7 STUD HI/LOW SPLIT (8 QUALIFIER) POKER

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 - # 3	GENERAL RULES	Page 2
RULES # 4 - # 29	DEALING RULES	Page 2 – 4
GLOSSARY		Page 4 - 6

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

CONTENTS:

DESCRIPTION OF GAME &	METHOD OF PLAY	Page1
RULES # 1- # 3	GENERAL RULES	Page 2
RULES # 4 - # 28	DEALING RULES	Page 2 - 4
GLOSSARY		Page 4 –6

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
HAND RANKINGS		Page 2
RULES # 1 & # 2	GENERAL RULES	Page 2
RULES # 3 TO # 29	DEALING RULES	Page 2 - 4
GLOSSARY		Page 5 - 7

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.

CRAZY PINEAPPLE POKER

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 41	RULES OF PLAY	Page 3 - 6
GLOSSARY		Page 6 - 8

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

CONTENTS:

DESCRIPTIONS OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 5	GENERAL RULES	Page 2
RULES # 6 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 35	RULES OF PLAY	Page 3 –5
GLOSSARY		Page 5 - 6

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.

HI DRAW POKER

CONTENTS:

DESCRIPTIONS OF GAMES & METHOD OF PLAY		Page 1
RULES # 1 TO # 5	GENERAL RULES	Page 2
RULES # 6 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 35	RULES OF PLAY	Page 3 - 5
GLOSSARY		Page 5 - 6

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 41	RULES OF PLAY	Page 3 – 6
GLOSSARY		Page 6 - 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 37	RULES OF PLAY	Page 3 - 6
GLOSSARY		Page 6 – 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 5	GENERAL RULES	Page 2
RULES # 6 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 36	RULES OF PLAY	Page 3 - 5
VARIATION		
WINNER KILL LO-BALL		Page 5
GLOSSARY		Page 5 – 7

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.

OMAHA HI-LOW SPLIT (8 QUALIFIER) POKER

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 41	RULES OF PLAY	Page 3 - 6
GLOSSARY		Page 6 - 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 41	RULES OF PLAY	Page 3 - 6
GLOSSARY		Page 6 - 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 - # 3	GENERAL RULES	Page 2
RULES # 4 - # 48	PLAYING RULES	Page 2 – 5
RANKINGS		Page 6
GLOSSARY		Page 7 - 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page1
RULES # 1 - # 4	GENERAL RULES	Page 2
RULES # 5 - # 25	PLAYING RULES	Page 2 – 4
CARD RANKINGS		Page 4
KONDITIONS		Page 4
GLOSSARY		Page 5 - 6

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 TO # 3	GENERAL RULES	Page 2
RULES # 4 TO # 10	DEALING RULES	Page 2 - 3
RULES # 11 TO # 42	RULES OF PLAY	Page 3 - 6
GLOSSARY		Page 6 – 8

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

CONTENTS:

DESCRIPTION OF GAME & METHOD OF PLAY		Page 1
RULES # 1 - # 3	GENERAL RULES	Page 2
RULES # 4 - # 28	DEALING RULES	Page 2 - 4
GLOSSARY		Page 4 - 6

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.

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	

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.

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.

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

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.

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

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

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

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:

Garden City Casino

13 Card Poker Red (Chinese Poker Mandarin)

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.

	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

BLACKJACK SWITCH®

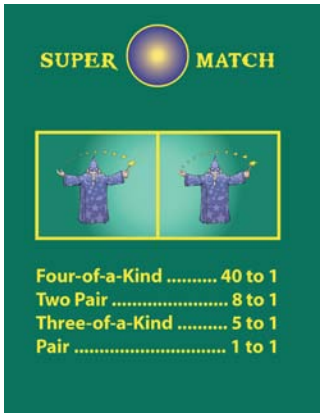
OBJECT OF THE GAME

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:

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:

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

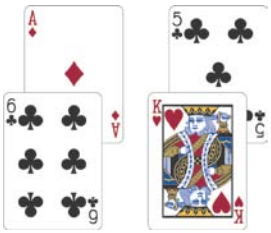
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

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:

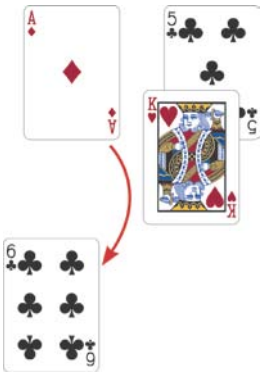
Super Match wager is paid according to posted paytable

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

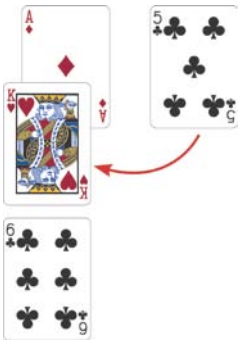
Procedure for Switching the Cards



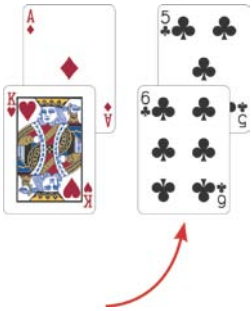
Starting position of the player's hand



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 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.

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

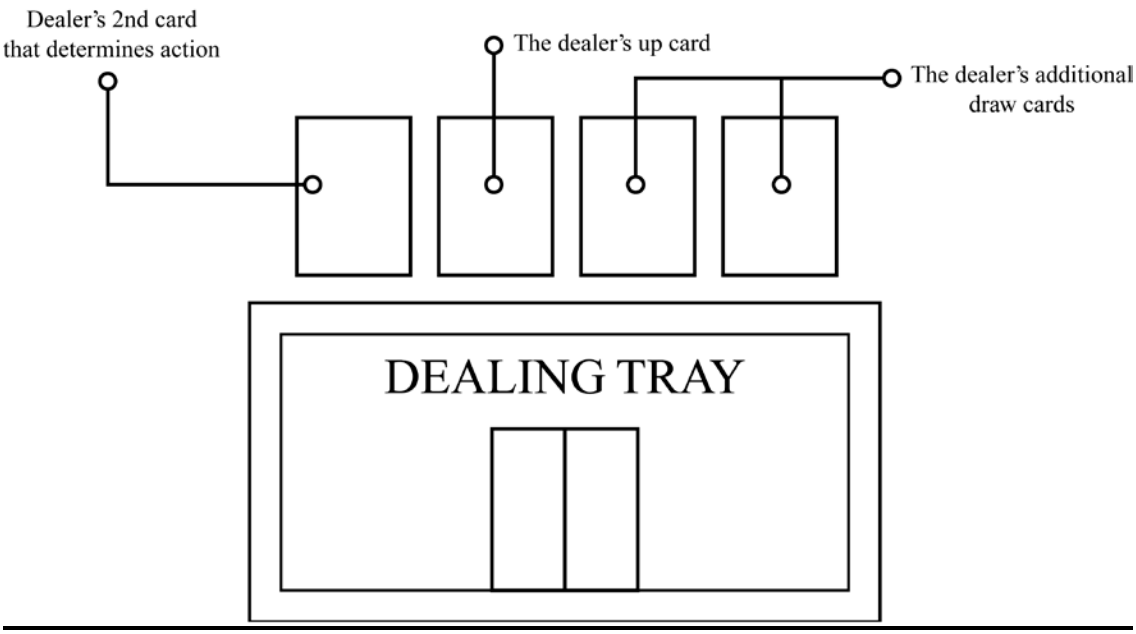


CHART 1A

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

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	

*Crazy 4 Poker is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

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	

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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.

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

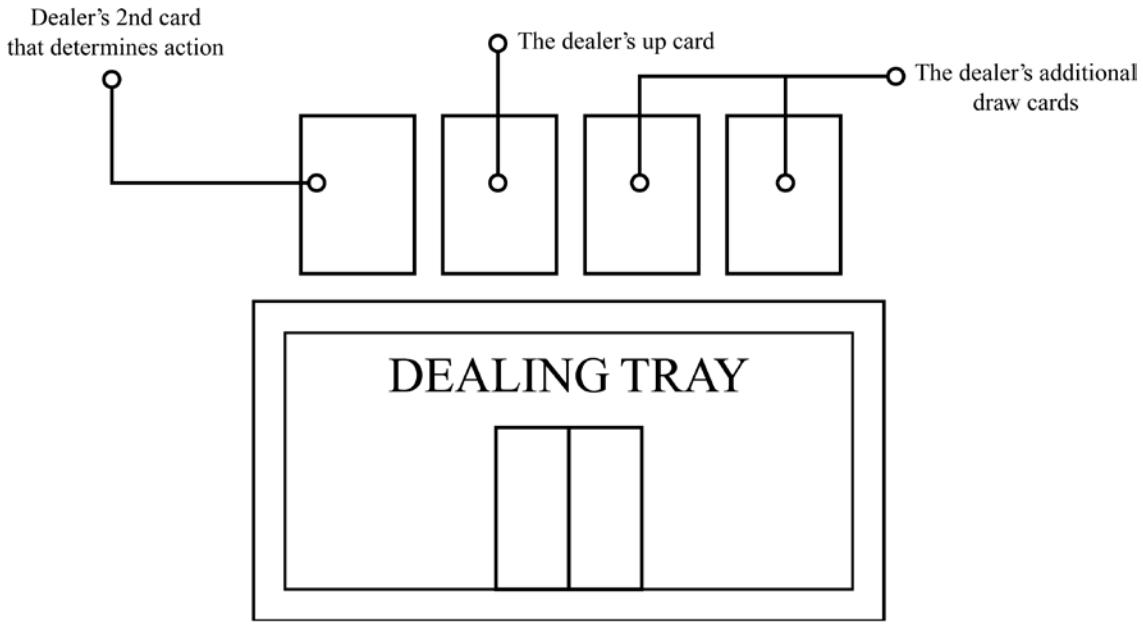

CHART 1A

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

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

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

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.

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	

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

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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.

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

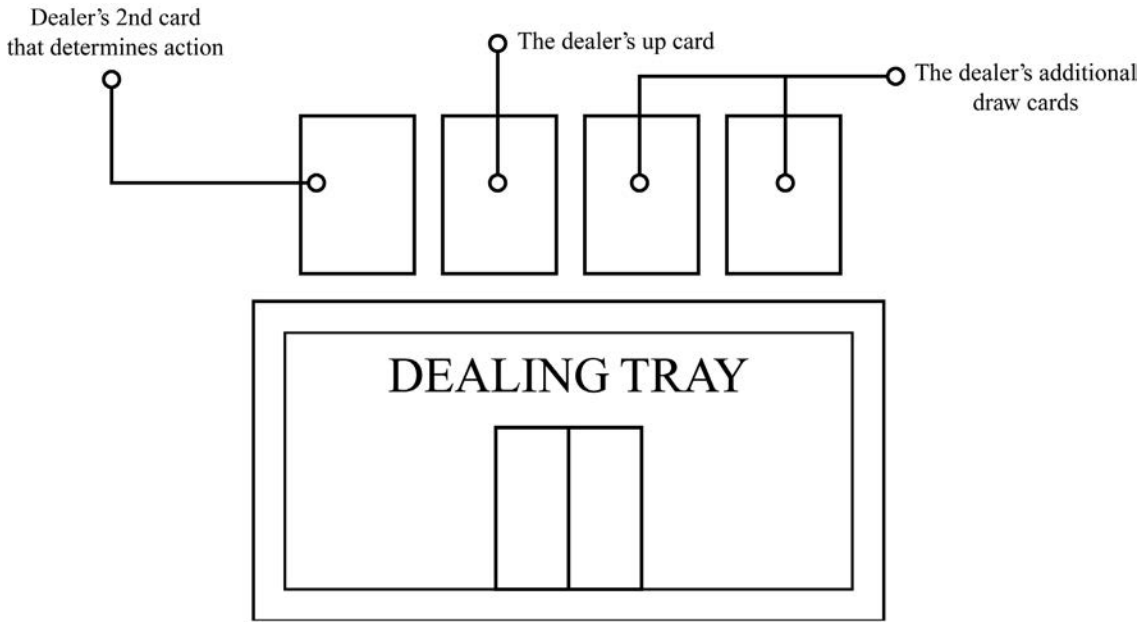


CHART 1A

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

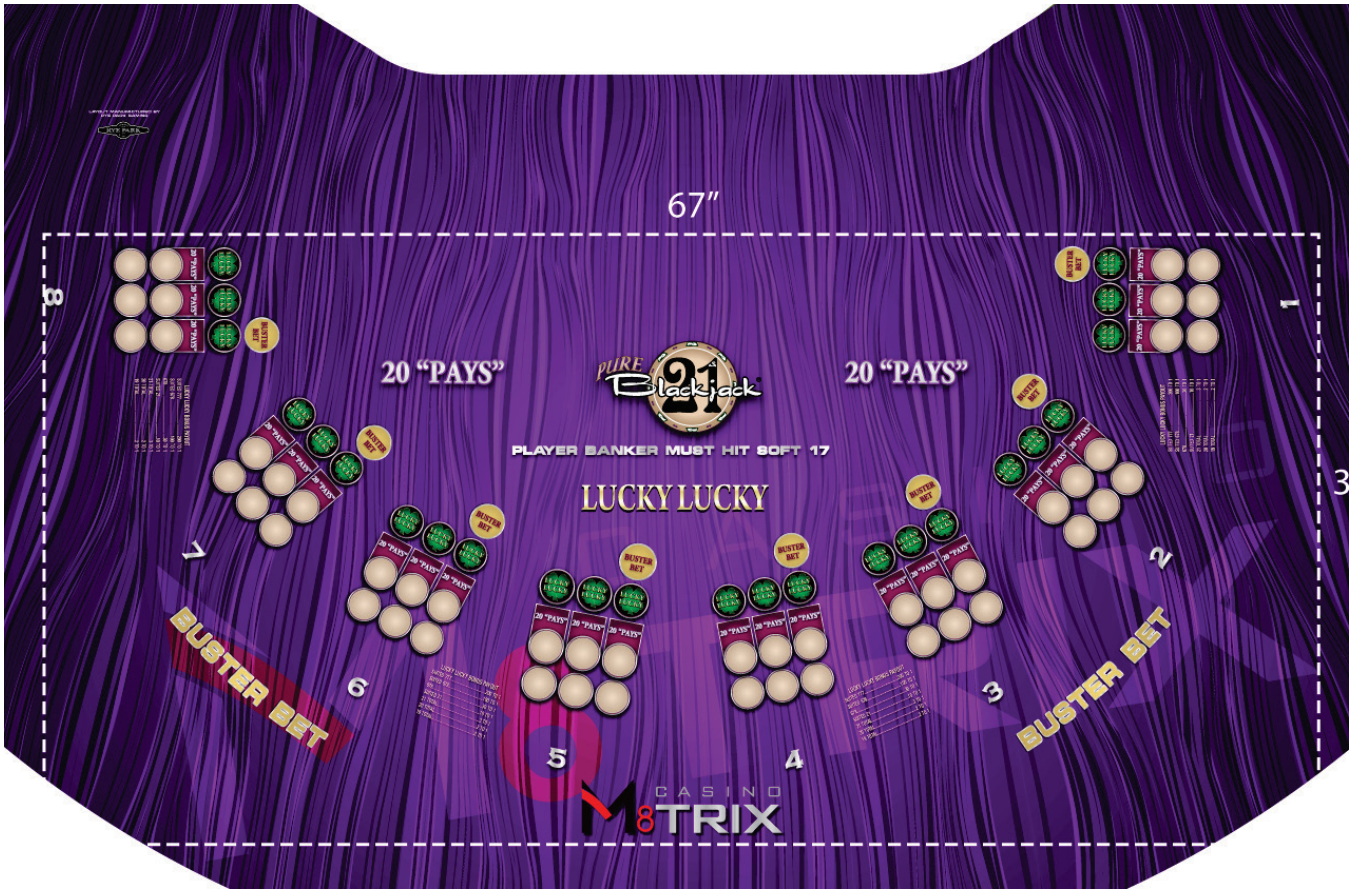
20 Pays Bonus Bet

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

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

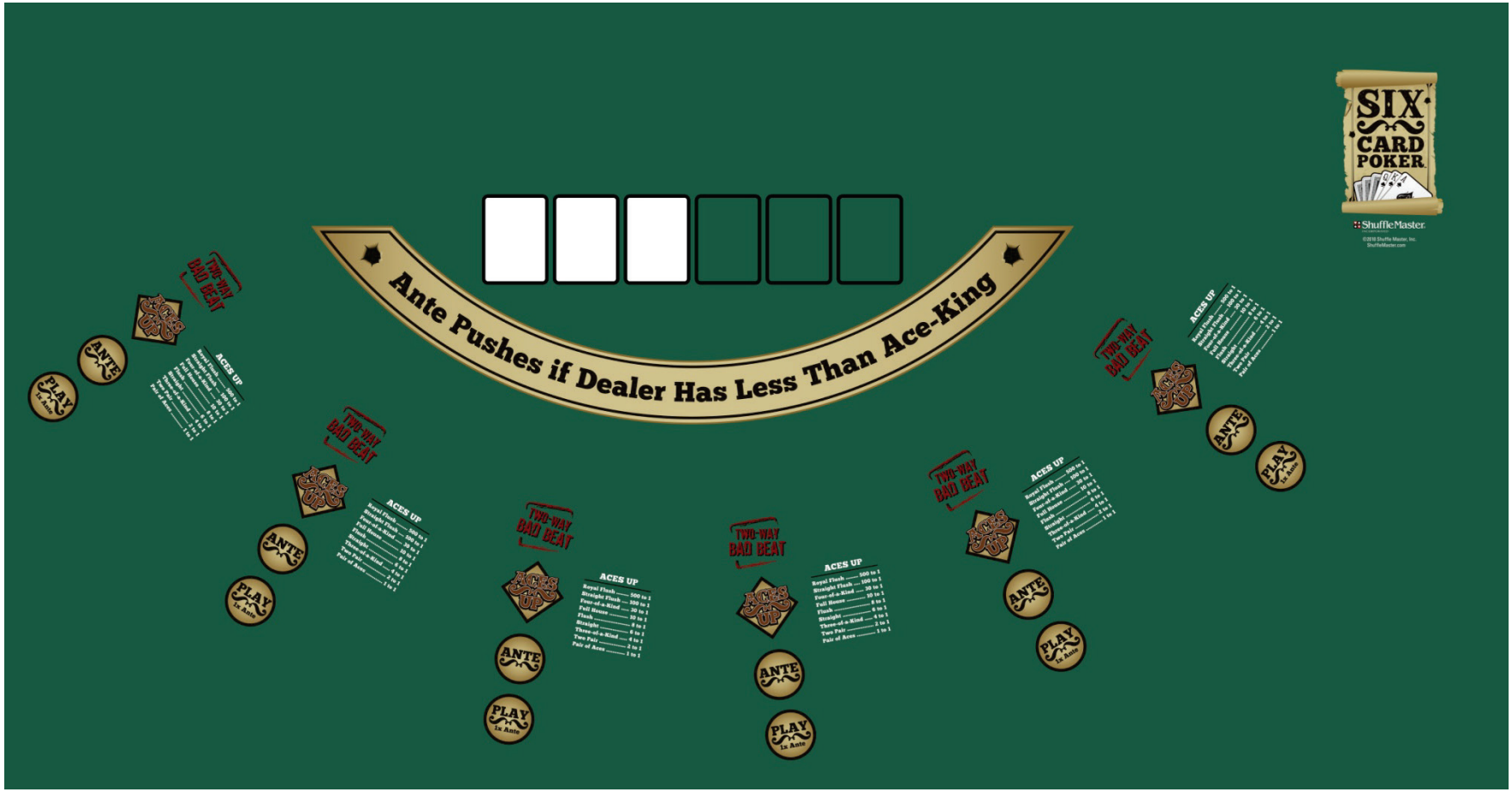
For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Two-Way Bad Beat Bonus Bet wager placed. For **schedule option 5**, a collection 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



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

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).

PURE
Blackjack
21

BUSTER
BLACKJACK

LUCKY LUCKY
LUCKY LUCKY
LUCKY LUCKY

Type of Game

Pursuant to the letter issued February 19, 2016, the Bureau is in the process of establishing options that will be deemed in compliance with Penal Code section 330.11, related to the rotation of the player-dealer position in California Games. Although the Bureau has approved these rules, the Bureau is reviewing the lawfulness of the gambling enterprise's player-dealer rotation practices. If the Bureau determines the practices to be unlawful, the Bureau will require the gambling enterprise to modify its rules, may require the gambling enterprise to cease offering Pure 21.5 Blackjack, and take action against the gambling enterprise if it declines to abide by the Bureau's notification.

The game of Pure 21.5 Blackjack utilizes a player-dealer position and is a California game. Although these rules have been updated and revised to reflect the gambling establishments request for a modification, the rules regarding the player-dealer rotation have not been reviewed or modified. The Casino M8trix's existing rules regarding the player-dealer position are as follows:

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. This wager will be used to pay the winners and will set the amount he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates 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 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 10 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: Lucky Lucky Bonus Bet(s), 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

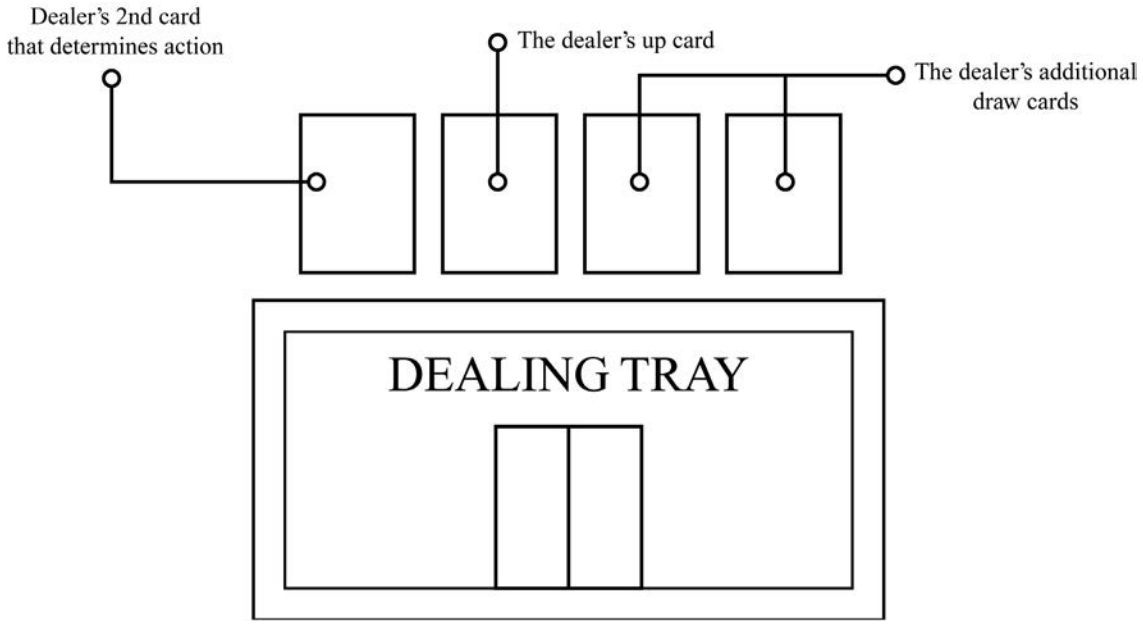


CHART 1A

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

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 adding 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 the hand includes an ace, the ace is counted as 1, not 11. A two card hand consisting of a 10 value card and a seven or higher value card combined would also be considered a hard seventeen or more.

<u>How Winners are Determined and Paid</u>

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 additional cards from the deck 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 the base game wager and Lucky Lucky Bonus Bet. Backline betting is <u>not</u> permitted on the Buster Blackjack Bonus Bet.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

<u>Player Options</u>

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 two hands. Doubling-down is 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 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.

<u>Bonus Bets</u>

Buster Blackjack Bonus Bet

The Buster Blackjack Bonus Bet allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table where 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. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
5. See the collection rate schedule for restrictions on the amount to 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 bust, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack Bonus Bet pay table.
    b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of 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 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: 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

3	1:1
4	3:1
5	6:1
6	25:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet

The Lucky Lucky Bonus Bet allows the player(s) to bet the combination of the player(s) two cards plus the player-dealers first up card will be equal to one of the hands listed in the Lucky Lucky Bonus Bet Win/Lose Chart below. There will be a distinctive marked circle on the table where the player will place the optional wager.

Rules of Play

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. Backline 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 Bonus Bet total. Lucky Lucky Bonus Bet winning totals are noted below.
    a. Players who did place a Lucky Lucky Bonus Bet and win must be paid immediately and all payouts must be removed off the Lucky Lucky Bonus Bet square before regular Blackjack play begins.
    b. Players who did not receive a Lucky Lucky Bonus Bet win in their first two cards dealt and dealer's first up card will lose their Lucky Lucky Bonus Bet.
    c. All losing Lucky Lucky Bonus Bets will be removed immediately before regular Blackjack play begins.
8. In the event the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat:, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet and 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 Bonus Bet Win/Lose Chart

Player's Hand	Pays
Suited 6,7,8	100:1
7,7,7	50:1
Non-suited 6,7,8	30:1
Suited 21	10:1
Non-suited 21 Total	3:1
19 Total	2:1
18 or less total	Loss

Table Layout

Collection Rates Schedule

For wagering limits and collection rates for the game of Pure 21.5 Blackjack, please refer to the CA Games Collection Rates (GEGA-002978).

PURE
Blackjack
21

BUSTER
BLACKJACK

Match
the
Dealer
BLACKJACK

LUCKY
LUCKY
LUCKY
LUCKY
LUCKY
LUCKY

Type of Game

Pursuant to the letter issued February 19, 2016, the Bureau is in the process of establishing options that will be deemed in compliance with Penal Code section 330.11, related to the rotation of the player-dealer position in California Games. Although the Bureau has approved these rules, the Bureau is reviewing the lawfulness of the gambling enterprise's player-dealer rotation practices. If the Bureau determines the practices to be unlawful, the Bureau will require the gambling enterprise to modify its rules, may require the gambling enterprise to cease offering Pure 21.5 Blackjack 2.0, and take action against the gambling enterprise if it declines to abide by the Bureau's notification.

The game of Pure 21.5 Blackjack 2.0 utilizes a player-dealer position and is a California game. Although these rules have been updated and revised to reflect the gambling establishments request for a modification, the rules regarding the player-dealer rotation have not been reviewed or modified. The Casino M8trix's existing rules regarding the player-dealer position are as follows:

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 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 10 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 Up-Card 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

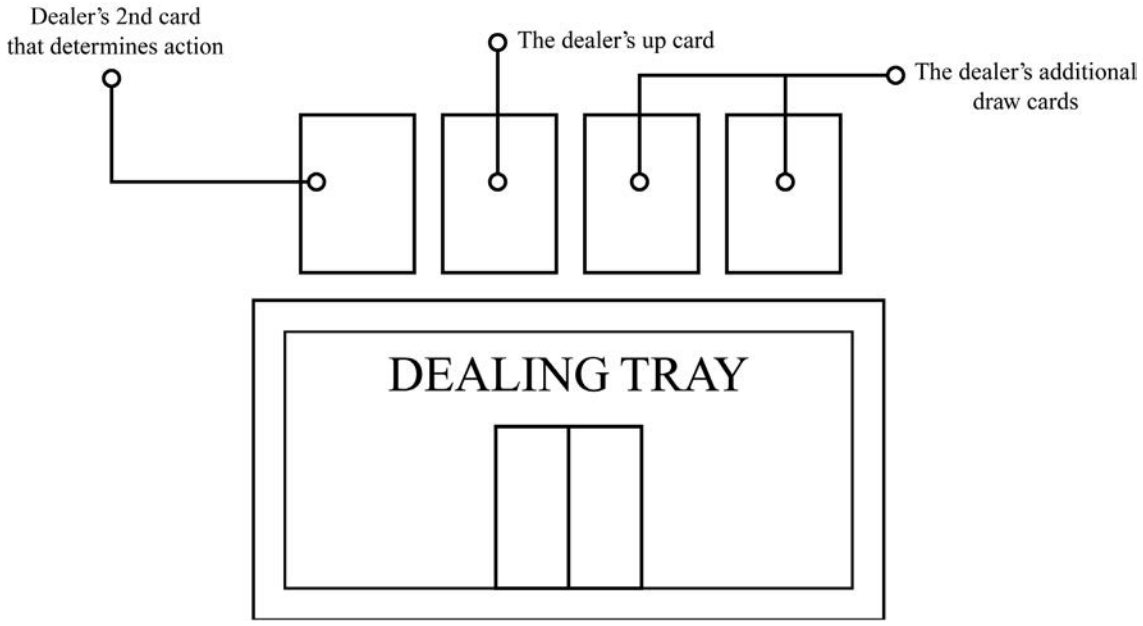


CHART 1A

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 adding 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 the hand includes an ace, the ace is counted as 1, not 11. A two card hand consisting of a 10 value card and a seven or higher value card would also be considered a hard seventeen.

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 additional cards from the deck 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 the base game wager, Lucky Lucky Bonus Bet and Match the Dealer Up-Card Bonus Bet. Backline betting is <u>not</u> permitted on the Buster Blackjack Bonus Bet.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

<u>Player Options</u>

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

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 base 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. Backline betting is not 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 Bonus Bet pay table.
    b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of 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 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 Up-Card 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

Match the Dealer Up-Card Bonus Bet

The Match the Dealer Up-Card Bonus Bet allows the player(s) to bet either one or both of the player(s) original two dealt up-cards will match the player-dealer's first dealt up card. See the Table H 52 Card Deck Chart for rankings and payout.

Rules of Play

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 for each base game wager placed.
2. In order to play the Match the Dealer Up-Card Bonus Bet, the player must make a regular base game wager.
3. Match the Dealer Up-Card Bonus Bets must be placed prior to the initial deal.
4. Backline betting is permitted on the Match the Dealer Up-Card Bonus Bet.
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 Bet 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 Up-Card 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.

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

Lucky Lucky Bonus Bet
The Lucky Lucky Bonus Bet allows the player(s) to bet the combination of the player(s) two cards plus the player-dealers first up card will be equal to one of the hands listed in the Lucky Lucky Bonus Bet Win/Lose Chart below. There will be a distinctive marked circle on the table where the player will place the optional wager.

Rules of Play

1. The Lucky Lucky Bonus Bet is an optional wager offered to all players who placed a base 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. Backline 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 Bonus Bet total. Lucky Lucky Bonus Bet winning totals are noted below.
    a) Players who did place a Lucky Lucky Bonus Bet and win must be paid immediately and all payouts must be removed off the Lucky Lucky Bonus Bet square before regular Blackjack play begins.
    b) Players who did not receive a Lucky Lucky Bonus Bet win in their first two cards dealt and dealer's first up card will lose their Lucky Lucky Bonus Bet.
    c) All losing Lucky Lucky Bonus Bets will be removed immediately before regular Blackjack play begins.
8. In the event the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: Match the Dealer Up-Card 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 Bonus Bet Win/Lose Chart

Player's Hand	Pays
Suited 7,7,7	200:1
Suited 6, 7, 8	100:1
Non-suited 7,7,7	50:1
Non-suited 6, 7, 8	30:1
Suited 21 Total	10:1
Non-suited 21 Total	3:1
20 Total	2:1
19 Total	2:1
18 or Less Total	Loss

Table Layout

Collection Rates Schedule

For wagering limits and collection rates for the game of Pure 21.5 Blackjack 2.0, please refer to the CA Games Collection Rates (GEGA-002978).

CA Games Collection Rates

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

Pure 21.5 Blackjack (GEGA-000435) - 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 base game wager, Lucky Lucky Bonus Bet and Buster Blackjack Bonus Bet they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Fee (per wager)	Player-Dealer Fee (per hand)
1	Base Game	$1	$2
	Lucky Lucky	$1	
	Buster	$1	
2	Base Game	$2	$2
	Lucky Lucky	$1	
	Buster	$1	
3	Base Game	$1	$3
	Lucky Lucky	$1	
	Buster	$1	
4	Base Game	$2	$3
	Lucky Lucky	$1	
	Buster	$1	
5	Base Game	$2	$5
	Lucky Lucky	$1	
	Buster	$1	
6	Base Game	$1	$5
	Lucky Lucky	$1	
	Buster	$1	

For **schedule options 7 through 12**, a collection fee shall be taken per hand from the player-dealer position based upon the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player for each base game wager and bonus bets they place depending on the monetary value of their 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. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Minimum wagering limits on base game wagers shall be between: $1 and $500
Minimum wagering limits on bonus wagers shall be between: $1 and $500
Maximum wagering limits on base game wagers shall be between: $50 and $500
Maximum wagering limits on bonus wagers shall be between: $50 and $500

Schedule Option	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee (upon table action)
7	$1 - $100	$1	$1 - $100	$1
			$101 +	$2
8	$1 - $100	$1	$1 - $100	$1
	$101 - $500		$101 - $500	$2
	$501 +		$501 +	$5
9	$1 - $100	$1	$1 - $100	$2
	$101 - $500		$101 - $500	$5
	$501 +		$501 +	$10
10	$1 - $100	$1	$1 - $100	$2
	$101 - $500	$2	$101 - $500	$5
	$501 +	$3	$501 +	$10
11	$25 - $200	$1	$25 - $200	$3
	$201 - $1500		$201 - $1500	$10
	$1501 +		$1501 +	$25
12	$25 - $200	$1	$25 - $200	$3
	$201 - $1500	$2	$201 - $1500	$10
	$1501 +	$3	$1501 +	$25

For **schedule options 13 through 20**, 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 base game wager 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. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
13	$5 - $500	$5 - $250	$1	$2
		$251 - $500	$2	
14	$10 - $500	$10 - $250	$1	$2
		$251 - $500	$2	
15	$20 - $500	$20 - $250	$1	$3
		$251 - $500	$2	
16	$25 - $500	$25 - $250	$1	$3
		$251 - $500	$2	
17	$25 - $500	$20 - $250	$2	$3
		$251 - $500	$4	
18	$40 - $1,000	$40 - $250	$1	$3
		$251 - $500	$2	
		$501 - $750	$3	
		$751 - $1,000	$4	

19	$50 - $1,000	$50 - $250	$1	$3
		$251 - $500	$2	
		$501 - $750	$3	
		$751 - $1,000	$4	
20	$50 - $1,000	$50 - $250	$2	$3
		$251 - $500	$4	
		$501 - $750	$6	
		$751 - $1,000	$8	

Pure 21.5 Blackjack 1.0 (GEGA-001907) - For **schedule options 1 through 6,** 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, 20 Pays Bonus Bet and Buster Blackjack Bonus Bet 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 fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Fee (per wager)	Player-Dealer Fee (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	$1	$3
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
4	Base Game	$2	$3
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
5	Base Game	$1	$5
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	
6	Base Game	$2	$5
	Lucky Lucky	$1	
	20 Pays	$1	
	Buster	$1	

CA Games Collection Rates

For **schedule options 7 through 20,** a collection fee shall be taken per hand from the player-dealer position based upon the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player for each base game wager, Lucky Lucky Bonus Bet, 20 Pays Bonus Bet and Buster Blackjack Bonus Bet they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits on base game wagers shall be between: $1 and $500
Minimum wagering limits on bonus wagers shall be between: $1 and $500
Maximum wagering limits on base game wagers shall be between: $50 and $500
Maximum wagering limits on bonus wagers shall be between: $50 and $500

Schedule Option	Wager	Player Fee	Total Table Action	Player Dealer Fee (upon table action)
7	Base Game	$1	$1 - $100	$2
	Lucky Lucky	$1	$101 - $500	$5
	20 Pays	$1	$501 +	$10
	Buster	$1		
8	Base Game	$2	$1 - $100	$2
	Lucky Lucky	$2	$101 - $500	$5
	20 Pays	$2	$501 +	$10
	Buster	$2		
9	Base Game	$3	$1 - $100	$2
	Lucky Lucky	$3	$101 - $500	$5
	20 Pays	$3	$501 +	$10
	Buster	$3		
10	Base Game	$1	$25 - $200	$3
	Lucky Lucky	$1	$201 - $1500	$10
	20 Pays	$1	$1501 +	$25
	Buster	$1		
11	Base Game	$2	$25 - $200	$3
	Lucky Lucky	$2	$201 - $1500	$10
	20 Pays	$2	$1501 +	$25
	Buster	$2		
12	Base Game	$3	$25 - $200	$3
	Lucky Lucky	$3	$201 - $1500	$10
	20 Pays	$3	$1501 +	$25
	Buster	$3		
13	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	20 Pays	$1	$501 +	$3
	Buster	$1		
14	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	20 Pays	$1	$501 +	$4
	Buster	$1		

15	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	20 Pays	$1	$501 +	$5
	Buster	$1		
16	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $600	$2
	20 Pays	$1	$601 +	$5
	Buster	$1		
17	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	20 Pays	$1	$501 +	$3
	Buster	$1		
18	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	20 Pays	$1	$501 +	$4
	Buster	$1		
19	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	20 Pays	$1	$501 +	$5
	Buster	$1		
20	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $600	$2
	20 Pays	$1	$601 +	$5
	Buster	$1		

Pure 21.5 Blackjack 2.0 (GEGA-002681) - For **schedule options 1 through 6,** a collection shall be taken per hand from the player-dealer position. A collection shall also be taken from each player for each base game wager, Lucky Lucky Bonus Bet, Buster Blackjack Bonus Bet and Match the Dealer Bonus Bet they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, insurance, or surrendering their hand. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Fee (per wager)	Player-Dealer Fee (per hand)
1	Base Game	$1	$2
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	
2	Base Game	$2	$2
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	
3	Base Game	$1	$3
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	

4	Base Game	$2	$3
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	
5	Base Game	$2	$5
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	
6	Base Game	$1	$5
	Lucky Lucky	$1	
	Buster	$1	
	Match the Dealer	$1	

For **schedule options 7 through 20,** a collection fee shall be taken per hand from the player-dealer position based upon the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player for each base game wager, Lucky Lucky Bonus Bet, Match the Dealer Bonus Bet and Buster Blackjack Bonus Bet they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits on base game wagers shall be between: $1 and $500
Minimum wagering limits on bonus wagers shall be between: $1 and $500
Maximum wagering limits on base game wagers shall be between: $50 and $500
Maximum wagering limits on bonus wagers shall be between: $50 and $500

Schedule Option	Wager	Player Fee	Total Table Action	Player Dealer Fee (upon table action)
7	Base Game	$1	$1 - $100	$2
	Lucky Lucky	$1	$101 - $500	$5
	Match the Dealer	$1	$501 +	$10
	Buster	$1		
8	Base Game	$2	$1 - $100	$2
	Lucky Lucky	$2	$101 - $500	$5
	Match the Dealer	$2	$501 +	$10
	Buster	$2		
9	Base Game	$3	$1 - $100	$2
	Lucky Lucky	$3	$101 - $500	$5
	Match the Dealer	$3	$501 +	$10
	Buster	$3		
10	Base Game	$1	$25 - $200	$3
	Lucky Lucky	$1	$201 - $1500	$10
	Match the Dealer	$1	$1501 +	$25
	Buster	$1		

CA Games Collection Rates

11	Base Game	$2	$25 - $200	$3
	Lucky Lucky	$2	$201 - $1500	$10
	Match the Dealer	$2	$1501 +	$25
	Buster	$2		
12	Base Game	$3	$25 - $200	$3
	Lucky Lucky	$3	$201 - $1500	$10
	Match the Dealer	$3	$1501 +	$25
	Buster	$3		
13	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	Match the Dealer	$1	$501 +	$3
	Buster	$1		
14	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	Match the Dealer	$1	$501 +	$4
	Buster	$1		
15	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $500	$2
	Match the Dealer	$1	$501 +	$5
	Buster	$1		
16	Base Game	$1	$1 - $100	$1
	Lucky Lucky	$1	$101 - $600	$2
	Match the Dealer	$1	$601 +	$5
	Buster	$1		
17	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	Match the Dealer	$1	$501 +	$3
	Buster	$1		
18	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	Match the Dealer	$1	$501 +	$4
	Buster	$1		
19	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $500	$2
	Match the Dealer	$1	$501 +	$5
	Buster	$1		
20	Base Game	$1	$1 - $50	$1
	Lucky Lucky	$1	$51 - $600	$2
	Match the Dealer	$1	$601 +	$5
	Buster	$1		

Blackjack Switch (GEGA-003502) - 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 base game wager and Super Match Bonus Bet they place. <u>However, a collection will be taken for each of the two hands a player is dealt.</u> There shall be no additional collection fee when a player doubles down or splits cards. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Options	Wager	Player Fee (per wager)	Player-Dealer Fee (per hand)
1	Base Game	$1	$2
	Super Match	$1	
2	Base Game	$1	$2
	Super Match	$0	
3	Base Game	$2	$2
	Super Match	$1	
4	Base Game	$1	$3
	Super Match	$1	
5	Base Game	$2	$3
	Super Match	$1	
6	Base Game	$1	$5
	Super Match	$1	
7	Base Game	$2	$5
	Super Match	$1	

Double Hand Poker Bonus Gold (GEGA-002931) - 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 base game wager and Fortune Pai Gow Bonus Bet they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$1	$2
	Fortune	$1	
2	Base Game	$1	$3
	Fortune	$1	
3	Base Game	$2	$3
	Fortune	$1	
4	Base Game	$1	$4
	Fortune	$1	
5	Base Game	$2	$4
	Fortune	$1	
6	Base Game	$1	$5
	Fortune	$1	
7	Base Game	$2	$5
	Fortune	$1	

CA Games Collection Rates

For **schedule options 8 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 base game wager and Fortune Pai Gow Bonus Bet they place depending on the monetary value of the wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
8	$20 - $500	Base Game	$20 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$20 - $500	Fortune	$20 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
9	$20 - $500	Base Game	$20 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$20 - $500	Fortune	$20 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
10	$25 - $500	Base Game	$25 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$25 - $500	Fortune	$25 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
11	$25 - $500	Base Game	$25 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$25 - $500	Fortune	$25 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
12	$40 - $500	Base Game	$40 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$40 - $500	Fortune	$40 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
13	$40 - $500	Base Game	$40 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$5	
	$40 - $500	Fortune	$40 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$5	

14	$50 - $500	Base Game	$50 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$50 - $500	Fortune	$50 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
15	$50 - $500	Base Game	$50 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$50 - $500	Fortune	$50 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
16	$100 - $1,000	Base Game	$100 - $500	$2	$5
			$501 - $750	$3	
			$751 - $1,000	$4	
	$20 - $1,000	Fortune	$20 - $200	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
17	$100 - $1,000	Base Game	$100 - $500	$2	$6
			$501 - $750	$3	
			$751 - $1,000	$4	
	$20 - $1,000	Fortune	$20 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	

Double Hand Poker Bonus Gold 10 (GEGA-003165) - 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 base game wager and Fortune Pai Gow Bonus Bet they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Table Limit	Wager	Player Fee	Player-Dealer Fee
1	$10 - $100	Base Game	$1	$2
	$10 - $100	Fortune	$1	
2	$20 - $100	Base Game	$1	$3
	$10 - $100	Fortune	$1	
3	$25 - $100	Base Game	$2	$3
	$10 - $100	Fortune	$1	
4	$40 - $100	Base Game	$1	$4
	$20 - $100	Fortune	$1	

5	$20 - $200	Base Game	$2	$4
	$20 - $200	Fortune	$1	
6	$25 - $200	Base Game	$1	$5
	$25 - $200	Fortune	$1	
7	$40 - $200	Base Game	$2	$5
	$20 - $200	Fortune	$1	

For **schedule options 8 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 base game wager and Fortune Pai Gow Bonus Bet they place depending on the monetary value of the wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
8	$20 - $500	Base Game	$20 - $200	$1	$5
			$201 - $400	$2	
			$401 - $500	$3	
	$20 - $500	Fortune	$20 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
9	$20 - $500	Base Game	$20 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$20 - $500	Fortune	$20 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
10	$25 - $500	Base Game	$25 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$25 - $500	Fortune	$25 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
11	$25 - $500	Base Game	$25 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$25 - $500	Fortune	$25 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
12	$40 - $500	Base Game	$40 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$40 - $500	Fortune	$40 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	

13	$40 - $500	Base Game	$40 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$40 - $500	Fortune	$40 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
14	$50 - $500	Base Game	$50 - $200	$1	$4
			$201 - $400	$2	
			$401 - $500	$3	
	$25 - $500	Fortune	$25 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
15	$50 - $500	Base Game	$50 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	$25 - $500	Fortune	$25 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
16	$100 - $1,000	Base Game	$100 - $500	$2	$5
			$501 - $750	$3	
			$751 - $1,000	$4	
	$20 - $1,000	Fortune	$20 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
17	$100 - $1,000	Base Game	$100 - $500	$2	$6
			$501 - $750	$3	
			$751 - $1,000	$4	
	$20 - $1,000	Fortune	$20 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	

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 base game wager and Fortune Pai Gow Bonus Bet they place. There will be no additional collection fee required from a player when placing a Pai Gow'd Bonus Bet or in order to qualify for the Envy Bonus. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager	Table Limit	Player Fee	Player-Dealer Fee
1	Base Game	$10 - $100	$1	$2
	Fortune	$10 - $100	$1	
	Pai Gow'd	$10 - $100	$0	
2	Base Game	$20 - $100	$1	$3
	Fortune	$10 - $100	$1	
	Pai Gow'd	$10 - $100	$0	
3	Base Game	$40 - $100	$1	$4
	Fortune	$20 - $100	$1	
	Pai Gow'd	$10 - $100	$0	

CA Games Collection Rates

4	Base Game	$20 - $200	$1	$4
	Fortune	$20 - $200	$1	
	Pai Gow'd	$20 - $200	$0	
5	Base Game	$40 - $200	$1	$4
	Fortune	$20 - $200	$1	
	Pai Gow'd	$20 - $200	$0	
6	Base Game	$100	$1	$5
	Fortune	$20 - $200	$1	
	Pai Gow'd	$20 - $200	$0	
7	Base Game	$200	$1	$5
	Fortune	$20 - $200	$1	
	Pai Gow'd	$20 - $200	$0	

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 base game wager and Fortune Pai Gow Bonus Bet 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 or in order to qualify for the Envy Bonus. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager	Table Limit	Wager Amount	Player Fee	Player-Dealer Fee
8	Base Game	$20 - $500	$20 - $200	$1	$5
			$201 - $400	$2	
			$401 - $500	$3	
	Fortune	$20 - $500	$20 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
	Pai Gow'd	$20 - $500	$20 - $500	$0	
9	Base Game	$20 - $500	$20 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	Fortune	$20 - $500	$20 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
	Pai Gow'd	$20 - $500	$20 - $500	$0	
10	Base Game	$40 - $500	$40 - $200	$1	$5
			$201 - $400	$2	
			$401 - $500	$3	
	Fortune	$20 - $500	$20 - $200	$1	
			$201 - $400	$2	
			$401 - $500	$3	
	Pai Gow'd	$20 - $200	$20 - $200	$0	

CA Games Collection Rates

11	Base Game	$40 - $500	$40 - $200	$2	$5
			$201 - $400	$4	
			$401 - $500	$6	
	Fortune	$20 - $500	$20 - $200	$2	
			$201 - $400	$4	
			$401 - $500	$6	
	Pai Gow'd	$20 - $200	$20 - $200	$0	
12	Base Game	$100 - $1,000	$100 - $500	$2	$5
			$501 - $750	$3	
			$751 - $1,000	$4	
	Fortune	$20 - $1,000	$20 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
	Pai Gow'd	$20 - $1,000	$20 - $1,000	$0	
13	Base Game	$100 - $1,000	$100 - $500	$2	$6
			$501 - $750	$3	
			$751 - $1,000	$4	
	Fortune	$20 - $1,000	$20 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
	Pai Gow'd	$20 - $1,000	$20 - $1,000	$0	

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. The collection fees shall be taken per hand prior to tiles being distributed or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10 - $100	$1	$2
2	$10 - $200	$1	$2
3	$20 - $200	$1	$3
4	$25 - $200	$1	$3
5	$40 - $100	$1	$3
6	$50 - $200	$1	$3
7	$100 - $200	$1	$5
8	$100	$2	$5
9	$200	$2	$5
10	$100 - $400	$2	$5
11	$100 - $400	$2	$3
12	$200 - $400	$2	$3
13	$100 - $500	$1	$3
14	$100 - $500	$2	$3
15	$200 - $500	$2	$3

CA Games Collection Rates

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 base game wager they place depending on the monetary value of the wager. The collection fees shall be taken per hand prior to tiles being distributed or any round of play being conducted.

Schedule Option	Table Limit	Wager	Player Fee	Player-Dealer Fee
16	$100 - $500	$100 - $200	$1	$2
		$201 - $400	$2	
		$401 - $500	$3	
17	$20 - $500	$20 - $200	$1	$3
		$201 - $400	$2	
		$401 - $500	$3	
18	$25 - $500	$25 - $200	$1	$3
		$201 - $400	$2	
		$401 - $500	$3	
19	$40 - $500	$40 - $200	$1	$3
		$201 - $400	$2	
		$401 - $500	$3	
20	$50 - $500	$50 - $200	$1	$3
		$201 - $400	$2	
		$401 - $500	$3	
21	$100 - $1,000	$100 - $250	$1	$5
		$251 - $500	$2	
		$501 - $750	$3	
		$751 - $1,000	$4	
22	$10 - No Limit	$10 - $1,000	$1	$5
		$1,001 +	$2	
23	$10 - No Limit	$10 - $1,000	$2	$5
		$1,001 +	$4	

Baccarat Gold 1.0 (GEGA-002741) - 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 base game wager, Gold Bonus Bet and Silver Bonus Bets placed. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the first card has been dealt.

For **schedule options 1 and 7**, a collection fee shall be taken from each player for each Low Tie Max Bet and Tie Bet placed.

For **schedule options 2 and 8**, a collection fee shall be taken from each player for each Tie Bet placed. No collection fee shall be taken for placing a Low Tie Max Bet.

For **schedule options 3 and 9**, a collection fee shall be taken from each player for each Low Tie Max Bet placed. No collection fee shall be taken for placing a Tie Bet.

For **schedule options 4 and 10**, a collection fee shall be taken from each player for each Low Tie Max Bet and Tie Bet placed. No collection fee shall be taken for placing a Gold Bonus Bet.

CA Games Collection Rates

For **schedule options 5 and 11**, a collection fee shall be taken from each player for each Low Tie Max Bet placed. No collection fee shall be taken for placing a Tie Bet or Gold Bonus Bet.

For **schedule options 6 and 12**, a collection fee shall fee shall be taken from each player for each Tie Bet placed. No collection fee shall be taken for placing a Low Tie Max Bet or a Gold Bonus Bet.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee (per wager)	Player-Dealer Fee (per hand)
1	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
2	Base Game	$1	$3
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
3	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$1	
	Silver Bonus	$1	
4	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
5	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$0	
	Silver Bonus	$1	
6	Base Game	$1	$3
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
7	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	

8	Base Game	$1	$5
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
9	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$1	
	Silver Bonus	$1	
10	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
11	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$0	
	Silver Bonus	$1	
12	Base Game	$1	$5
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	

For **schedule options 13 through 18**, a collection fee shall be taken per hand from the player-dealer position based upon the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player for each base game wager and bonus bet 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.

Minimum wagering limits on game wagers shall be between: $1 and $100
Minimum wagering limits on bonus wagers shall be between: $1 and $50
Maximum wagering limits on game wagers shall be between: $50 and $500
Maximum wagering limits on bonus wagers shall be between: $50 and $100

Schedule Option	Wager	Player Fee	Total table Action	Player-Dealer Fee (upon table action)
13	Banker	$1	$1 - $50	$2
	Player	$1	$51 - $201	$5
	Tie	$1	$201 +	$8
	Low Tie Max	$1		
	Bonus Gold	$1		
14	Banker	$2	$1 - $50	$2
	Player	$2	$51 - $201	$5
	Tie	$2	$201 +	$8
	Low Tie Max	$2		
	Bonus Gold	$2		

15	Banker	$3	$1 - $50	$2
	Player	$3	$51 - $201	$5
	Tie	$3	$201 +	$8
	Low Tie Max	$3		
	Bonus Gold	$3		
16	Banker	$1	$1 - $1000	$5
	Player	$1	$1001 - $4000	$8
	Tie	$1	$4001 +	$40
	Low Tie Max	$1		
	Bonus Gold	$1		
17	Banker	$2	$1 - $1000	$5
	Player	$2	$1001 - $4000	$8
	Tie	$2	$4001 +	$40
	Low Tie Max	$2		
	Bonus Gold	$2		
18	Banker	$3	$1 - $1000	$5
	Player	$3	$1001 - $4000	$8
	Tie	$3	$4001 +	$40
	Low Tie Max	$3		
	Bonus Gold	$3		

Baccarat Gold 2.0 (GEGA-002742) - 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 base game wager, Tie Bet, Gold Bet and Pair Bonus Bet they place. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the first card has been dealt.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$1	$3
	Tie	$1	
	Gold	$1	
	Pair	$1	
2	Base Game	$1	$3
	Tie	$1	
	Gold	$0	
	Pair	$1	
3	Base Game	$1	$3
	Tie	$0	
	Gold	$1	
	Pair	$1	
4	Base Game	$1	$3
	Tie	$0	
	Gold	$0	
	Pair	$1	

CA Games Collection Rates

5	Base Game	$1	$5
	Tie	$1	
	Gold	$1	
	Pair	$1	
6	Base Game	$2	$5
	Tie	$2	
	Gold	$1	
	Pair	$1	
7	Base Game	$2	$5
	Tie	$2	
	Gold	$0	
	Pair	$2	
8	Base Game	$2	$5
	Tie	$0	
	Gold	$2	
	Pair	$2	

For **schedule options 9 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 base game wager, Tie Bet, Gold Bonus Bet, and Pair Bonus Bet 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	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
9	$10 - $500	Base Game	$10 - $250	$1	$3
			$251 - $500	$2	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Gold	$5 - $50	$1	
	$5 - $50	Pair	$5 - $50	$1	
10	$20 - $500	Base Game	$20 - $250	$1	$3
			$251 - $500	$2	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Gold	$5 - $50	$1	
	$5 - $50	Pair	$5 - $50	$1	
11	$40 - $1,000	Base Game	$40 - $500	$2	$3
			$501 - $750	$3	
			$751 - $1,000	$4	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Gold	$5 - $50	$1	
	$5 - $50	Pair	$5 - $50	$1	
12	$40 - $1,000	Base Game	$40 - $500	$2	$5
			$501 - $750	$3	
			$751 - $1,000	$4	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Gold	$5 - $50	$1	
	$5 - $50	Pair	$5 - $50	$1	

CA Games Collection Rates

Baccarat Gold (GEGA-000513) - For **schedule options 1 through 4**, 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 base game wager, Tie Bet, Player Spread wager, Banker Spread wager, Player Pair wager and Banker Pair wager they place. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the first card has been dealt.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$1	$3
	Tie	$1	
	Player Spread	$1	
	Banker Spread	$1	
	Player Pair	$1	
	Banker Pair	$1	
2	Base Game	$2	$3
	Tie	$2	
	Player Spread	$2	
	Banker Spread	$2	
	Player Pair	$2	
	Banker Pair	$2	
3	Base Game	$2	$3
	Tie	$1	
	Player Spread	$1	
	Banker Spread	$1	
	Player Pair	$1	
	Banker Pair	$1	
4	Base Game	$1	$3
	Tie	$1	
	Player Spread	$1	
	Banker Spread	$1	
	Player Pair	$1	
	Banker Pair	$1	

For **schedule options 5 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 base game wager, Tie Bet, Player Spread wager, Banker Spread wager, Player Pair wager and Banker Pair wager they place depending on the monetary value of the wager. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the first card has been dealt.

CA Games Collection Rates

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
5	$10 - $500	Base Game	$10 - $250	$1	$3
			$251 - $500	$2	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Player Spread	$5 - $50	$1	
	$5 - $50	Banker Spread	$5 - $50	$1	
	$5 - $50	Player Pair	$5 - $50	$1	
	$5 - $50	Banker Pair	$5 - $50	$1	
6	$20 - $500	Base Game	$20 - $250	$1	$3
			$251 - $500	$2	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Player Spread	$5 - $50	$1	
	$5 - $50	Banker Spread	$5 - $50	$1	
	$5 - $50	Player Pair	$5 - $50	$1	
	$5 - $50	Banker Pair	$5 - $50	$1	
7	$40 - $1,000	Base Game	$40 - $500	$2	$3
			$501 - $750	$3	
			$750 - $1,000	$4	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Player Spread	$5 - $50	$1	
	$5 - $50	Banker Spread	$5 - $50	$1	
	$5 - $50	Player Pair	$5 - $50	$1	
	$5 - $50	Banker Pair	$5 - $50	$1	
8	$40 - $1,000	Base Game	$40 - $500	$2	$5
			$501 - $750	$3	
			$750 - $1,000	$4	
	$5 - $50	Tie	$5 - $50	$1	
	$5 - $50	Player Spread	$5 - $50	$1	
	$5 - $50	Banker Spread	$5 - $50	$1	
	$5 - $50	Player Pair	$5 - $50	$1	
	$5 - $50	Banker Pair	$5 - $50	$1	

Three Card Poker (GEGA-001277) - For **schedule options 1 through 4**, the collection fees will be taken per hand from the player-dealer position. A collection fee will also be taken from each player for each Ante wager and Six Card Bonus Bet placed. However, no collection fee will be taken for placing a Play wager. Also, no collection fee will be taken for placing a Pair Plus Bonus Bet. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee (per wager)	Player-Dealer Fee (per wager)
1	Ante	$1	$3
	Play	$0	
	Pair Plus Bonus	$0	
	Six Card Bonus	$1	

2	Ante	$2	$3
	Play	$0	
	Pair Plus Bonus	$0	
	Six Card Bonus	$1	
3	Ante	$1	$5
	Play	$0	
	Pair Plus Bonus	$0	
	Six Card Bonus	$1	
4	Ante	$2	$5
	Play	$0	
	Pair Plus Bonus	$0	
	Six Card Bonus	$1	

For **schedule options 5 and 8,** the collection fees will be taken per hand from the player-dealer position. A collection fee will also be taken from each player for each Ante wager and Six Card Bonus Bet placed. However, no collection fee will be taken for placing a Play wager. A collection fee will be taken per hand from each player for placing a Pair Plus Bonus Bet. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager	Player Fee (per wager)	Player-Dealer Fee (per wager)
5	Ante	$1	$3
	Play	$0	
	Pair Plus Bonus	$1	
	Six Card Bonus	$1	
6	Ante	$2	$3
	Play	$0	
	Pair Plus Bonus	$1	
	Six Card Bonus	$1	
7	Ante	$1	$5
	Play	$0	
	Pair Plus Bonus	$1	
	Six Card Bonus	$1	
8	Ante	$2	$5
	Play	$0	
	Pair Plus Bonus	$1	
	Six Card Bonus	$1	

For **schedule options 9 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player based on the combined monetary value of the base game wagers and bonus bets they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Minimum wagering limits on Ante wagers shall be between: $1 and $500
Minimum wagering limits on Bonus wagers shall be between: $1 and $500
Maximum wagering limits on Ante wagers shall be between: $50 and $500
Maximum wagering limits on Bonus wagers shall be between: $50 and $500

Schedule Option	Player Wager	Player Fee	Total table Action	Player-Dealer Fee (upon table action)
9	$1 - $100	$1	$1 - $100	$3
	$101 +		$101 +	$6
10	$1 - $100	$1	$1 - $100	$3
	$101 +	$2	$101 +	$6

For **schedule options 11 through 20**, 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 Six Card Bonus Bet 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 or when placing the Play wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Player Wager	Player Fee	Player-Dealer Fee
11	$5 - $500	Ante	$5 - $250	$2	$3
			$251 - $500	$3	
	$5 - $500	Play	$5 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
12	$5 - $500	Ante	$5 - $250	$2	$6
			$251 - $500	$3	
	$5 - $500	Play	$5 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
13	$20 - $500	Ante	$20 - $250	$2	$3
			$251 - $500	$3	
	$20 - $500	Play	$20 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
14	$20 - $500	Ante	$20 - $250	$2	$6
			$251 - $500	$3	
	$20 - $500	Play	$20 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	

CA Games Collection Rates

15	$25 - $500	Ante	$25 - $250	$2	$3
			$251 - $500	$3	
	$20 - $500	Play	$25 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$25 - $250	$0	
16	$25 - $500	Ante	$25 - $250	$1	$6
			$251 - $500	$2	
	$25 - $500	Play	$25 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$1	
			$251 - $500	$2	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
17	$25 - $500	Ante	$25 - $250	$2	$3
			$251 - $500	$3	
	$25 - $500	Play	$25 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
18	$25 - $500	Ante	$25 - $250	$2	$6
			$251 - $500	$3	
	$25 - $500	Play	$25 - $500	$0	
	$5 - $500	Six Card Bonus	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $500	Pair Plus Bonus	$5 - $500	$0	
19	$40 - $1,000	Ante	$40 - $500	$2	$3
			$501 - $750	$3	
			$751 - $1,000	$4	
	$40 - $1,000	Play	$40 - $1,000	$0	
	$5 - $1,000	Six Card Bonus	$5 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
	$5 - $1,000	Pair Plus Bonus	$5 - $1,000	$0	
20	$40 - $1,000	Ante	$40 - $500	$2	$6
			$501 - $750	$3	
			$751 - $1,000	$4	
	$40 - $1,000	Play	$40 - $1,000	$0	
	$5 - $1,000	Six Card Bonus	$5 - $500	$2	
			$501 - $750	$3	
			$751 - $1,000	$4	
	$5 - $1,000	Pair Plus Bonus	$5 - $1,000	$0	

CA Games Collection Rates

Casino War (GEGA-002870) - 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 base game wager they place. There will be no additional collection fee required from a player when placing a Bonus Tie Bet. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$0.50	$1
	Tie	$0	
2	Base Game	$1	$1
	Tie	$0	
3	Base Game	$1	$2
	Tie	$0	
4	Base Game	$0.50	$2
	Tie	$0	
5	Base Game	$2	$2
	Tie	$0	

For **schedule options 6 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 base game wager 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. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
6	$5 - $500	Base Game	$5 - $250	$1	$1
			251 - $500	$2	
	$1 - $500	Tie	$1 - $500	$0	
7	$20 - $500	Base Game	$20 - $250	$1	$1
			$251 - $500	$2	
	$1 - $500	Tie	$1 - $500	$0	
8	$40 - $1,000	Base Game	$40 - $250	$1	$1
			$251 - $500	$2	
			$501 - $1,000	$3	
	$1 - $1,000	Tie	$1 - $1,000	$0	

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 base game wager and Bonus Tie Bet they place depending on the monetary value of the wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
9	$5 - $500	Base Game	$5 - $250	$1	$1
			$251 - $500	$2	
	$5 - $500	Tie	$5 - $250	$1	
			$251 - $500	$2	

10	$20 - $500	Base Game	$20 - $250	$1	$1
			$251 - $500	$2	
	$5 - $500	Tie	$5 - $250	$1	
			$251 - $500	$2	
11	$40 - $1,000	Base Game	$40 - $250	$1	$1
			$251 - $500	$2	
			$501 - $1,000	$3	
	$5 - $1,000	Tie	$5 - $250	$1	
			$251 - $500	$2	
			$501 - $1,000	$3	

Ultimate Texas Hold'em Bad Beat Bonus (GEGA-002932) - 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 Ante wager, Bad Beat Bonus Bet, and Trips Bonus Bet they place. *However, only one collection fee will be taken when placing one or both bonus bets. There will be no additional collection fee required from a player when placing the Blind wager or the Play wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Ante	$1	$3
	Blind	$0	
	Play	$0	
	Bad Beat*	$1	
	Trips*		
2	Ante	$1	$4
	Blind	$0	
	Play	$0	
	Bad Beat*	$1	
	Trips*		
3	Ante	$2	$5
	Blind	$0	
	Play	$0	
	Bad Beat*	$2	
	Trips*		
4	Ante	$1	$5
	Blind	$0	
	Play	$0	
	Bad Beat*	$1	
	Trips*		
5	Ante	$3	$5
	Blind	$0	
	Play	$0	
	Bad Beat*	$2	
	Trips*		

CA Games Collection Rates

For **schedule options 8 through 11,** a collection fee shall be taken per hand from the player-dealer position based on the monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken from each player based on the combined monetary value of the base game wagers and bonus bets they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits on Ante wagers shall be between: $1 and $500
Minimum wagering limits on Bonus wagers shall be between: $1 and $500
Maximum wagering limits on Ante wagers shall be between: $50 and $500
Maximum wagering limits on Bonus wagers shall be between: $50 and $500

Schedule Option	Player Wager	Player Fee	Total table Action	Player-Dealer Fee (upon table action)
8	$1 - $100	$1	$1 - $100	$3
	$101 +		$101 +	$6
9	$1 - $100	$1	$1 - $100	$3
	$101 +	$2	$101 +	$6
10	$1 - $100	$1	$1 - $100	$2
	$101 +		$101 +	$5
11	$1 - $100	$1	$1 - $100	$2
	$101 +	$2	$101 +	$5

For **schedule options 12 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 Ante wager, Bad Beat Bonus Bet and Trips Bonus Bet they place depending on the monetary value of the wager. *However, only the higher collection fee will be taken when placing one or both bonus bets. There will be no additional collection fee required from a player when placing the Blind wager or the Play wager. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
12	$10 - $500	Ante	$10 - $250	$2	$3
			$251 - $500	$3	
	$10 - $500	Blind	$10 - $500	$0	
	$10 - $2,000	Play	$10 - $2,000	$0	
	$5 - $250	Bad Beat*	$5 - $250	$2	
	$5 - $500	Trips	$5 - $250	$2	
			$251 - $500	$3	

13	$20 - $500	Ante	$20 - $250	$2	$3
			$251 - $500	$3	
	$20 - $500	Blind	$20 - $500	$0	
	$20 - $2,000	Play	$20 - $2,000	$0	
	$5 - $250	Bad Beat*	$5 - $250	$2	
	$5 - $500	Trips	$5 - $250	$2	
			$251 - $500	$3	
14	$40 - $1,000	Ante	$40 - $250	$2	$3
			$251 - $500	$3	
			$500 - $1,000	$4	
	$40 - $1,000	Blind	$40 - $1,000	$0	
	$40 - $4,000	Play	$40 - $4,000	$0	
	$5 - $500	Bad Beat*	$5 - $250	$2	
			$251 - $500	$3	
	$5 - $1,000	Trips	$5 - $250	$2	
			$251 - $500	$3	
			$500 - $1,000	$4	

Let It Ride Bonus (GEGA-002887) - For **schedule options 1 through 4**, 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 base game wager and Three Card Bonus Bet they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee (per wager)	Player-Dealer Fee (per wager)
1	Base Game	$1	$2
	Three Card Bonus	$1	
2	Base Game	$1	$3
	Three Card Bonus	$1	
3	Base Game	$2	$3
	Three Card Bonus	$1	
4	Base Game	$2	$4
	Three Card Bonus	$1	

For **schedule options 5 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 base game wager they place depending on the monetary value of the wager. Also a collection fee will be required from a player when placing a Three Card Bonus Bet. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
5	$5 - $500	Base Game	$5 - $250	$2	$3
			$251 - $500	$3	
	$5 - $250	Three Card Bonus	$5 - $250	$2	

6	$20 - $500	Base Game	$20 - $250	$2	$3
			$251 - $500	$3	
	$5 - $250	Three Card Bonus	$5 - $250	$2	
7	$40 - $1,000	Base Game	$40 - $250	$2	$3
			$251 - $500	$3	
			$500 - $1,000	$4	
	$10 - $500	Three Card Bonus	$10 - $250	$2	
			$251 - $500	$3	

For **schedule options 8 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 base game wager 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. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Wager	Wager Amount	Player Fee	Player-Dealer Fee
8	$5 - $500	Base Game	$5 - $250	$2	$3
			$251 - $500	$3	
	$5 - $250	Three Card Bonus	$5 - $250	$0	
9	$20 - $500	Base Game	$20 - $250	$2	$3
			$251 - $500	$3	
	$5 - $250	Three Card Bonus	$5 - $250	$0	

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 base game wager they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$1	$1
2	Base Game	$1	$2
3	Base Game	$1	$3

Pure Spanish 21.5 (GEGA-003978) - For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each base game wager and Match the Dealer Up-Card Bonus Bet they place. The collection 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 collection is taken after the first card is dealt.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee (per spot)	Player-Dealer Fee (per hand)
1	Base Game	$1	$2
	Match the Dealer		

2	Base Game	$1	$2
	Match the Dealer	$0	
3	Base Game	$2	$2
	Match the Dealer	$1	
4	Base Game	$2	$2
	Match the Dealer	$0	

Crazy 4 Poker (GEGA-003442) - For **schedule options 1 through 4,** 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 base game wager, Super Bonus Bet and Queens UP Bonus Bet they place. The collection fees shall be taken per hand prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $100 and $200

Schedule Options	Wager	Player Fee	Player-Dealer Fee
1	Base Game	$1	$2
	Queens Up Bonus	$1	
	Super Bonus	$0	
2	Base Game	$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	Wager	Player Fee	Player-Dealer Fee
3	Base Game	$1	$3
	Queens Up Bonus	$1	
	Super Bonus	$0	
4	Base Game	$2	$3
	Queens Up Bonus	$2	
	Super Bonus	$0	

Collection Procedures

- 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 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.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Poker Games Collection Rates

Texas Hold'em (GEGA-000644), Texas Hold'em High-Low Split (GEGA-000645) - For **schedule options 1 through 104**, the house dealer shall spread the "flop", move all pre-flop wagers into the center of the table, referred to as "the pot", and then remove the appropriate collection fee from "the pot." 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	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	$4	$3	$1	$0
2	$2-$4	$5	$3	$1	$0
3	$3-$6	$4	$3	$1	$0
4	$3-$6	$5	$3	$1	$0
5	$4-$8	$5	$3	$1	$0
6	$6-$12	$5	$3	$1	$0
7	$8-$16	$5	$3	$1	$0
8	$9-$18	$5	$3	$1	$0
9	$15-$30	$5	$3	$1	$0
10	$20-$40	$5	$3	$1	$0
11	$25-$50	$5	$3	$1	$0
12	$30-$60	$5	$3	$1	$0
13	$40-$80	$5	$3	$1	$0
14	$50-$100	$5	$3	$1	$0
15	$50-$100	$5	$3	$2	$0
16	$50-$100	$6	$5	$3	$1
17	$50-$100	$6	$5	$2	$1
18	$50-$100	$6	$4	$3	$1
19	$50-$100	$6	$4	$2	$1
20	$50-$100	$6	$5	$1	$1
21	$50-$100	$6	$4	$1	$1
22	$50-$100	$7	$5	$3	$1
23	$50-$100	$7	$5	$2	$1
24	$50-$100	$7	$6	$3	$1
25	$50-$100	$7	$6	$2	$1
26	$60-$120	$5	$3	$1	$0
27	$75-$150	$5	$3	$2	$0
28	$75-$150	$5	$3	$1	$0
29	$75-$150	$7	$6	$3	$1
30	$75-$150	$7	$6	$2	$1
31	$75-$150	$7	$5	$3	$1
32	$75-$150	$7	$5	$2	$1
33	$75-$150	$8	$6	$3	$1
34	$75-$150	$8	$6	$2	$1
35	$75-$150	$8	$5	$3	$1
36	$75-$150	$8	$5	$2	$1
37	$80-$160	$5	$3	$1	$0

38	$100-$200	$5	$3	$1	$0
39	$100-$200	$5	$3	$2	$0
40	$100-$200	$6	$3	$1	$0
41	$100-$200	$6	$4	$2	$0
42	$100-$200	$6	$4	$3	$2
43	$100-$200	$7	$6	$3	$1
44	$100-$200	$7	$6	$2	$1
45	$100-$200	$7	$5	$3	$1
46	$100-$200	$7	$5	$2	$1
47	$100-$200	$8	$6	$3	$1
48	$100-$200	$8	$6	$2	$1
49	$100-$200	$8	$5	$3	$1
50	$100-$200	$8	$5	$2	$1
51	$150-$300	$5	$3	$1	$0
52	$150-$300	$5	$4	$2	$0
53	$150-$300	$6	$4	$2	$0
54	$150-$300	$6	$4	$3	$2
55	$200-$400	$5	$4	$2	$0
56	$300-$600	$6	$4	$2	$0
57	$300-$600	$6	$4	$3	$2

Limit Games

Schedule Option	Table Limit	Number of Players Seated and Playing			
		7 or more	6	5	4 or less or no flop
58	$8-$16	$6	$4	$2	$1
59	$8-$16	$6	$3	$2	$1
60	$8-$16	$6	$3	$1	$1
61	$9-$18	$6	$4	$2	$1
62	$9-$18	$6	$3	$2	$1
63	$9-$18	$6	$3	$1	$1
64	$15-$30	$6	$4	$2	$1
65	$15-$30	$6	$3	$2	$1
66	$15-$30	$6	$3	$1	$1
67	$20-$40	$6	$4	$2	$1
68	$20-$40	$6	$3	$2	$1
69	$20-$40	$6	$3	$1	$1
70	$25-$50	$6	$4	$2	$1
71	$25-$50	$6	$3	$2	$1
72	$25-$50	$6	$3	$1	$1
73	$30-$60	$6	$4	$2	$1
74	$30-$60	$6	$3	$2	$1
75	$30-$60	$6	$3	$1	$1
76	$40-$80	$6	$4	$2	$1
77	$40-$80	$6	$3	$2	$1
78	$40-$80	$6	$3	$1	$1
79	$50-$100	$6	$5	$3	$1
80	$50-$100	$6	$4	$3	$1
81	$50-$100	$6	$3	$2	$1

82	$75-$150	$6	$4	$2	$1
83	$75-$150	$6	$4	$3	$1
84	$75-$150	$7	$6	$3	$1
85	$75-$150	$7	$5	$3	$1
86	$75-$150	$7	$6	$2	$1
87	$75-$150	$7	$5	$2	$1
88	$100-$200	$8	$6	$3	$2
89	$100-$200	$8	$6	$3	$1
90	$100-$200	$8	$5	$3	$2
91	$100-$200	$8	$5	$3	$1

No Limit Games

Schedule Option	Number of Players Seated and Playing			
	7 or more	6	5	4 or less or no flop
92	$5	$4	$2	$1
93	$5	$4	$3	$1
94	$6	$4	$3	$1

No Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less	No flop
95	$8	$5	$3	$2	$1
96	$10	$8	$5	$2	$1
97	$12	$8	$5	$2	$1

Spread Limit Games

Schedule Option	Table Limit	Number of Players Seated and Playing				
		7 or more	6	5	4 or less or no flop	4 or less and no flop
98	$4-$40	$5	$4	$2	$1	$0
99	$3-$100	$5	$4	$2	$1	$0
100	$3-$150	$5	$4	$2	$1	$0
101	$5-$200	$5	$4	$2	$1	$0
102	$10-$200	$5	$4	$2	$1	$0
103	$10-$500	$5	$4	$2	$1	$0

Pot Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less or no flop	4 or less and no flop
104	$5	$4	$3	$1	$0

Poker Games Collection Rates

For **schedule options 105 through 107**, the house dealer shall spread the “flop”, move all pre-flop wagers into the center of the table, referred to as “the pot”, and then remove the appropriate collection fee from “the pot.” 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. Also, a Modified Fee #1 shall be taken from the pot when 7 or more players are seated and participating in the play of the controlled game, and the round of play reaches the river.

No Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less or no flop	Modified Fee #1
105	$5	$4	$2	$1	$1
106	$5	$4	$3	$1	$1
107	$6	$4	$3	$1	$1

For **schedule options 108 through 135**, a collection fee shall be taken by the house dealer from each player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. The collection fees shall be taken prior to the first hand being dealt on the hour or the half hour.

$10 Minimum Buy-In
No Maximum Buy-In
No Limit Games, Pot Limit Games

Schedule Option	Number of Players Seated and Playing	
	6 or more	5 or less
108	$9	$6
109	$10	$6
110	$11	$6
111	$12	$7
112	$13	$7
113	$14	$8
114	$15	$8
115	$9	$9
116	$10	$10
117	$11	$11
118	$12	$12
119	$13	$13
120	$14	$14
121	$15	$15

Minimum of a $3-$6 limit game
Maximum of a $1,000-$2,000 limit game

Schedule Option	Number of Players Seated and Playing	
	6 or more	5 or less
122	$9	$6
123	$10	$6
124	$11	$6
125	$12	$7

126	$13	$7
127	$14	$8
128	$15	$8
129	$9	$9
130	$10	$10
131	$11	$11
132	$12	$12
133	$13	$13
134	$14	$14
135	$15	$15

For **schedule options 136 through 147**, a collection fee shall be taken by the house dealer from each player at the 40 minute house dealer change. For games that start in between dealer downs, a collection fee will not be taken from new players until the next house dealer arrives. The collection fees shall be taken prior to the first hand being dealt when the collection timer indicates it is collection time or when a new house dealer arrives at the table.

No Limit Games

Schedule Option	Number of Players Seated and Playing	
	6 or more	5 or less
136	$12	$7
137	$13	$7
138	$14	$8
139	$15	$8
140	$16	$9
141	$17	$9
142	$12	$12
143	$13	$13
144	$14	$14
145	$15	$15
146	$16	$16
147	$17	$17

Omaha (GEGA-000647) - For **schedule options 1 through 28**, the house dealer shall spread the “flop”, move all pre-flop wagers into the center of the table, referred to as “the pot”, then remove the appropriate collection fee from “the pot.” 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	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	$4	$3	$1	$0
2	$2-$4	$5	$3	$1	$0
3	$3-$6	$4	$3	$1	$0
4	$3-$6	$5	$3	$1	$0
5	$4-$8	$5	$3	$1	$0
6	$6-$12	$5	$3	$1	$0

Poker Games Collection Rates

7	$8-$16	$5	$3	$1	$0
8	$15-$30	$5	$3	$1	$0
9	$20-$40	$5	$3	$1	$0
10	$25-$50	$5	$3	$1	$0
11	$30-$60	$5	$3	$1	$0
12	$40-$80	$5	$3	$1	$0
13	$50-$100	$5	$3	$1	$0
14	$60-$120	$5	$3	$1	$0
15	$80-$160	$5	$3	$1	$0
16	$100-$200	$5	$3	$1	$0

Schedule Option	Table Limit	Number of Players Seated and Playing		
		7 or more	6	5 or less or no flop
17	$15-$30	$6	$4	$2
18	$30-$60	$6	$4	$2
19	$25-$50	$6	$4	$2
20	$50-$100	$6	$4	$2

No Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less or no flop	4 or less and no flop
21	$5	$4	$2	$1	$0
22	$5	$4	$3	$1	$0
23	$6	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less	No flop
24	$5	$4	$3	$1	$1
25	$7	$4	$3	$2	$1
26	$6	$4	$3	$1	$1
27	$8	$5	$3	$2	$1

Schedule Option	Number of Players Seated and Playing		
	7 or more	6	5 or less or no flop
28	$6	$4	$2

Poker Games Collection Rates

Omaha High-Low Split (GEGA-000648) - For **schedule options 1 through 29**, the house dealer shall spread the “flop”, move all pre-flop wagers into the center of the table, referred to as “the pot”, then remove the appropriate collection fee from “the pot.” 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.

$10 Minimum Buy-In
No Maximum Buy-In
No Limit Games, Pot Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6 players	5 players	4 or less players	No Flop
1	$6	$4	$3	$2	$1
2	$6	$4	$3	$1	$1
3	$6	$4	$2	$1	$1
4	$6	$5	$2	$2	$1
5	$6	$5	$3	$2	$1
6	$6	$5	$3	$1	$1
7	$7	$4	$2	$2	$1
8	$7	$4	$2	$1	$1
9	$7	$4	$3	$2	$1
10	$7	$4	$2	$1	$1
11	$7	$5	$3	$2	$1
12	$7	$5	$3	$1	$1
13	$8	$5	$3	$2	$1
14	$8	$5	$3	$1	$1

Minimum of a $3-$6 limit game
Maximum of a $1,000-$2,000 limit game

Schedule Option	Number of Players Seated and Playing				
	7 or more	6 players	5 players	4 or less players	No Flop
15	$6	$4	$3	$2	$1
16	$6	$4	$3	$1	$1
17	$6	$4	$2	$1	$1
18	$6	$5	$2	$2	$1
20	$6	$5	$3	$2	$1
21	$6	$5	$3	$1	$1
22	$7	$4	$2	$2	$1
23	$7	$4	$2	$1	$1
24	$7	$4	$3	$2	$1
25	$7	$4	$2	$1	$1
26	$7	$5	$3	$2	$1
27	$7	$5	$3	$1	$1
28	$8	$5	$3	$2	$1
29	$8	$5	$3	$1	$1

Poker Games Collection Rates

Crazy Pineapple (GEGA-000658), Pineapple (GEGA-000657) - For **schedule options 1 through 26**, the house dealer shall spread the "flop", move all pre-flop wagers into the center of the table, referred to as "the pot", then remove the appropriate collection fee from "the pot." 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	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	$4	$3	$1	$0
2	$2-$4	$5	$3	$1	$0
3	$3-$6	$4	$3	$1	$0
4	$3-$6	$5	$3	$1	$0
5	$4-$8	$5	$3	$1	$0
6	$6-$12	$5	$3	$1	$0
7	$8-$16	$5	$3	$1	$0
8	$15-$30	$5	$3	$1	$0
9	$20-$40	$5	$3	$1	$0
10	$25-$50	$5	$3	$1	$0
11	$30-$60	$5	$3	$1	$0
12	$40-$80	$5	$3	$1	$0
13	$50-$100	$5	$3	$1	$0
14	$60-$120	$5	$3	$1	$0
15	$80-$160	$5	$3	$1	$0
16	$100-$200	$5	$3	$1	$0

Spread Limit Games

Schedule Option	Table Limit	Number of Players Seated and Playing				
		7 or more	6	5	4 or less or no flop	4 or less and no flop
17	$4-$40	$5	$4	$2	$1	$0
18	$3-$100	$5	$4	$2	$1	$0
19	$3-$150	$5	$4	$2	$1	$0
20	$5-$200	$5	$4	$3	$1	$0
21	$10-$200	$5	$4	$3	$1	$0
22	$10-$500	$5	$4	$3	$1	$0

Pot Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less or no flop	4 or less and no flop
23	$5	$4	$3	$1	$0

No Limit Games

Schedule Option	Number of Players Seated and Playing				
	7 or more	6	5	4 or less or no flop	4 or less and no flop
24	$5	$4	$2	$1	$0

25	$5	$4	$3	$1	$0
26	$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, referred to as “the pot”, deal out and distribute the appropriate number of cards to each player, and then remove the appropriate collection fee from the pot after the first round of betting has occurred. The appropriate fees are dependent on the number of players seated and participating in the play as shown below.

Spread Limit Games

Schedule Option	Table Limit	Number of Players Seated and Playing		
		7 or more	6	5 or less
1	$2-$20	$3	$2	$1
2	$4-$40	$5	$3	$1
3	$5-$50	$5	$3	$1
4	$10-$100	$5	$3	$1
5	$20-$200	$5	$3	$1

No Limit Games

Schedule Option	Number of Players Seated and Playing		
	7 or more	6	5 or less
6	$5	$3	$1
7	$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, 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	Number of Players Seated and Playing		
		7 or more	6	5 or less
1	$3-$6	$5	$3	$2
2	$3-$6	$6	$4	$2
3	$4-$8	$5	$3	$2
4	$4-$8	$5	$3	$2
5	$4-$8	$6	$4	$2
6	$6-$12	$5	$3	$2
7	$6-$12	$6	$4	$2
8	$8-$16	$5	$3	$2
9	$8-$16	$6	$4	$2
10	$10-$20	$5	$3	$2
11	$10-$20	$6	$4	$2
12	$20-$40	$5	$3	$2
13	$20-$40	$7	$5	$3
14	$25-$50	$5	$3	$2

15	$25-$50	$7	$5	$3
16	$40-$80	$5	$3	$2
17	$40-$80	$7	$5	$3
18	$50-$100	$5	$3	$2
19	$50-$100	$7	$5	$3
20	$60-$120	$5	$3	$2
21	$60-$120	$7	$5	$3
22	$80-$160	$5	$3	$2
23	$80-$160	$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, 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	Number of Players Seated and Playing		
		6 or more	5	4 or less
1	$2	$3	$2	$1
2	$3	$5	$3	$2
3	$5	$5	$3	$2
4	$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, 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	Number of Players Seated and Playing		
		4	3	2
1	$3	$4	$3	$2
2	$5	$5	$3	$2
3	$10	$5	$3	$2
4	$20	$8	$6	$4
5	$40	$8	$6	$4

Poker Games Collection Rates

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- 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.

Baccarat Gold 1.0

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

Object of the Game

The object of the game is to 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 10s 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:

Baccarat Gold 1.0 Hand Rankings Chart

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on 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 measures 142" X 64" and 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 six separate betting spaces specifically designated for five separate wagers: the Player line, the Banker line, the Low Max Tie Bet, 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. Backline bettors are eligible to place wagers on any wager on the table.

Dealing Procedures and Round of Play

The house dealer shall wait for each player to make their wager in accordance with the table limits before the cards are dealt.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. Players are offered to cut the deck after the shuffle but before the cards are placed in the shoe.
3. After the cards are loaded in the shoe, the house dealer will burn the first five hands to start the shoe. Players and backline bettors are not permitted to bet on these five hands.
4. 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):
   a. Player line pays 1 to 1;
   b. Banker line pays 1 to 1;
   c. Low Max Tie Bet pays 50 to 1;
   d. Tie Bet pays 9 for 1;
   e. Silver Bonus Bet pays 25 for 1.
   f. Gold Bonus Bet pays 40 to 1;
5. After the five burned hands are placed in the discard pile and all wagers are placed on the betting spots, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
   a. All cards are dealt face-up.
   b. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line. The player hand gets the first dealt card.
   c. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line. The banker hand gets the second dealt card.
   d. The player hand is resolved first and then the banker hand is resolved.
   e. The hand closest to nine wins.
6. The action button determines the player who receives first action on their wager.
   - The player-dealer's first 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 Player line, the Banker line, the Low Max Tie Bet, the Tie Bet, the Silver Bonus Bet, and the Gold Bonus Bet.
   - If the player-dealer's wager covers all action on the table, wagers will be settled until all the wagers have received action.
   - If the player-dealer's wager has been exhausted and does not cover all wagers, 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 first 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

Player Hand Hit Requirements
When the initial two cards dealt to the player hand has a point value of zero through five, the player hand shall be dealt an additional card.

Rules for Player Line	
Must Stand On	**Must Hit On**
6-9	0-5

Banker Hit or Stand Requirements: Player Dealt 0 through 5
If the initial two cards dealt to the player's hand have a point value of zero through 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, and the player's third card has a point value of eight then the banker's hand will stand. If the player has a zero, one, two, three, four, five, six, seven, or nine point value cards, this will require a hit and the banker will be dealt a third card.
- When the initial two cards dealt to the banker's hand has a point value of four, and the players third card has a point value of zero, one, eight, or nine then the banker's hand will stand. If the player has two, three, four, five, six, or seven point value cards, this will require a hit and the banker will be dealt a third card.
- When the initial two cards dealt to the banker's hand has a value of five, and the player's third card has a point value of zero, one, two, three, eight or nine then the banker's hand will stand. If the player has four, five, six, or seven point value cards, this will require a hit and the banker will be dealt a third card.
- When the initial two cards dealt to the banker's hand has a point value of six, and the players third card has a point value of zero, one, two, three, four, five, eight, or nine then the banker's hand will stand. If the player has six or seven point value cards, this will require a hit and the banker will be dealt a third card.

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 will be played according to the rules below:

- 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.

Rules for Banker Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 or more	2 or less	3, 4, 5 & 6

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-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 Player line, the Banker line, the Low Max Tie Bet, the Tie Bet, the Silver Bonus Bet, and the Gold Bonus Bet.

Bonus Bets

Tie Bet

- Tie Bets will be paid 9 for 1.
- A player may wager on the Tie Bet with or without first placing a base game wager.
- Backline bettors are eligible to place a Tie Bet as well.
- The Tie Bet 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, as shown in the collection rates.
- When there is a tie, the player and banker wagers push and the tie bet wins.
- 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 shall win. In the event that the player's hand and the banker's hand are not of the same value, the Tie Bet shall lose.
- There is no opportunity for the Tie Bet 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 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 Bet. 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

Low Max Tie Bet

- Low Max Tie Bets will be paid 50 to 1.

- A player may wager on the Low Max Tie Bet with or without first placing a base game
- wager.
- Backline bettors are eligible to place a Low Max Tie Bet.
- The Low Max Tie Bet may be less than, equal to, or greater than the base game wager, but may not exceed the posted table limits.
- A separate collection fee will be taken for the Low Max Tie Bet, according to the Collection Rates Schedules listed below.
- When a tie occurs, the player and banker wagers push and Low Tie Max Wins
- When a tie occurs, the Low Tie Max Bet takes into account the highest value card from all cards drawn for the Player and Banker line positions.
- Each hand must be played according to the guidelines explained above. In the event that the player's hand and the banker's hand are of the same value (tie), and the highest card is 5, 4, 3, 2, 1, or 0, the Low Max Tie Bet shall win. In the event that the player's hand and the banker's hand are of the same value, and the highest card is a 6, 7, 8, or 9, then the Low Max Tie Bet shall lose.
- There is no opportunity for the Low Max Tie Bet 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 Low Max Tie Bet will win or lose regardless of the outcome of the player line or banker line 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 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.
- Backline bettors are eligible to place a Gold Bonus Bet as well. The Gold Bonus Bet 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 banker hand pushes and the Gold Bonus Bet Wager will win.
- If the banker hand is dealt three cards that have a value of 7 and the hand loses to the player hand, the Gold Bonus Bet will lose.
- There is no opportunity for the Gold Bonus Bet 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 will win or lose regardless of the outcome of the Player line or Banker line 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.

Silver Bonus Bet

- All winning Silver Bonus Bet 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.
- A player may only place a Silver Bonus Bet 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. The Silver Bonus Bet 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 wins.
- The Silver Bonus Bet shall lose on all other outcomes.
- The player-dealer shall pay all winning Silver Bonus Bet and shall collect all losing Silver Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Table Layout

Collection Fees

For the table limits and collection fees for the game of Baccarat Gold 1.0, please refer to the California Games Collection Rates (GEGA-002978).

Casino War

Type of Game

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

Object of the Game

In the game of Casino War, the object is for the player's card to be higher in rank than the player-dealer's card. If there is a tie, the player will then have the option to "Go to War" or surrender half his/her base wager.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Casino War shall be dealt from an automatic card shuffling device (shuffler) or using a multiple deck "shoe".

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

Number of Decks: Cards used to play Casino War shall be played with between six (6) and eight (8) decks of cards in accordance with the following requirements:

Card Values and Hand Rankings

The rank of the cards used in Casino War shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank.

Description of Table Used and Total Number of Seated Positions

Casino War shall be played on standard blackjack style table that accommodates up to nine players and a player-dealer position for a total of ten seated.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on any wager.
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 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 an optional bonus Tie Bet. 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. The cards are dealt to the players from left to right starting with seat #1. If the player-dealer is in seat #1, the cards will first be dealt to seat #2.

5. 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 starting from the first position to the right of the action button, moving in a clockwise manner.
6. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's card, which is dealt face up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting the count from seat 1 and continuing left to right, respectively represent the numbers of the player-dealer's 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.
7. 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.
8. 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.

<u>How Winners are Determined and Paid</u>

1. The following shall apply when determining whether the player wins, loses or pushes.
   a. If a player's card is lower in rank than the player-dealer's card, the player shall lose their base game wager and, if applicable, their Tie Wager.
   b. If a player's card is higher in rank than the player-dealer's card, the player shall win their base game wager and, if applicable, lose their Tie Wager.
   c. If the player's card and the player-dealer's card are of equal rank, the Tie Wager shall pay 5 to 1 and the player shall be given the following two options:
      i. The player may surrender one-half of their base game wager and end their participation in that round of play. If a player selects this option, the house dealer shall collect one-half of the player's base game wager and place it in front of the player-dealer position. The house dealer shall return the remaining one-half of the base game wager to the player.
      ii. The player may place a War wager equal to the base game wager. The player-dealer shall place a wager equal to the player's base game wager.
2. All losing base game wagers and Tie Wagers shall be collected by the house dealer and placed in front of the player-dealer. All winning base game wagers and Tie Wagers shall be paid by the player-dealer.
3. After settling all base game wagers and Tie Wagers, the house dealer shall collect the cards of all players except for the cards of those players with a tie and who have elected to go to War. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
4. If any player elects to make a War wager upon the occurrence of a tie hand, the house dealer shall confirm the placement of the War wager and collect the full amount of the player's base game wager. The player's card and the player-dealer's card from the original deal shall remain exposed during the War deal.

5. The War deal shall begin with the house dealer discarding three burn cards and then dealing the next card face-up to the first active player to the house dealer's left who has placed a War wager. The player's War deal card shall be placed on the table adjacent to the player's card from the original deal. The house dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a War wager and the player-dealer.
6. After the dealing procedures above have been completed, the house dealer shall, beginning from the house dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the War deal to the player-dealer's card from the War deal and settle all War wagers.
    a. If the player's card in the War deal is lower in rank than the player-dealer's card in the War deal, the player loses.
    b. If the player's card in the War deal is higher in rank than the player-dealer's card in the War deal, the player shall win.
    c. If the player and the player-dealer's cards are of equal rank on the War wager, the player wins and is paid 2 to 1.
7. The player-dealer is never required to cover all opposing players' Casino War wagers. Payoffs of Casino War wagers are limited to the amount of the player-dealer's Casino War wager. The house never participates as a player-dealer. There is no maximum on the player-dealer's Casino War wager.

Bonus Bets

Tie Bet

Each player who placed a primary bet has the option of placing a Tie Bet. If the player and player-dealer have the same rank of card, than the player's that have placed an optional Bonus Tie Bet are paid accordingly. The rules for Bonus Tie Bet are as follows:

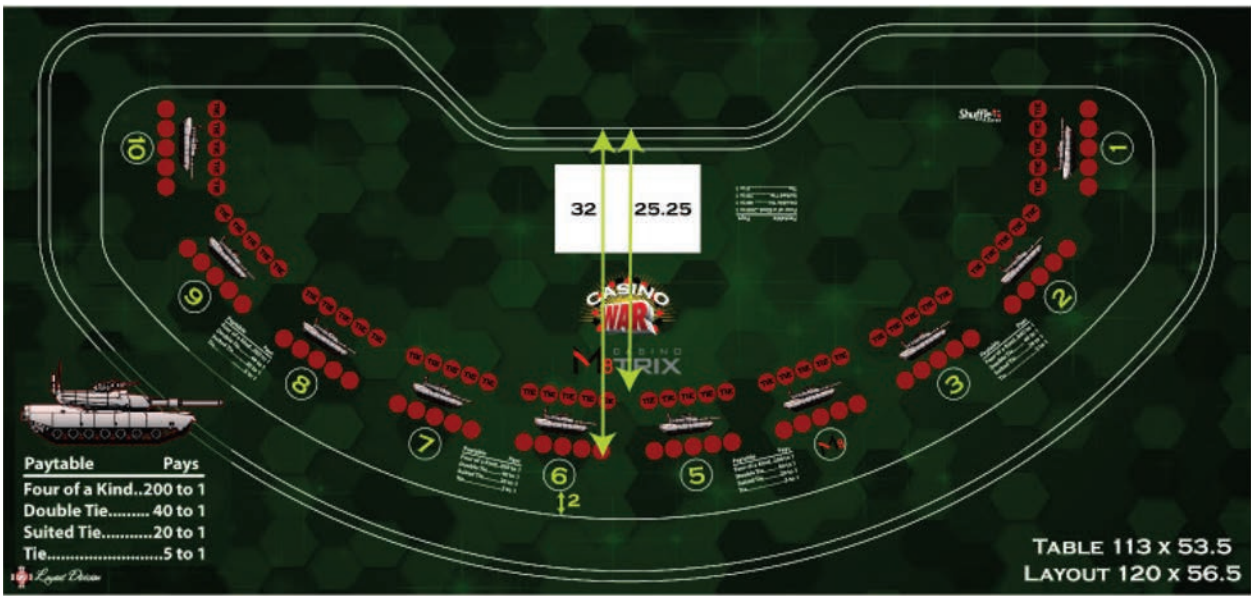
- Tie Bets must be placed prior to the initial deal.
- For each seated position, there will be one (1) separate and specifically designated area for the placement of a Bonus Tie Bet. A player may only place a Tie Bet if they have also placed a base game wager prior to the initial deal.
- Seated players as well as backline bettors may place a Tie Bet.
- Players must have a base wager in order to place a Tie Bet.
- The Tie Bet may win or lose regardless of the outcome of the base game wager.
- Please refer to the California Games Collection Rates (GEGA-002978) for table limit and collection rates for this game.
- The player-dealer will pay all winning bonus bets and collect all losing bonus bets.
- In the event a 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 players wager receives action in the following order: Base Wager, Tie Bet.
- 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

Casino War

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

Table Layout



Collection Rates Schedule

Please refer to the California Games Collection Rates (GEGA-002978) for table limit and collection rates for this game.

Let It Ride Bonus

Type of Game

The game of Let It Ride Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for the player to achieve a pair of 10s or better using three cards dealt to the player and two cards dealt to the player-dealer's hand, which are community cards.

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

Description of the Deck and Number of Decks Used

Cards used to play Let It Ride Bonus shall be in standard decks of 52 cards. No jokers shall be utilized. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. If a shuffling machine is used:

1. Cards used to play Let It Ride Bonus shall be dealt from a single deck automatic card shuffling device (shuffler).
2. Cards used to play Let It Ride Bonus shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.
   a. The backs of each deck will be a different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
   c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
   d. The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

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

The hand rankings for Let It Ride Bonus, in order from the highest to the lowest rank, shall be:

Let It Ride Bonus Hand Ranking Chart

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.

Let It Ride Bonus

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

Description of Table Used and Total Number of Seated Positions

Let It Ride Bonus shall be played on a table having eight places on one side of a blackjack style table for the players and the player-dealer. On the opposite side of the table is a place for the house dealer. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must wager at least the table minimum. The cloth covering a Let It Ride Bonus table shall have wagering areas which are designated as follows:

1. Bet #1 wagers are placed on the number 1.
2. Bet #2 wagers are placed on the number 2.
3. Bet #3 wagers are placed on the symbol $.
4. 3-Card Bonus wagers are placed on the 3-Card Bonus spot.

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

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers and bonus bets.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer. The player-dealer will place the appropriate collection fee in front of their betting circle.
4. The game does not utilize an action button or any other marker to determine the player who receives first action on their wager. Wagers shall be settled starting with the player to the right of the house dealer and shall continue in a counterclockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers shall be settled in the following order from player to player and seat by seat: 3-Card Bonus, then Bet #$/Bet #3, then Bet #2, then the Bet #1.

5. All wagers in Let It Ride Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
6. 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 #$.
7. Each player at a Let It Ride Bonus table, who has placed the three wagers required above, shall also have the option to make an additional 3-Card Bonus Bet. The house dealer shall wait for each player to place three equal wagers and any 3-Card Bonus Bets. After each player has had the opportunity to place their 3-Card Bonus Bet, the house dealer will announce “No more bets.” No bets shall be made, increased, or withdrawn after the house dealer has announced, “No more bets.”
8. The shuffler dispenses the cards in stacks of three. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in-turn, to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down and shall place each stack behind the bets in the player’s betting area. The stack dealt to the player-dealer shall be delivered as follows:
   a. The stack shall be placed to the right of the area designated for placement of community cards.
   b. The house dealer will then slide the top card of the stack face-down over to the left rectangle, then the next card face-down over to the right rectangle.
   c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player-dealer’s cards have become the community cards and will be available to all players.
9. 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.
10. After the dealing procedures above have been completed, each player shall examine their cards.
11. Each player who places a wager shall be responsible for their own hand and no person other than the player or the house dealer may touch the cards of that player. Each player is required to keep their three cards in full view of the house dealer at all times.
12. After each player has examined their cards, the house dealer shall, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if they wish to withdraw Bet #1 or Let It Ride.
    a. If a player chooses to let Bet #1 ride, the wager shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #1, the house dealer will 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.
13. After each player has made a decision regarding Bet #1, the house dealer shall then turn over the community card in the right rectangle. The exposed card shall become the first community card.
14. After the first community card is exposed, the house dealer will, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if they wish 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, the wager shall remain on the appropriate betting area of the layout until the end of the round of play.

b. If a player chooses to withdraw Bet #2, the house dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who will then immediately remove the gaming chips from the betting area.
c. Once a determination is made on Bet #2, each player places their three cards face-down at the top of the 3-Card Bonus.

15. The house dealer shall then turn over the community card in the left rectangle. This card shall become the second community card.
16. The two community cards shall be used by each player in conjunction with their three cards to complete a five card hand.
17. After the second community card is turned face-up, the house dealer will, beginning with the player to their right and continuing around the table in a counterclockwise direction, turn the three cards of each player face-up.
18. The house dealer will then resolve each hand by examining each player's cards, in combination with the two community cards, to determine if the player's hand is a winning or losing hand.
19. Once the player-dealer's wager has been exhausted, the wager not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

Wagers shall be settled starting with the player to the right of the house dealer and shall continue in a counterclockwise manner around the table until all wagers have received action to the extent of the player-dealers wager. Wagers shall be settled in the following order from player to player and seat by seat: 3-Card Bonus, then Bet #$/Bet #3, then Bet #2, then the Bet #1. Base game wager payouts are made to winning hands for each wager that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the house dealer for the player-dealer. Each winning wager shall be paid in accordance with the payout odds listed on the pay table below.

1. 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.
2. After all winning wagers are paid, the house dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.
3. Below is the payout for all base game wagers. Wagers not withdrawn are each paid as shown below:

Let It Ride Bonus Base Game Wager Pay Table

Poker Hand	Pay Table
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

Bonus Bet

3-Card Bonus Bet

Each player at a Let It Ride Bonus table, who has placed the three wagers required above, will also have the option to make an additional 3-Card Bonus Bet. The 3-Card Bonus Bet awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the 3-Card Bonus Bet Pay Table. The 3 Card Bonus is an optional wager and the rules are as follows:

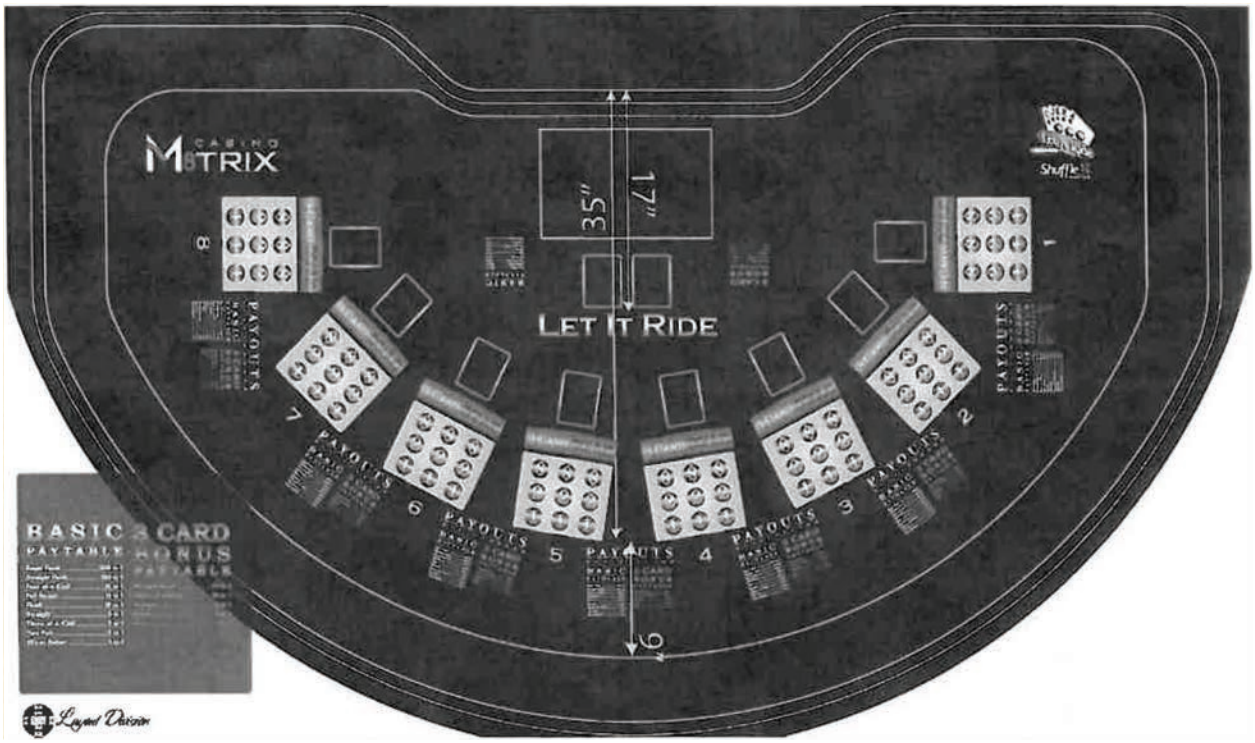
1. 3-Card Bonus Bets must be placed prior to the initial deal.
2. An additional collection fee may be taken for placing a 3-Card Bonus Bet, refer to the collection rate schedule.
3. The 3-Card Bonus Bet only considers the three cards each player received on the initial deal.
4. The 3-Card Bonus Bet may win or lose regardless of the outcome of the base game wager. Furthermore, the bonus bet 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 from the player-dealer according to the posted pay table below.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 3-Card Bonus Bet.
7. The player plays the base game as usual. The bonus bet is resolved before the base game wagers are resolved.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players

3-Card Bonus Pay Table

3-Card Bonus Hand	Pay Table
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

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Let It Ride Bonus, please refer to the CA Games Collection Rates (GEGA-002978).

Three Card Poker

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

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

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

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

Card Values and Hand Rankings

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

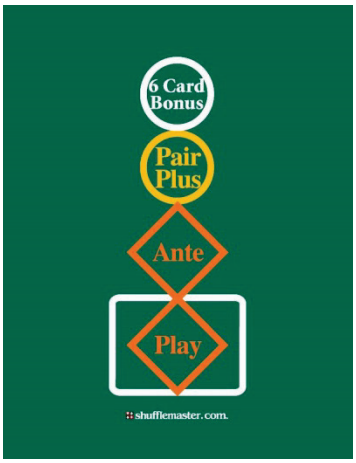
Three Card Poker Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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



The wagering areas shall be designated as follows:

- For the Ante wager, the word “Ante”;
- For the Play wager, the word “Play”;
- For the Pair Plus, the words “Pair Plus” or “Bonus”;
- For the 6 Card Bonus, the words “6 Card Bonus.”

Dealing Procedures and Round of Play

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

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on any wager.
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 who has placed the Ante wager required above, shall also have the option to make an additional “Pair Plus” wager and a “6 Card Bonus” wager.
   a. The Pair Plus 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).
   b. The 6 Card Bonus considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand. If the player’s hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
5. The house dealer shall wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”
6. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.

7. After the stacks have been delivered to each player and the player-dealer, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card.
   a. 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.
9. After the dealing procedures above have been completed, each player shall examine their cards.
10. Each player who wagers in Three Card Poker is responsible for their 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 their three cards in full view of the house dealer at all times.
11. After examination of the cards, each player shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end their participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
    a. If a player has placed a Pair Plus, but does not make a Play wager, the player shall forfeit the wager, as well as the Ante wager.
    b. If a player has placed a 6 Card Bonus, but does not make a Play wager, the 6 Card remains in action.
12. After each player has either placed a wager on the table in the Play wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack except for players who have placed a 6 Card Bonus. The house dealer will place the player's cards under the 6 Card Bonus.
13. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
14. Wagers will be settled in the following order from player to player starting with the player with the action button: Ante wager, Play wager, Pair Plus wager (if placed), and 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify** and the following applies:
   a. The Ante wager receives action. The house dealer will pay each Ante wager, not surrendered by folding, even money regardless if the player's hand beats the player-dealer's hand. If the player surrendered (by folding), the player loses.
   b. The Play wager receives no action. The house dealer shall immediately refund these wagers to players.

2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play wager atop the Ante. The house dealer shall then reveal the three card hand of each active player, starting with the player with the action button.
   a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
   b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
   c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus

The Pair Plus is an optional bonus bet for the game of Three Card Poker. The rules are as follows:

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

Three Card Poker

Pair Plus Payout Table

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

6 Card Bonus

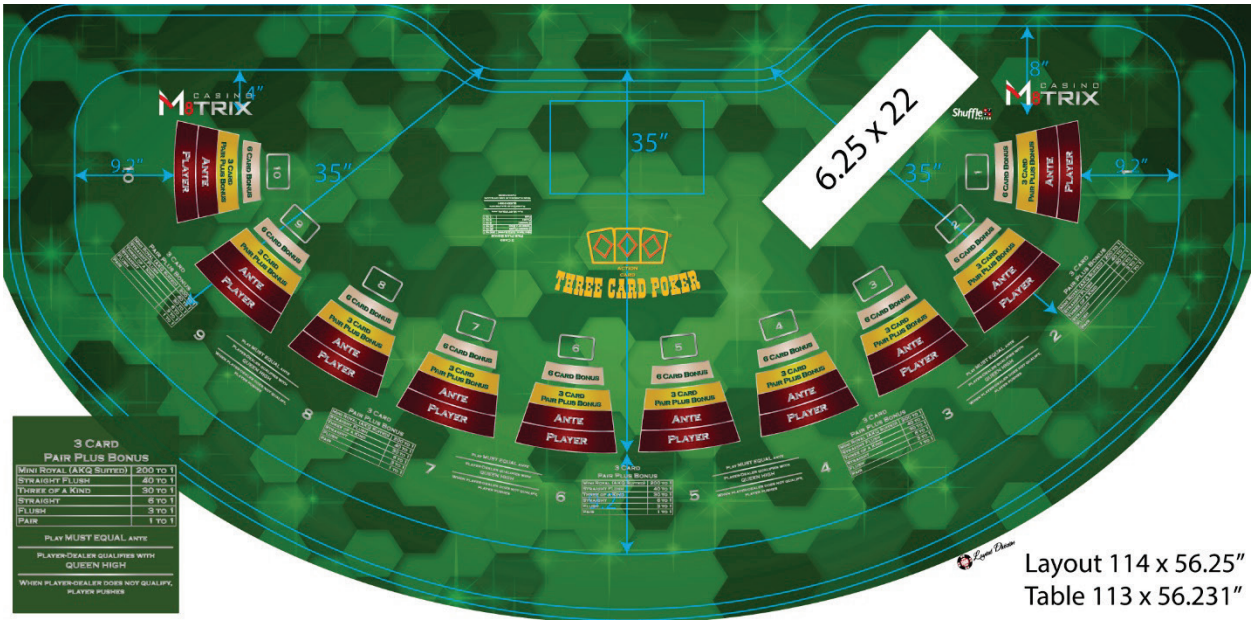
The 6 Card Bonus is an optional bonus bet for Three Card Poker. The rules are as follows:

- A player shall only place a 6 Card Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- The 6 Card Bonus considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus Bets.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 Card Bonus Bets.
- The 6 Card Bonus may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the 6 Card Bonus Bet.
- Winning 6 Card Bonus Bets pay as follows:

6 Card Bonus Payout Table

Five Card Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Table Layout



Collection Rates Schedules

For wagering limits and collection rates for the game of Three Card Poker, please refer to the California Games Collection Rates (GEGA-002978).

Ultimate Texas Hold'em Bad Beat Bonus

Type of Game

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

Object of the Game

The object of the game is for each player to form a five-card poker hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two "hole" cards. They may use any combination of their two hole cards and the five community cards to make the best five-card hand. Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win.

- If players wager pre-flop, they may wager three times or four times their Ante.
- If players wager on the flop, they may wager two times their Ante.
- If players wait until the river, when all community cards are displayed, they may only wager the same amount as their Ante.

This game also features an optional Trips Bonus Bet and an optional Bad Beat Bonus Bet. The Trips Bonus Bet shall win if the player's five-card hand is a Three of a Kind or better. The Bad Beat Bonus Bet shall win if either the player or player-dealer is beaten by a Three of a Kind or better.

Description of the Deck and Number of Decks Used

- **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
- **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
  - The backs of the cards of the two decks are of different color;
  - One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
  - Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
  - The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em Bad Beat Bonus, for the purpose of determining a winning hand in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Ultimate Texas Hold'em Bad Beat Bonus

The ranking of hands for Ultimate Texas Hold'em Bad Beat Bonus in order from highest to the lowest, shall be:

Ultimate Texas Hold'em Bad Beat Bonus Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a table that accommodates up to nine players and a player-dealer position for a total of ten seated positions, with a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

The cloth layout 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:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Trips Bonus Bet wagers, the word "Trips";
- For Bad Beat Bonus Bet wagers, the words "Bad Beat"; and
- For Play wagers, the word "Play."

Ultimate Texas Hold'em Bad Beat Bonus

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all base game wagers and bonus bets.
3. Before the first card is dealt in a round, each player shall be required to make an "Ante" and a "Blind" wager of equal value. Players who place both an Ante and a Blind wager may also place an optional "Trips" Bonus Bet or an optional "Bad Beat" Bonus Bet.
4. The house dealer shall then:
   a. Call "No more bets". No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and
   b. Starting on their left and continuing clockwise around the table, deal the cards. All cards shall be dealt face down.
5. When an automatic shuffler is used the cards shall be dealt as follows:
   a. Two cards at a time face-down to each wagering area containing an Ante and Blind wager; followed by
   b. Two cards face-down to the player-dealer.
6. The house dealer shall then take the top card of the deck and place it in the discard pile, which is referred to as a "burn." They shall then take the next three cards from the top of the deck and place them face-down on the table.
7. The house dealer shall then burn another card. They shall then take the next two cards from the top of the deck and place them face-down on the table, so that there are now a total of five community cards face-down on the table.
8. After the dealing procedures above have been completed, each player shall examine their cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once a player places a Play wager, they cannot bet again and cannot change their wager.
9. When the players have placed their wagers (if any), the house dealer shall turn over the first three community cards (the flop).
10. Players who have not already placed a Play wager may decide to either check again or to place a Play wager two times the value of their Ante wager.
11. The house dealer shall then turn over the remaining two community cards (the turn and the river).
12. When all five community cards are revealed, players who have not yet placed a Play wager can either fold or place a Play wager equal to the value of their Ante wager.
13. A player who decides to fold shall place their cards face down on the table. The house dealer shall then, in relation to each player who has folded:
    a. Collect the Ante wager, Blind wager, and any Bad Beat Bonus Bets placed.
    b. If a player placed a Trips Bonus Bet, they are still eligible if the five community cards contains a 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. Take the player's cards and individually spread out the cards, face down, and count them; and
    d. Place the cards in the discard rack.
14. For all remaining players, the house dealer will turn over the player-dealer's two cards.
15. Each player's and the player-dealer's two cards will be combined with the five community cards to make the best five-card poker hand. Players may use any combination of their two hole cards and the five community cards to make the best poker hand.

16. The game does not utilitze an action button or any other marker to determine which player receives first action on their wager. Action on payouts will always begin with the player to the left of the house dealer and continue clockwise. Wagers will be settled in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. All wagers shall be settled from seat to seat in the following order: Bad Beat Bonus Bet, Trips Bonus Bet, Ante wager, Play wager, and Blind wager. Backline bettors are paid immediately after the seated players are paid per each seat.
17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

The player-dealer does not qualify

When the player-dealer does **not** have a Pair or higher, the house dealer reconciles the hands of those players who remain in the game as follows:

NOTE: Ultimate Texas Hold'em Bad Beat Bonus handles qualifying differently than other games when the dealer does not qualify, it is not an automatic win for the player.

1. Starting with the player on the house dealer's left, the house dealer shall:
   a. Signal a push for the Ante and return the Ante wager to each player that did not fold;
   b. Reveal the player's cards and resolve the Play, Blind, and Trips Bonus Bets normally (see below);
   c. Collect the Bad Beat Bonus Bet; and
   d. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies

When the player-dealer's hand has a Pair or higher, the house dealer reconciles the hands of those players who remain in the game as follows:

1. Starting with the player to the left of the house dealer and continuing clockwise, the house dealer shall:
   a. Reveal the player's cards;
   b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
   c. Announce the value of the player's hand and whether it wins, loses or pushes.
2. A player's hand shall:
   a. Win if it has a higher ranked hand than the player-dealer's hand;
   b. Lose if it has a lower ranked hand than the player-dealer's hand;
   c. Constitute a push if it has a hand ranking is equal to the player-dealer's hand.
   d. If a player wins with less than a straight, the Blind bet pushes.
3. If a player's hand loses, the house dealer shall:
   a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
   b. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
   c. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:

   a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer;
   b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer, (see table below);
   c. Determine whether the Trips Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below);
   d. Determine whether the Bad Beat Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
   e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitues a push, the house dealer shall:
   a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not at least Three of a Kind;
   b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wagers, Trips Bonus Bets, and Bad Beat Bonus Bets shall be paid in accordance with the paytables below.
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a Three of a Kind or better, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)

Blind Wager Paytable

Hand	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	6 to 5
Straight	1 to 1

Bonus Bets

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em Bad Beat Bonus.
- Backline betting is permitted.
- Players must place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Trips Bonus Bet.
- The object of the Trips Bonus Bet is to obtain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the intial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the paytable below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.

- The Trips Bonus Bet may win or lose regardless of the outcome of the 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.

Trips Bonus Bet Paytable

Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

Bad Beat Bonus Bet

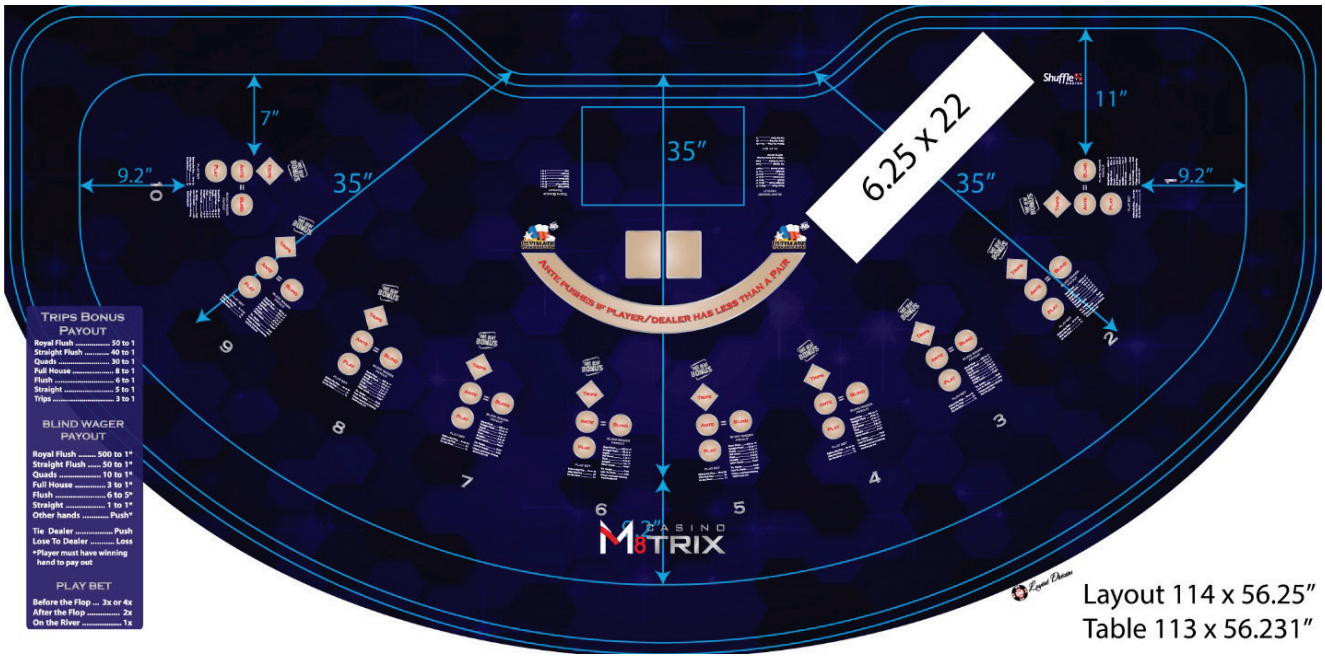
- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em Bad Beat Bonus.
- Backline betting is permitted.
- Players must place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Bad Beat Bonus Bet.
- The Bad Beat Bonus Bet shall win if the player has a Three of a Kind or better and loses to the player-dealer, or if the player-dealer has a Three of a Kind and the player has a higher ranked hand.
- The Bad Beat Bonus Bet shall lose if the player or the player-dealer has a lower ranked hand than a Three of a Kind.
- If neither the player nor the player-dealer has a Three of a Kind or better, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.
- The Bad Beat Bonus Bet must be placed prior to the intial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the paytable below. The payout shall be based on the lowest hand that is beaten, regardless of whether it is the player or the player-dealer's hand.
- If the player's hand does not qualify for a Bad Beat Bonus Bet payout, the player-dealer collects the Bad Beat Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Ultimate Texas Hold'em Bad Beat Bonus

Bad Beat Bonus Bet Paytable

Hand Beaten	Payout
Straight Flush	10,000 to 1
Four of a Kind	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Ultimate Texas Hold'em Bad Beat Bonus, please refer to the California Games Collection Rates (GEGA-002978).

Baccarat Gold 3.0

Type of Game

The game of Baccarat Gold 3.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object and Summary of the Game

The object of the game is to place a wager on either the Banker line or Player Line; these are the bet lines the player is betting will win with a point value as close to nine as possible. Also, there are optional bonus bets the players may choose to place a bet on: Low Tie Max Bet, Tie Bet, Silver Bonus Bet and Gold Bonus Bet.

Description of the Deck and Number of Decks Used

The game is played with 4-8 standard 52 card decks with no jokers. Cards will be dealt using a multiple deck shoe.

Card Values and Hand Rankings

The value of each card used in Baccarat Gold 3.0, shall be as follows: picture cards (king, queen, jack) and 10s 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 3.0, in order from highest to lowest rank, shall be:

Baccarat 3.0 Gold Hand Ranking Chart

Hand Dealt	Hand Requirements
Natural 9	A two card hand with 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 with a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand with a value of nine or eight.
Seven through Zero	A two or three card hand with 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 nine players and a player-dealer position for a total of ten seated positions or a standard baccarat table that accommodates up to eleven players and a player-dealer position for a total of twelve seated positions with betting areas in front of each seated position.

- Within each betting area for each seated player, there shall be six separate betting spaces specifically designated for six separate wagers: the Player line, the Banker line, the Low Tie Max Bet, the Tie Bet, the Silver Bonus Bet, and the Gold 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.

- Backline bettors are eligible to place wagers on any betting spot on the table. Backline bettors will use the same betting positions as the seated player; there are not individual betting spots on the tables for backline betting.

Dealing Procedures and Round of Play

The house dealer shall wait for each player to make their wager in accordance with the table limits before the cards are dealt.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. Players are offered to cut the deck after the shuffle but before the cards are placed in the shoe.
3. After the cards are loaded in the shoe, the house dealer will offer to burn up to five hands without any players having to place wagers. Seated players and backline bettors are not permitted to bet on these five hands.
4. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the house dealer has begun dealing. At the beginning of each round of play, players have the following options when placing their wager(s):
   a. Player line which pays 1 to 1;
   b. Banker line which pays 1 to 1;
   c. Low Tie Max Bet which pays 50 to 1;
   d. Tie Bet which pays 9 to 1;
   e. Silver Bonus Bet which pays 25 to 1.
   f. Gold Bonus Bet which pays 40 to 1;
5. After wagers are placed on the betting spots, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
   a. All cards are dealt face-up.
   b. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line. The player hand gets the first dealt card.
   c. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line. The banker hand gets the second dealt card.
   d. The player hand is resolved first and then the banker hand is resolved.
   e. The hand closest to nine wins.
6. Casino M8trix may deal one or multiple free hands (dealt out fully but no wagers will be accepted) at any point in the shoe.
7. The action button determines the player who receives first action on their wager.
   a. The first card dealt to the Player hand determines the position of the action button.
   b. The player-dealer's position is always zero.
   c. Other seats, in clockwise rotation, respectively represent other numbers.
   d. 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 Player line, the Banker line, the Low Tie Max Bet, the Tie Bet, the Silver Bonus Bet, and the Gold Bonus Bet.
   e. If the player-dealer's wager has been exhausted and does not cover all wagers, the wagers not covered by the player-dealer shall be returned to the respective players.
   f. When determining where the action button will be placed, the first card dealt to the Player hand shall hold the values in the Player Position Number Charts below.

Player Position Number Chart for 10-seat Tables

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
Seat 10	9

Player Position Number Chart for 12-seat Tables

Player with Position Number	Is Represented By
Player-Dealer position (seat 1)	0
Seat 2	Ace or Queen
Seat 3	2 or King
Seat 4	3
Seat 5	4
Seat 6	5
Seat 7	6
Seat 8	7
Seat 9	8
Seat 10	9
Seat 11	10
Seat 12	Jack

Player Hand Hit Requirements
When the initial two cards dealt to the player hand has a point value of zero through five, the player hand shall be dealt an additional card.

Rules for Player Line

Must Stand On	Must Hit On
6 to 9	0 to 5

After the player hand has been completed, according to the table above, the banker hand shall be played.

Banker Hit or Stand Requirements: Player Dealt Zero through Five
If the initial two cards dealt to the player hand have a point value of zero through five, the player hand shall be required to hit and the banker hand shall be played accordingly:

- The banker hand shall be dealt an additional card when the banker hand has a point value of zero through two.
- When the initial two cards dealt to the banker hand has a point value of three, and the player hand third card has a point value of eight then the banker hand will stand. If the player hand has a zero, one, two, three, four, five, six, seven, or nine point value cards, this will require the banker hand to be dealt a third card.

- When the initial two cards dealt to the banker hand has a point value of four, and the player hand third card has a point value of zero, one, eight, or nine, then the banker hand will stand. If the player has two, three, four, five, six, or seven point value cards, this will require the banker to be dealt a third card.
- When the initial two cards dealt to the banker hand has a value of five, and the player hand third card has a point value of zero, one, two, three, eight or nine, then the banker hand will stand. If the player hand has four, five, six, or seven point value cards, this will require the banker to be dealt a third card.
- When the initial two cards dealt to the banker hand has a point value of six, and the player hand third card has a point value of zero, one, two, three, four, five, eight, or nine then the banker hand will stand. If the player hand has six or seven point value cards, this will require the banker hand to be dealt a third card.

Banker Hit or Stand Requirements: Player Dealt a Six or a Seven
If the initial two cards dealt to the player hand have a point value of six or seven, the player hand shall be required to stand and the banker hand shall be completed as follows:

- The banker hand shall be dealt an additional card when the banker hand has a point value of five or less.
- The banker hand shall stand when the banker 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 hand are a Natural 8 or a Natural 9, the banker hand will be played according to the rules below:

- House way: Hit on zero to five, and stand on six to nine
- However, 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 zero through nine are a “Push” and wagers are called off on the base game.

Rules for Banker Hand

Must Stand On	Must Hit On
6 to 9	0 to 5

<u>How Each Wager Wins, Loses, or Pushes</u>
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-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 Player line, the Banker line, the Low Tie Max Bet, the Tie Bet, the Silver Bonus Bet, and the Gold Bonus Bet.

Bonus Bets

Low Tie Max Bet

Each hand must be played according to the guidelines explained above. In the event the player hand and the banker hand are of the same value (tie), and the highest card is five, four, three, two, one, or zero, the Low Tie Max Bet shall win. In the event the player hand and the banker hand are of the same value, and the highest card is a six, seven, eight, or nine, then the Low Tie Max Bet shall lose. There is no opportunity for the Low Tie Max Bet 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 Low Tie Max Bet will win or lose regardless of the outcome of the Player line or Banker line wager.

- Winning Low Tie Max Bets pay 50 to 1.
- A player may wager on the Low Tie Max Bet with or without first placing a base game wager.
- Backline bettors are eligible to place a Low Tie Max Bet.
- The Low Tie Max Bet may be less than, equal to, or greater than the base game wager, but must be within the minimum and maximum table limits.
- A separate collection fee may be taken for the Low Tie Max Bet, based upon the posted schedule option.
- When a tie occurs, the Low Tie Max Bet takes into account the highest value card from all cards drawn for the Player line and Banker line positions.
- When a tie occurs and the Banker hand is a five, four, three, two, one or zero, the player and banker wagers push and Low Tie Max Bet wins.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Tie Bet

The Tie Bet takes into account the total value of the player hand and the total value of the banker 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 below. In the event the player hand and the banker hand are of the same value (tie), the Tie Bet shall win. In the event that the player hand and the banker hand are not of the same value, the Tie Bet shall lose.

- Winning Tie Bets pay 9 to 1.
- A player may wager on the Tie Bet with or without first placing a base game wager.
- Backline bettors are eligible to place a Tie Bet.
- The Tie Bet may be less than, equal to, or greater than the base game wager, but must be within the minimum and maximum table limits.
- A separate collection fee may be taken for the Tie Bet, based upon the posted schedule option.
- When there is a tie, the player and banker wagers push and the Tie Bet wins.
- 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

If the player hand has a point value of eight using three cards and the banker hand has a value of seven or less, regardless of the number of cards, the banker hand will lose, the player hand will push and the Silver Bonus Bet(s) win. The Silver Bonus Bet shall lose on all other outcomes.

- Winning Silver Bonus Bets pay 25 for 1.
- A player must place a wager on either the Player line or Banker line in order to make a Silver Bonus Bet.
- Backline bettors are eligible to place a Silver Bonus Bet.
- The Silver Bonus Bet may be less than, equal to or greater than the base game wager, but within the minimum and maximum table limits
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- A separate collection fee may be taken for the Silver Bonus Bet, based upon the posted schedule option.

Gold Bonus Bet

If the banker hand has three cards with a value of seven and the hand wins, and the player hand has a value of six or less, regardless of the number of cards in the player hand, and the player hand loses, the Gold Bonus Bet will win. If the banker hand is dealt three cards with a value of seven and the hand loses to the player hand, the Gold Bonus Bet will lose. There is no opportunity for the Gold Bonus Bet 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 will win or lose regardless of the outcome of the Player line or Banker line wager.

- Winning Gold Bonus Bets pay 40 to 1.
- A player may wager on the Gold Bonus Bet with or without first placing a base game wager.
- Backline bettors are eligible to place a Gold Bonus Bet.
- The Gold Bonus Bet may be less than, equal to, or greater than the base game wager, but must be within the minimum and maximum table limits.
- The Gold Bonus Bet takes into account the total value of the player hand and the total value of the banker hand.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- A separate collection fee may be taken for the Gold Bonus Bet, based upon the posted schedule option.

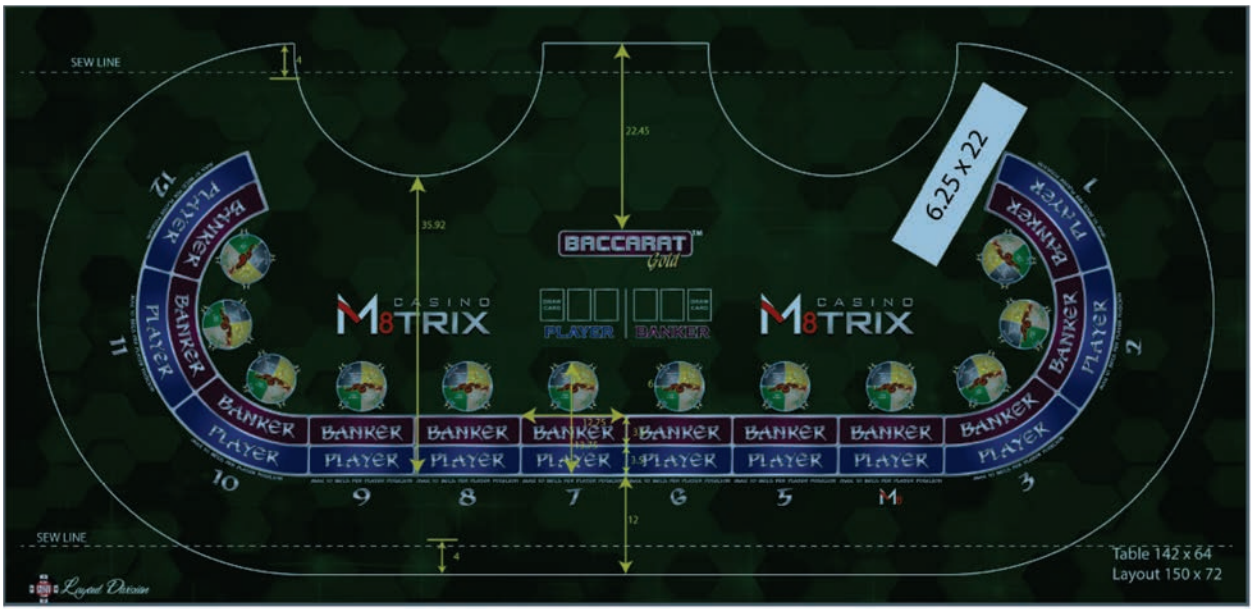
Double Gold Bonus

To qualify for a Double Bonus Gold payout, the Banker line must win with a three-card hand whose combined total value equals seven for two consecutive hands. On the Double Gold Bonus hand, the payout is a fixed amount of $50 in addition to the Gold Bonus Bet payout of 40 to 1. In order to receive the fixed $50 payout, the player must have placed a Gold Bonus Bet that wins for two consecutive hands.

- The Double Gold Bonus is tracked by the house dealer by pushing the Bonus Gold button thus illuminating the Double Gold Bonus on the screen tracker.
- In the instance of multiple players winning the Double Gold Bonus, all winning players will receive the $50 payout.

- The player-dealer pays all Double Bonus Gold payouts.

Table Layouts



Collection Rates

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 base game wager, Gold Bonus Bet and Silver Bonus Bets placed. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the first card has been dealt.

For **schedule options 1 and 7**, a collection fee shall be taken from each player for each Low Tie Max Bet and Tie Bet placed.

For **schedule options 2 and 8**, a collection fee shall be taken from each player for each Tie Bet placed. No collection fee shall be taken for placing a Low Tie Max Bet.

For **schedule options 3 and 9**, a collection fee shall be taken from each player for each Low Tie Max Bet placed. No collection fee shall be taken for placing a Tie Bet.

For **schedule options 4 and 10**, a collection fee shall be taken from each player for each Low Tie Max Bet and Tie Bet placed. No collection fee shall be taken for placing a Gold Bonus Bet.

For **schedule options 5 and 11**, a collection fee shall be taken from each player for each Low Tie Max Bet placed. No collection fee shall be taken for placing a Tie Bet or Gold Bonus Bet.

For **schedule options 6 and 12**, a collection fee shall fee shall be taken from each player for each Tie Bet placed. No collection fee shall be taken for placing a Low Tie Max Bet or a Gold Bonus Bet.

Minimum wagering limits shall be between $1 and $100
Maximum wagering limits shall be between $50 and $500

Schedule Option	Wager	Player Fee (per wager)	Player-Dealer Fee (per hand)
1	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
2	Base Game	$1	$3
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
3	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$1	
	Silver Bonus	$1	
4	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
5	Base Game	$1	$3
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$0	
	Silver Bonus	$1	

6	Base Game	$1	$3
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
7	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
8	Base Game	$1	$5
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$1	
	Silver Bonus	$1	
9	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$1	
	Silver Bonus	$1	
10	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	
11	Base Game	$1	$5
	Low Tie Max	$1	
	Tie	$0	
	Gold Bonus	$0	
	Silver Bonus	$1	
12	Base Game	$1	$5
	Low Tie Max	$0	
	Tie	$1	
	Gold Bonus	$0	
	Silver Bonus	$1	