

# OMAHA HIGH/LOW SPLIT

## Type of Game

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

## Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

## Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

## Card Values and Hand Rankings

### **Five-Card High Card Values**

The rank of each card used in Omaha High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

### **Five-Card Low Card Values**

The rank of each card used in Omaha High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an Ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

*For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.*

The ranking of hands for Omaha High/Low Split, in order from highest to lowest rank, shall be:

<b>Hand Dealt</b>	<b>Hand Requirements</b>
<b>Royal Flush</b>	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.

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<b>Straight Flush</b>	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.
<b>Four of a Kind</b>	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
<b>Full House</b>	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
<b>Flush</b>	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
<b>Straight</b>	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
<b>Three of a Kind</b>	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
<b>Two Pairs</b>	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
<b>One Pair</b>	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
<b>High Card</b>	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

## **Description of Table Used and Total Number of Seated Positions**

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

## **Action and Distribution of Cards**

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second,

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third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

## **Dealing Procedures and Round of Play**

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their four hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call. However, when a raise or re-raise occurs, calling is not permitted;"
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house

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dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the river card.” This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

## **How The Pot Is Awarded**

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other

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and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

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

## **Collection Fee Schedule**

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit.

Schedule Option	Table Limit	Number of Players	Player Fee	Jackpot Fee
1	\$4 - \$8	5-8	\$5	N/A
2	\$4 - \$8	4 or less	\$4	N/A
3	\$3 - \$6	5-8	\$4	N/A
4	\$3 - \$6	4 or less	\$3	N/A
5	\$2 - \$4	5 - 8	\$4	N/A
6	\$2 - \$4	4 or less	\$3	N/A

# Texas Hold'em

## Type of Game

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

## Object of the Game

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

## Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

## Card Values and Hand Rankings

The rank of each card used in Texas Hold'em, 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 ranking of hands for Texas Hold'em, in order from highest to lowest rank, shall be:

<b>Hand Dealt</b>	<b>Hand Requirements</b>
<b>Royal Flush</b>	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
<b>Straight Flush</b>	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.
<b>Four of a Kind</b>	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
<b>Full House</b>	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
<b>Flush</b>	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
<b>Straight</b>	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
<b>Three of a Kind</b>	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
<b>Two Pairs</b>	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.

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<b>One Pair</b>	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
<b>High Card</b>	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

## **Description of Table Used and Total Number of Seated Positions**

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

## **Action and Distribution of Cards**

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards, and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

## **Dealing Procedures and Round of Play**

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. These initial two cards are referred to as "hole cards." Once each player has received their two hole cards, the first round

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of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

## **How the Pot Is Awarded**

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

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

## **Collection Fee Schedule**

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit.

## **Limit**

Schedule Option	Table Limit	Number of Players	Player Fee	Jackpot Fee
1	\$4 - \$8	6-9	\$4	\$0
2	\$4 - \$8	5 or less	\$3	\$0

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3	\$3 - \$6	6-9	\$4	\$0
4	\$3 - \$6	5 or less	\$3	\$0
5	\$2 - \$4	6-9	\$4	\$0
6	\$2 - \$4	5 or less	\$3	\$0

## Spread Limit

Schedule Option	Table Limit	Number of Players	Player Fee	Jackpot Fee
7	\$4 - \$200	7-9	\$5	\$0
8	\$4 - \$200	6 or Less	\$4	\$0
9	\$3 - \$200	Any	\$4	\$0
10	\$3 - \$100	7-9	\$4	\$0
11	\$3 - \$100	6 or less	\$3	\$0
12	\$2 - \$10	Any	\$4	\$0
13	\$1 - \$4	7 - 9	\$4	\$0
14	\$1 - \$4	6 or less	\$3	\$0

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**Collection Rate Schedules and Fees**

**Texas Hold'em: GEGA-003326**

**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
1	\$4 - \$8	6-9	\$4
2	\$4 - \$8	5 or less	\$3
3	\$3 - \$6	6-9	\$4
4	\$3 - \$6	5 or less	\$3
5	\$2 - \$4	6-9	\$4
6	\$2 - \$4	5 or less	\$3

**Spread Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
7	\$4 - \$200	7-9	\$5
8	\$4 - \$200	6 or Less	\$4
9	\$3 - \$200	Any	\$4
10	\$3 - \$100	7-9	\$4
11	\$3 - \$100	6 or less	\$3
12	\$2 - \$10	Any	\$4
13	\$1 - \$4	7 - 9	\$4
14	\$1 - \$4	6 or less	\$3

**Omaha High/Low Split: GEGA-003327**

**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
1	\$4 - \$8	5-8	\$5
2	\$4 - \$8	4 or less	\$4
3	\$3 - \$6	5-8	\$4
4	\$3 - \$6	4 or less	\$3
5	\$2 - \$4	5 - 8	\$4
6	\$2 - \$4	4 or less	\$3

**Collection Procedures**

**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.

- **Texas Hold'em-** For schedule options **1 through 14**, a collection fee shall be taken per round of play from the pot, which shall be based on the number of players seated and participating in the play of the game during that round of play. The house dealer shall collect the fees from the pot after the flop but prior to the

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second round of betting being conducted. Spread Limit games shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the City of Paso Robles Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

- **Omaha High/ Low Split** – for **schedule options 1 through 6**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting being conducted.



## Pure 21.5 Blackjack

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### Type of Game

The game of Pure 21.5 Blackjack utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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; this hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.



Bonus Card

### Description of the Deck and Number of Decks Used

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

### Card Values and Hand Rankings

- 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
King, queen, jack or ten bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

## Pure 21.5 Blackjack

### **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, seven for the players and one for the player-dealer. The player's and the player-dealer 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.

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.

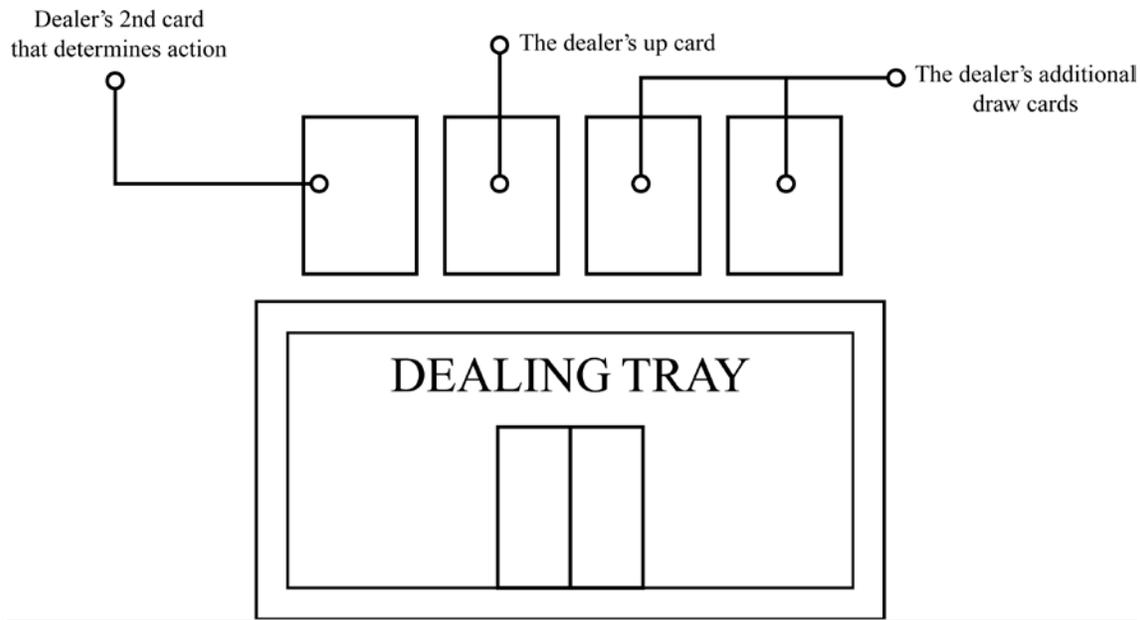
### **Dealing Procedures And Round Of Play**

1. 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.
2. 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.
3. 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.
4. 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).
5. Players must follow the **Chart 1A**, listed below, in deciding whether to hit or stand on a particular hand.
6. 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.

Pure 21.5 Blackjack

7. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.
8. 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.
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's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**.
11. The 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 #1**



**CHART 1A**

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

## Pure 21.5 Blackjack

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**

<b>PLAYER-DEALER Options</b>		
<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
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's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a king, queen, jack or ten bonus cards, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wages may be equal to no more than 1/2 of a player's original wager.
3. 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 cards. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, all players' hands that do not have a Pure 21.5 Blackjack will lose.
4. 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.
5. 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.
6. 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.
7. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
8. 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.
9. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:

## Pure 21.5 Blackjack

- a. If the player-dealer's hand is 888 (three eights) all players whose total exceeding 21.5 push. Players that have surrendered their wager still lose 1/2 of their wager.
  - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
  11. Backline betting on the base game and Buster Blackjack wagers. Backline bettors will place their wagers to the right of the seated players' wagers.
  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, Split, Surrender, Insurance, and Even Money**

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. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
3. 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.
4. The cardroom will take no collection on double downs or splits from the player or player-dealer.
5. 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.
6. Additionally, each player's wager receives action in the following order from seat to seat: game wager, Buster Bet.
7. If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus Card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than 1/2 of a player's original wager.
8. In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face down card is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to 1/2 of the original wager. If the player-dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to 1/2 of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a King, Queen, Jack, or Ten Bonus

## Pure 21.5 Blackjack

Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

### **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 base game wager.
2. A player must participate in the base game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager. Backline bettors will place their wagers to the right of the seated players' wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
  - a. If the player-dealer'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. 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. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

## Pure 21.5 Blackjack

**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 Option 1
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

**Collection Rates Schedule**

*Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of Pure 21.5 Blackjack; (2) notify all law enforcement agencies and gambling establishments if further review determines of Pure 21.5 Blackjack to be unlawful; (3) require gambling establishments to cease and desist offering of Pure 21.5 Blackjack 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.*

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. Players may wager between \$1-\$500 on the Buster Blackjack Bonus Bet. There shall not be a collection fee taken for placing a Buster Blackjack wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$500	\$10-\$45	\$0.50	\$0
		\$50-\$95	\$1	
		\$100-\$295	\$3	
		\$300-\$495	\$5	
		\$495+	\$8	



\*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by SHFL Entertainment, Inc. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

**Type of Game**

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position, and is categorized as a California Game. As in other games featuring a player-dealer, 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 will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

**Object of the Game**

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

**Description of the Deck and Number of Decks Used**

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

**Card Values and Hand Rankings**

**Three-Card High Card Values-**The rank of each card used in Three Card Poker 6 Card Bonus when forming a three-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.

3-Card Hand Dealt	Hand Requirements
<b>Mini Royal Flush</b>	A hand that consists of an ace, king, and queen of the same suit.
<b>Straight Flush</b>	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack are the highest ranked straight flush and ace, 2 and 3 is the lowest ranked straight flush.



<b>Three of a Kind</b>	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
<b>Straight</b>	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
<b>Flush</b>	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
<b>One Pair</b>	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
<b>High Card</b>	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 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

- a. For Ante wagers the word "Ante";
- b. For Play wagers the word "Play";
- c. For Pair Plus wagers the words "Pair Plus"; and
- d. For 6 Card Bonus wagers on the words "6 Card Bonus."

**Method Used to Determine Action and Distribution of Cards**

Once the cards are shuffled the 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.

Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.



### **Dealing Procedures and Round of Play**

Prior to the commencement of play:

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

### **Dealing procedures:**

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

### **Round of Play**

1. After the dealing procedures above have been completed, each player shall examine his/her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount equal to the player's Ante wager or forfeit



the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

- a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
  - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
  5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

#### **How Each Wager Wins, Loses or Pushes**

1. If the player-dealer's does not have a minimum of a queen-high hand the ***player-dealer does not qualify***.
  - a. Play Bet Payout- The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
  - b. Ante Bet Payout- If the player-dealer's hand does NOT qualify, the player-dealer will ***automatically pay each Ante***, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
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.
  - 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 and the Ante and Play wagers shall push and be returned to the player.
3. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
4. 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.



5. 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.

**Pair Plus Wager**

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wagers must be placed prior to the initial deal.
3. The Pair Plus wager only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
6. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
7. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Backline betting is permitted on the Pair Plus Wager. Backline bettors will place their wagers to the right of seated players' wagers.
10. Winning Pair Plus wagers pay as follows:

<b>3- Card Hand</b>	<b>Payoff</b>
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

**6 Card Bonus**

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.



2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
4. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
5. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
6. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
7. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Backline betting is permitted on the 6 Card Bonus wager. Backline bettors will place their wagers to the right of seated players' wagers.
10. Winning 6 Card Bonus wagers pay as follows:

	<b>TCB-6B2</b>
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1
<b>House Advantage</b>	<b>15.28%</b>
<b>Hit Frequency</b>	<b>7.2798%</b>



**Wagering Limits and Collection Fees**

*Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of Three Card Poker 6 Card Bonus; (2) notify all law enforcement agencies and gambling establishments if further review determines of Three Card Poker 6 Card Bonus to be unlawful; (3) require gambling establishments to cease and desist offering of Three Card Poker 6 Card Bonus 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.*

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. Players may wager between \$1-\$500 on the bonus bets. There shall not be a fee taken from each player for placing a wager on a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$500	\$5-\$45	\$0.50	\$0
		\$50-\$95	\$1	
		\$100-\$295	\$2	
		\$300-\$495	\$4	
		\$495+	\$5	

# THREE CARD POKER™

6 CARD BONUS

## Table Layout



Central Coast Paso Robles  
CA Games Collection Rates

**Three Card Poker** - For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Play, and Pair Plus wagers that are placed on the table by players, referred to as “total table action.” There shall also be a collection fee taken per player, per bet, based on the total monetary value of the player’s Ante, Play, and Pair Plus wagers. Collection fees shall be collected and dropped by the house dealer after all wagers have been placed. If a player folds before placing a Play wager, the collection fee shall still be collected after all wagers have been placed.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$1 - \$49	\$1	\$5 - \$49	\$3
		\$50 - \$200	\$2	\$50 +	\$5

**Pure 21.5 Blackjack** - For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall also be a collection fee taken per player, per bet, based on the total monetary value of the player’s base game wager. The total table action does include any additional wagers placed by players after cards are dealt, such as when player’s double-down, split cards, place an insurance wager, or when a hand is surrendered. Collection fees shall be collected and dropped by the house dealer after all wagers have been placed.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$1 - \$49	\$1	\$5 - \$49	\$3
		\$50 - \$200	\$2	\$50 +	\$5

**Collection Procedures**

**California Games** - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.

Central Coast Paso Robles- Poker Collection Rates MASTER

**Collection Rate Schedules and Fees**

**Texas Hold'em: GEGA-003326**

**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
1	\$4 - \$8	6-9	\$4
2	\$4 - \$8	5 or less	\$3
3	\$3 - \$6	6-9	\$4
4	\$3 - \$6	5 or less	\$3
5	\$2 - \$4	6-9	\$4
6	\$2 - \$4	5 or less	\$3

**Spread Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
7	\$4 - \$200	7-9	\$5
8	\$4 - \$200	6 or Less	\$4
9	\$3 - \$200	Any	\$4
10	\$3 - \$100	7-9	\$4
11	\$3 - \$100	6 or less	\$3
12	\$2 - \$10	Any	\$4
13	\$1 - \$4	7 - 9	\$4
14	\$1 - \$4	6 or less	\$3

**Omaha High/Low Split: GEGA-003327**

**Limit Games**

Schedule Option	Table Limit	Number of Players	Player Fee
1	\$4 - \$8	5-8	\$5
2	\$4 - \$8	4 or less	\$4
3	\$3 - \$6	5-8	\$4
4	\$3 - \$6	4 or less	\$3
5	\$2 - \$4	5 - 8	\$4
6	\$2 - \$4	4 or less	\$3

**Collection Procedures**

**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.

- **Texas Hold'em-** For schedule options **1 through 14**, a collection fee shall be taken per round of play from the pot, which shall be based on the number of players seated and participating in the play of the game during that round of play. The house dealer shall collect the fees from the pot after the flop but prior to the

## Central Coast Paso Robles- Poker Collection Rates MASTER

second round of betting being conducted. Spread Limit games shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the City of Paso Robles Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

- **Omaha High/ Low Split** – for **schedule options 1 through 6**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting being conducted.

## Fortune Pai Gow Poker

### Type of Game

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

### Object of Game

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. In Fortune Pai Gow Poker, each player competes against the player-dealer to make the best possible seven card poker hand, in addition to creating the best possible two card poker hand and a five card poker hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

### Description of the Deck and Number of Decks Used

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

### Card Values and Hand Rankings

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

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

**Fortune Pai Gow Poker Hand Rankings**

<b>Hand Dealt</b>	<b>Hand Requirements</b>
<b>Five Aces</b>	A hand that consists of five cards containing all aces, including a joker.
<b>Royal Flush</b>	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
<b>Straight Flush</b>	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.
<b>Four of a Kind</b>	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.
<b>Full House</b>	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.
<b>Flush</b>	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
<b>Straight</b>	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
<b>Three of a Kind</b>	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.

## Fortune Pai Gow Poker

<b>Two Pairs</b>	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.
<b>One Pair</b>	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.
<b>High Card</b>	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

### **Description of Table Used and Total Number of Seated Players**

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker which seats a maximum of seven players including the player-dealer position. The table will use a table felt with the game name and segregated marked Fortune Bonus Bet areas. Backline betting is permitted on all wagers.

### **Dealing Procedures and Round of Play**

Paso Robles Central Coast Casino will have the option of either using a shuffling machine or manually dealing the cards. Each player and the player-dealer put up any bets they wish to place for the hand. Players have the option of placing a Fortune Bonus Bet (explained below) at this time as well.

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

Once cards have been stacked, the player-dealer randomly selects which pile will be distributed to the player who will receive the "Action button". The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.

To determine the placement of the "Action" button, the player-dealer shakes an enclosed dice cup containing three standard dice. The sum of the dice indicates which seat the first pile of seven cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button. 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 Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

## Fortune Pai Gow Poker

The casino dealer will then follow dealing procedures and standards of play, as described above.

Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above. Players may ask the casino dealer to place their hand the “House Way” according to the chart below.

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

**Pai Gow Poker “House Way”**

Hand Dealt	Logical Way Hand Setting
<b>No Pairs</b>	Put 2 <sup>nd</sup> and 3 <sup>rd</sup> highest cards in front.
<b>One Pair</b>	Put the pair in the back and the highest two other cards in the front.
<b>Two Pairs</b>	If the largest pair is a pair of aces, kings, or queens, the player-dealer puts the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, the player-dealer puts both pairs in back if he/she can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, the player-dealer puts both pairs in back if he/she can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, the player-dealer puts both pairs in back if he/she can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
<b>Three Pairs</b>	Put the highest pair in the front and the two lower pairs in the back.
<b>Three of a Kind</b>	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
<b>Three of a Kind - Two Sets</b>	Put the highest pair in front and put the lower three of a kind in the back.
<b>Full House</b>	Put the pair in front and the three of a kind in back.
<b>Four of a Kind</b>	Four aces, kings, or queens are always split. Four jacks, 10's, or 9's are put in back if the player-dealer can put an ace or joker in front, otherwise, split. Four 8's, 7's, or 6's are put in back if the player-dealer can put a king or higher in front, otherwise, split. Four 5's, 4's, 3's, or 2's are put in back if player-dealer can put a queen or higher in front, otherwise, split.
<b>Five Aces</b>	Put a pair of aces in front and three aces in back.
<b>Straight, Flush, or Straight-Flush with No Pair</b>	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.

## Fortune Pai Gow Poker

<b>Straight, Flush, or Straight-Flush with One Pair</b>	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
<b>Straight, Flush, or Straight-Flush with Two Pairs</b>	Play according to Two Pairs strategy.
<b>Straight, Flush, or Straight-Flush with Three of a Kind</b>	Play a pair in the front and a complete hand in the back

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

Each player's five card hand will be compared to the player-dealer's five card hand, and each player's two card hand will be compared to the player-dealer's two card hand, in turn, starting with the "Action" button.

### **How Winners are Determined and Paid**

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

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

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

If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

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

The Fortune Bonus Bet considers the best hand possible among the player's seven cards.

If the player's hand qualifies for payouts, the player is paid according to the posted pay table.

- The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet.

- The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

## Fortune Pai Gow Poker

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

The player-dealer collects all losing wagers and pays out all winning wagers in the following order, seat to seat: base game wager, Fortune Bonus Bet, and then Envy Bonus.

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

### **Bonus Bets**

#### **Fortune Bonus Bet**

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

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

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

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

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

Qualifying Fortune Bonus Bets shall be paid according to the table, as shown below.

#### **Envy Bonus**

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

Only seated players are eligible to receive an “Envy” button.

## Fortune Pai Gow Poker

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

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

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

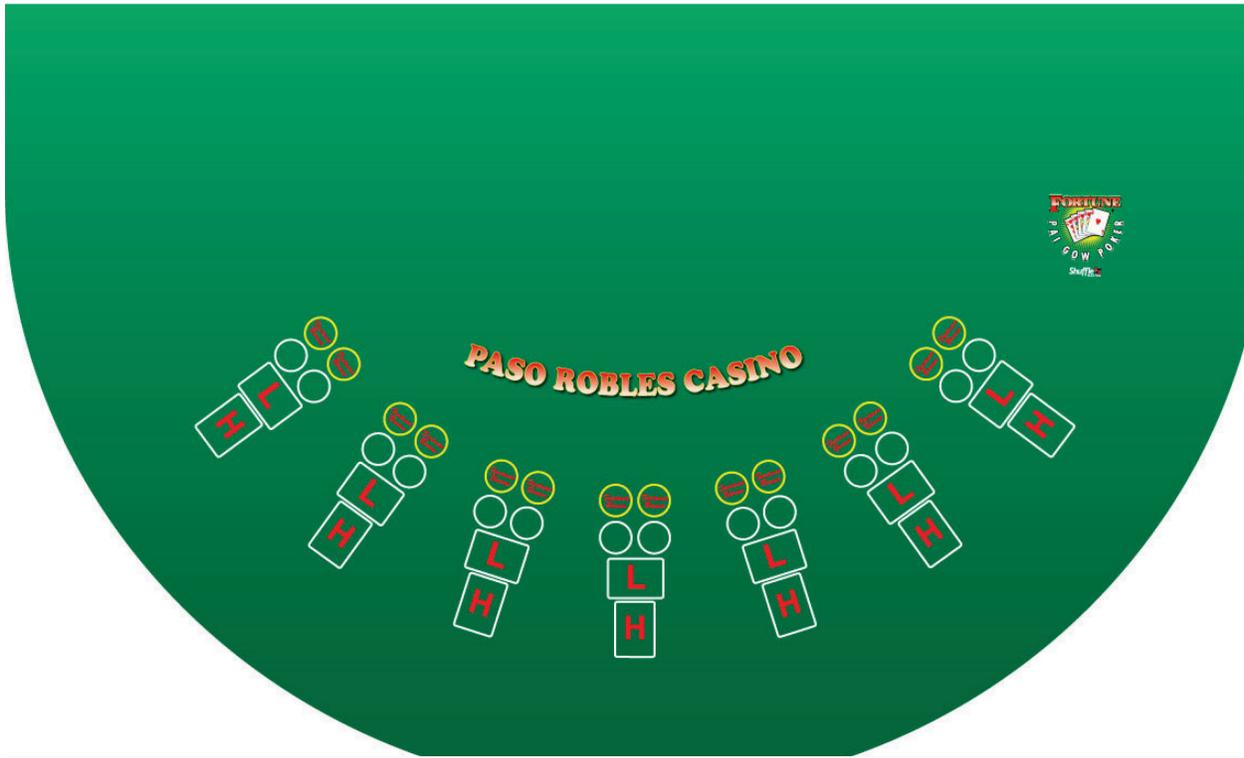
Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

**Fortune and Envy Bonus Bet Paytable**

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
<b>7 Card Straight Flush (No Joker)</b>	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	5,000 to 1	\$5,000
<b>Royal Flush + Royal Match</b>	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	2,000 to 1	\$1,000
<b>7 Card Straight Flush (With Joker)</b>	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	1,000 to 1	\$500
<b>Five Aces</b>	A hand that consists of four aces and a joker.	400 to 1	\$250
<b>Royal Flush</b>	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	150 to 1	\$50
<b>Straight Flush</b>	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
<b>Four of a Kind</b>	A hand that consists of four cards of the same rank.	25 to 1	\$5
<b>Full House</b>	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
<b>Flush</b>	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
<b>Three of a Kind</b>	A hand that consists of three cards of the same rank.	3 to 1	
<b>Straight</b>	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

# Fortune Pai Gow Poker

## Table Layout



## Collection Rates

Although the Bureau has approved these collection rates, these collection rates do 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.

For **schedule option 1**, a collection fee shall be taken from the player based on the player's wager. A collection shall be taken from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. The Fortune Bonus Bet may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wagers	Player Collection	Total Table Action	Player-Dealer Collection
1	\$10 - \$500	\$10 - \$49	\$0.50	\$10 - \$149	\$0.50
		\$50 - \$100	\$1.00	\$150 - \$400	\$1.00
		\$101 - \$300	\$2.00	\$401 - \$600	\$2.00
		\$301 - \$500	\$3.00	\$601 - \$1,000	\$3.00
		\$501+	\$4.00	\$1,001+	\$4.00

## Fortune Pai Gow Poker

### Collection Rates for California Games

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

# Ultimate Texas Hold'em

## Type of Game

The game of Ultimate Texas Hold'em 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 each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

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

This game also features an optional Trips Bonus Bet. Players win the Trips Bonus Bet if their final five-card hand is three of a kind or better.

## Description of the Deck and Number of Decks Used

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
  - 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, for the purpose of determining a winning hand shall be 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.

The hand ranking of the cards shall be, from highest to lowest, as follows:

## Ultimate Texas Hold'em

### Ultimate Texas Hold'em Hand Rankings

Hand Dealt	Hand Requirements
<b>Royal Flush</b>	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
<b>Straight Flush</b>	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.
<b>Four of a Kind</b>	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
<b>Full House</b>	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
<b>Flush</b>	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.
<b>Straight</b>	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.
<b>Three of a Kind</b>	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.
<b>Two Pairs</b>	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.
<b>One Pair</b>	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.
<b>High Card</b>	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 shall be played on a table having a maximum of six (6) seated players positions, plus the player/dealer position for a total of seven player positions in the game. Each Ultimate Texas Hold'em table shall have a drop box attached to it. The layout cloth covering the table shall bear an inscription to the effect that the "Player-dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

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

### **Dealing Procedures and Round of Play**

All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager or bonus bet.

## Ultimate Texas Hold'em

3. Before the first card is dealt in a round, each player shall make either:
  - a. An equal wager in the "Ante" and "Blind" circles; or
  - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips Bonus Bet have been made, the house dealer shall:
  - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
  - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face-down.
  - a. When an automatic shuffler is used, the cards shall be dealt as follows:
    - i. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
    - ii. Two cards to the player-dealer; followed by
    - iii. Five community cards in the center of the table dealt face-down.
6. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
  - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
  - b. The cards must not be removed from the table.
7. 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 bets, they cannot bet again and cannot change the bet.
8. When the players have made their wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
12. 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 and Blind wagers, any Trips Bonus Bet (if the hand is not a Three of a Kind or better) on behalf of the player-dealer;
  - b. Take the player's cards and individually spread out the cards, face-down, and count them; and
  - c. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.

### **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 casino dealer reconciles the hands of those players who remain in the game in the following way:

## Ultimate Texas Hold'em

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

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

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

1. Starting with the player to the left of the player-dealer, the house dealer will:
  - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards;
  - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
  - c. Compare the player's hand with the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
  - a. Win if it has a higher poker value than the player-dealer's hand;
  - b. Lose if it has a lower poker value than the player-dealer's hand;
  - c. Constitute a push if it has a poker value 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;
  - b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
  - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly, see Trips Bonus pay table; and
  - d. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes 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 a 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 wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table 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 higher, 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.)

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

### **Bonus Bet**

#### **Trips Bonus**

- The Trips bonus wager is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips bonus bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.
- The Trips bonus wager must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips bonus wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips bonus payout, the player-dealer collects the Trips bonus wager.
- The Trips bonus wager 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.

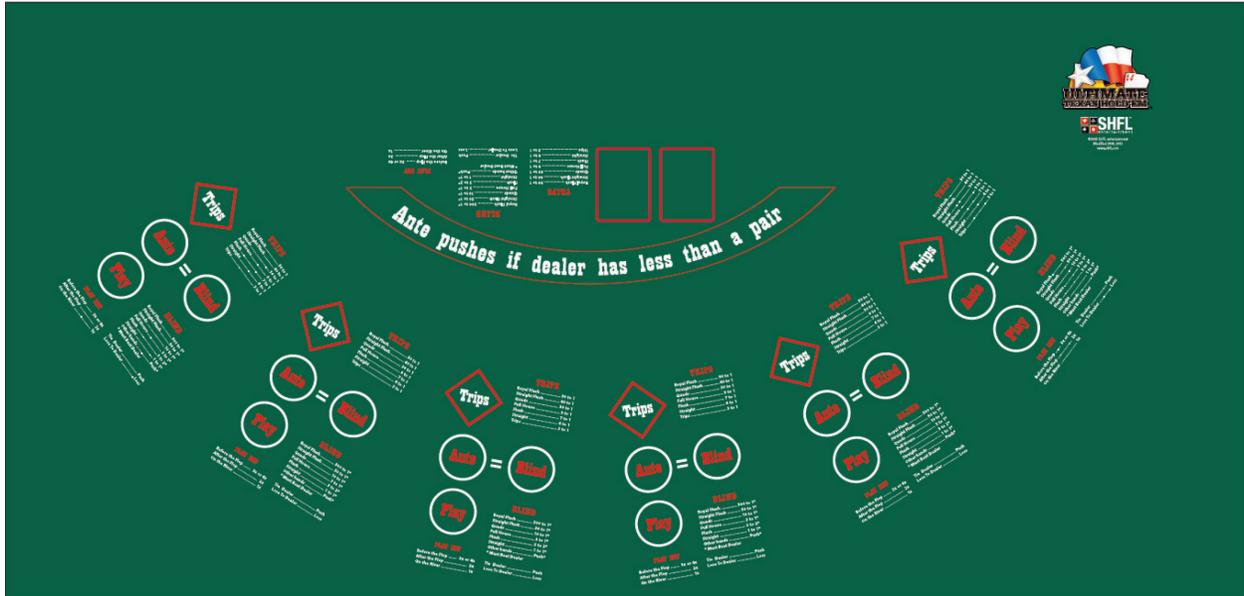
**NOTE:** If the player has a three of a kind or better, the trips bet always wins – even if the player folds.

**Ultimate Texas Hold'em Paytable**

<b>Hand</b>	<b>Trips Bonus</b>	<b>Blind</b>
Royal Flush	50 : 1	500 : 1
Straight Flush	40 : 1	50 : 1
Four of a Kind	30 : 1	10 : 1
Full House	9 : 1	3 : 1
Flush	7 : 1	3 : 2
Straight	4 : 1	1 : 1
Three of a Kind	3 : 1	

# Ultimate Texas Hold'em

## Table Layout



### TRIPS

Royal Flush .....	50 to 1
Straight Flush .....	40 to 1
Quads .....	30 to 1
Full House .....	9 to 1
Flush .....	7 to 1
Straight .....	4 to 1
Trips .....	3 to 1

### Ante = Blind

### Play

### BLIND

Royal Flush .....	500 to 1*
Straight Flush .....	50 to 1*
Quads .....	10 to 1*
Full House .....	3 to 1*
Flush .....	2 to 2*
Straight .....	1 to 1*
Other hands .....	Push*

\* Must Beat Dealer

### PLAY BET

Before the Flop .....	3x or 4x
After the Flop .....	2x
On the River .....	1x

Tie Dealer .....	Push
Lose To Dealer .....	Loss

## Ultimate Texas Hold'em

### **Collection Rates Schedule**

*Although the Bureau has approved these collection rates, these collection rates do 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.*

For **schedule option 1**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer, into the drop box attached to the table, after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Total Table Action	Collection per Wager Range	Player-Dealer Collection	Player Collection
1	\$5 - \$500	\$5 - \$24	\$1	\$1
		\$25 - \$74	\$2	
		\$75 - \$124	\$3	
		\$125 - \$199	\$5	
		\$200+	\$10	

### **Collection Rates for California Games**

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