. Aces Up wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Aces Up Bonus Bet and any collection fees that may be taken.
4. The Aces Up only considers the six cards dealt to the player.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Aces Up wager.
7. The player-dealer will pay all winning Aces Up wagers and will collect all losing Aces Up wagers.
8. The Aces Up wager may win or lose regardless of the outcome of the base game wager.
9. Winning Aces Up wagers pay as follows:

	SCP-04
Royal Flush	500:1
Straight Flush	100:1
Four of a Kind	30:1
Full House	9:1
Flush	7:1
Straight	6:1
Three of a Kind	4:1
Two Pair	2:1
Pair of Aces	1:1
Expected Hold	30%

Two-Way Bad Beat Bonus:

The Two-Way Bad Beat Bonus is an optional bonus bet for Six Card Poker. The rules are as follows:

1. A player shall only place a Two-Way Bad Beat Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Two-Way Bad Beat Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Two-Way Bad Beat Bonus Bet and any collection fees that may be taken.
4. The Two-Way Bad Beat Bonus wager considers the best five-card poker hand for the player and the player-dealer.
5. A player will win the Two-Way Bad Beat bonus if the losing hand is a pair of Aces or better. It does not matter if the player beats the player-dealer or the player-dealer beats the player.
6. The Two-Way Bad Beat Bonus wager will lose if neither the player nor the player-dealer's hand has a pair of Aces or if the player and the player-dealer's hands tie.
7. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
8. If the player's hand does not qualify for payouts, the player-dealer collects the Two-Way Bad Beat Bonus wager.
9. The player-dealer will pay all winning Two-Way Bad Beat Bonus wagers and will collect all losing Two-Way Bad Beat Bonus wagers.
10. The Two-Way Bad Beat Bonus wager may win or lose regardless of the outcome of the Ante wager. The Two-Way Bad Beat Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
11. Winning Two-Way Bad Beat Bonus wagers pay as follows:

Losing Hand	Payout
Straight Flush	10,000:1
Four of a Kind	5,000:1
Full House	500:1
Flush	200:1
Straight	100:1
Three of a Kind	35:1
Two Pair	10:1
Pair of Aces	9:1

Glossary of terms used in the controlled game:

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

Wagering Limits and Collection Fees

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Two-Way Bad Beat Bonus Bet wager placed. For **schedule option 5**, a collection fee shall be taken per hand from the player-dealer and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wager placed. Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wagers may be less than, or equal to, but not greater than the Ante wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates 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 approved collection fees and schedules for the game of Six Card Poker Two-Way Bad Beat are as shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Aces Up Bonus Bet Fee	Two-Way Bad Beat Bonus Bet Fee
1	$5 - $100	$1.00	$2.00	$0	$1.00
2	$10 - $100	$1.00	$2.00	$0	$1.00
3	$25 - $100	$1.00	$2.00	$0	$1.00
4	$50 - $300	$2.00	$3.00	$0	$2.00

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Aces Up Bonus Bet Fee	Two-Way Bad Beat Bonus Bet Fee
5	$5 - $100	$1.00	$2.00	$1	$1.00

Casino M8trix
Six Card Poker Two Way Bad Beat

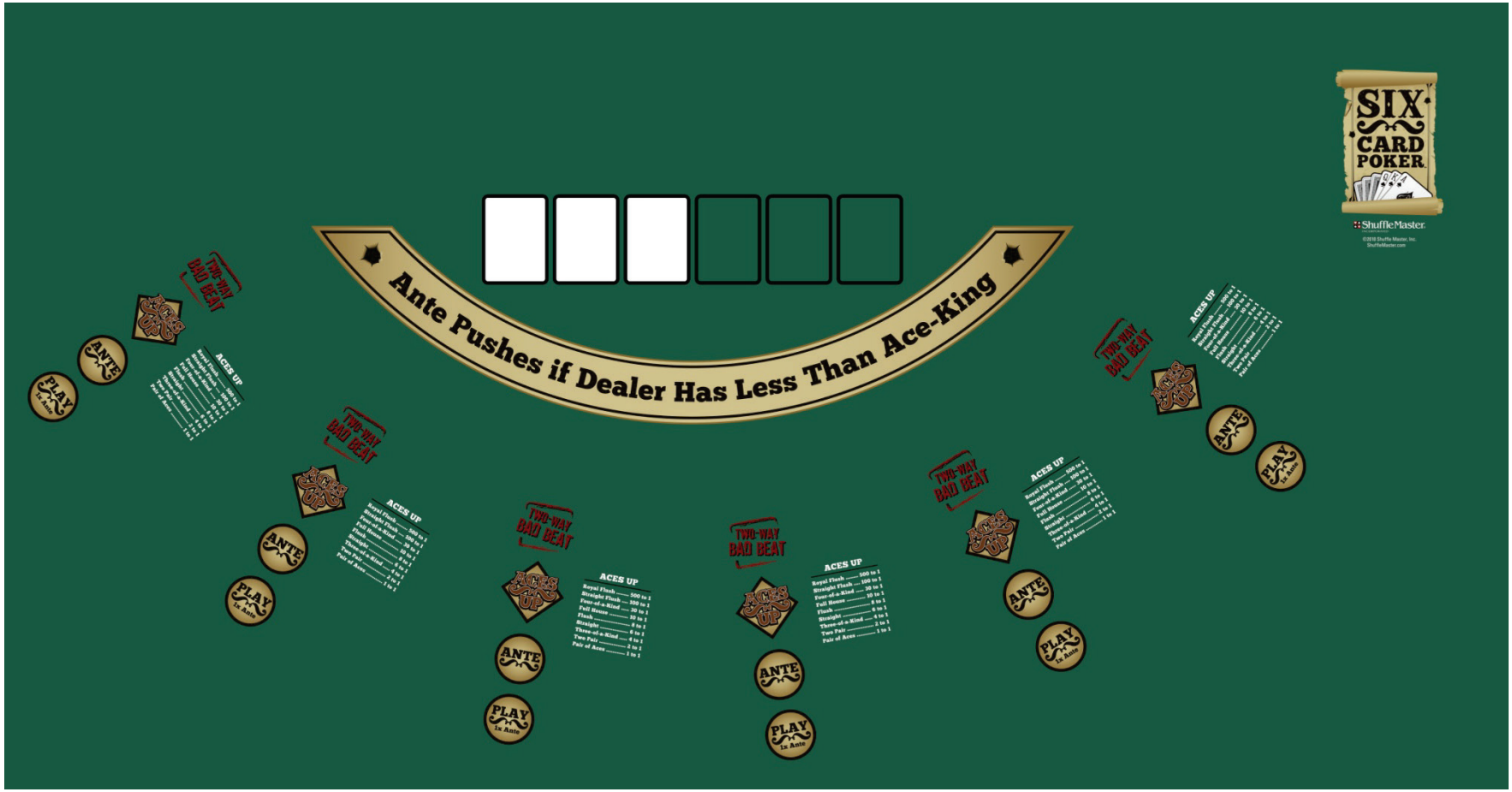



TABLE LAYOUT