

DESCRIPTION OF GAMES PLAYED

HOLD'EM

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

CRAZY PINEAPPLE

Crazy Pineapple is played with a standard 52-card deck. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player to the left of the person who posted blind clockwise from the button. The blinds act last on the first betting.

All players receive three cards dealt face down (hole cards) as their initial hand. The first round of betting occurs. Check and raises are permitted. Three cards are turned face up in the middle of the board simultaneously (flop). These board cards are community cards and available to all players. The second round of betting occurs. At this time players choose to keep two of their three cards hole cards from their initial hand and discard the third. The next two board cards are turned up one at a time with a round of betting after each card. After the final round of betting has been completed, a player may use any combination of five cards (for example, one hole card and four from the board, etc.) to determine their best hand. A player may use all of the board cards (playing the board). The winning hand must show both hole cards face up on the table. The best five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

CRAZY PINEAPPLE HI-LO "8 OR BETTER"

In high- low games there is an "8 or better" (5 unpaired cards between 8 and Ace) qualifier for a low hand that is entitled to half the pot. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

OMAHA

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

OMAHA HIGH-LOW SPLIT (8 OR BETTER)

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

SEVEN CARD STUD

Seven Card Stud Poker is played with a standard 52-card deck. Standard poker rankings apply. Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (forced opening bet, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot will be split equally.

RAZZ

Seven Card Stud Low (Razz) is played with a standard 52-card deck. Aces are low and straights and flushes have no effect on the low hand. The lowest five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the lowest five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

STUD HIGH LOW SPLIT (8 OR BETTER)

Seven Card Stud Poker Hi-Low Split (8 or Better) is played with a standard 52-card deck. Standard poker rankings apply. Players must qualify for low by making a five-card hand 8 high or lower. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. Players can make a high or low hand, or both, using the same five cards. The player with the highest ranking five-card poker hand, and the lowest qualifying (8 or better) five-card poker hand split the pot. If no player can produce a qualifying low hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

LOWBALL

Lowball (Ace-to-five), also known as California Lowball, is played with a standard 52-card deck and one Joker. The Joker is considered to be the lowest card not present in a hand. Straights and flushes do not count against the player.

Players are dealt five cards face down, in turn, in rotation. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and sometimes on the button are forced bets, which must be made before the cards are dealt.

A round of betting occurs. Players are required to bet or fold. The players who remain in the pot have the option to improve their hand by replacing cards in their hands with new ones. A player may draw up to five consecutive cards. After all players have drawn players a round of betting occurs. The best possible low hand is A, 2, 3, 4, and 5. The lowest five card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

DEUCE TO SEVEN LOWBALL

Deuce to seven lowball is played with a standard 52 card deck; no joker is used. The best possible hand in this game is 7-5-4-3-2, not all of the same suit.

DRAW POKER (JACK OR BETTER)

Draw Poker Jacks or Better is played with a standard 52-card deck and one Joker. The Joker may be used as an Ace or as any card that completes a straight, flush, or a straight flush.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). A player's hand must qualify with a pair of Jacks or better (higher) to open the pot. If no player has a pair of Jacks or better, the hand ends and the ante remains in the pot. A player who opens the pot must show openers, whether the hand is called or not, in order to win the pot. The remaining players may discard any number of their original cards and have the same number of cards replaced by the dealer. Another round of betting occurs. The player with the highest ranking five-card poker hand wins. Five Aces is the best possible hand (four Aces and the Joker). In the event of a tie, the pot is split equally.

GAME AND HOUSE RULES

CONDUCT

We value your patronage and hope your visit with us is rewarding. Rules are put in place in order to provide a fair and consistent game for all. To better serve all of our customers, we cordially ask that they adhere to these rules and guidelines.

1. Always have a good time.
2. Refrain from using profanity or making obscene gestures or comments
3. Do not verbally or physically threaten the dealer or other players.
4. No shouting at or arguing with the dealer or other players. If there is a problem, call a Shift Manager.
5. Loitering or soliciting personal business from our customers or employees on our premises is strictly prohibited.
6. Do not expectorate (spit) or throw gum on the floor. Use a proper receptacle.

RULES OF CONDUCT

Management at _____ Casino requires that customers observe the following rules. These rules are applicable to all games and enforceable when present in our premises. We want to make your visit a pleasurable and memorable experience. In order to accomplish that, any patron(s) violating our “Proper Codes or Rules of Conduct” may be dealt out of the game and/or excluded. Thank you for your assistance in helping us to serve you better. Your cooperation is appreciated.

1. Do not take a seat while a game is in progress or sit at a table without playing unless approved by a Shift Manager.
2. Use of cell phones at games is prohibited. When accepting or placing a phone call, please step away from the table.
3. Do not splash chips into the pot or throw cards or chips at the dealer or other players at the table.
4. Do not change the order of the up-cards in a stud-format game.
5. Do not act out of turn.
6. Players cannot reveal the content of their hands before the betting is complete.
7. Do not stall the action of the game.
8. Cards should be released in a low line of flight toward the muck, at a moderate speed (not at the dealer’s hand or rack).
9. Please do not stack chips in a manner that interferes with dealing or viewing of cards.
10. Do not make statements or take action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

11. Any player, dealer, or Shift Manager who sees an incorrect amount of chips put into a pot, or a mistake about to be made in awarding a pot, has an ethical obligation to point out the error.
12. If a player bends, rips, tears, or breaks cards, the player will not be allowed to play for at least 15 minutes. Gross or repeated violation of this policy will result in exclusion of patron.

GENERAL

The following rules are applicable to all games and all players while playing.

1. Players must be present to add their names to the waiting list.
2. Management has the right to start or close any game at any time.
3. By taking a seat in a game at _____ Casino, players agree that management has the final word concerning who may play and the manner in which play is conducted.
4. While sitting in a game, only English can be spoken.
5. Collections fees are paid in advance.
6. Management is not responsible for the conduct of any player; however, management retains the right to refuse the use of the facility to any player.
7. Players are FULLY responsible for the protection of their cards.
8. Only one person may play a hand.
9. No one is allowed to play another player's chips. In non-Jackpot games if agreed by the seated player, another player may play the blinds only.
10. Players must always keep their cards in full view and on the plane of table.
11. It is the players' responsibility to protect their own hand at all times. A player's hand is considered dead when it touches the muck.
12. All games are table stakes. All chips must be kept in plain view. Except paying for services received while playing, chips cannot be taken off the table until player leaves the game.
13. Any player is entitled to a clear view of an opponent's chips when applicable.
13. Yellow chips do not play in blue chip games; yellow and gray chips must be changed to blue chips. It is permissible however to chip up to white chips.
14. When coloring up, a player must retain at least two full racks of chips on the table.
14. Cash is not permitted and will not play unless the player has declared it and he/she is waiting for arrival of chips.

15. “Playing behind” while waiting for chips is allowed but only for a verified amount of buy-in by a chip-runner, a CSR and/or a shift manager.
16. Insurance or proposition bets are prohibited.
17. Saving or pushing antes, bets, and chips, sharing pots and/or splitting pots by agreement is strictly prohibited in all games.
18. A game limit will not be changed if one or more players object.
19. A player’s chips may be picked up if that player is away from the table for more than allowed missed blind or out button allotment. Although not guaranteed, an absence may be extended by giving advance notice and receiving an approval from a Shift Manager. However, frequent or continuous absences may cause the player’s chips to be picked up from the table.
20. A new deck must be used for at least a full round of button before it can be changed.
21. Granting of a request for a New Set-Up is under the sole discretion of a shift manager.
22. “Rabbit hunting” is not allowed.

SEATING, MOVING AND BLINDS

1. The first player to the table for a new game will have the first choice of seating. If two players want the same seat, the player listed first on the board has preference.
2. When starting a game that uses a button, active players will draw for a starting position. The starting position will be awarded to the high card by suit for all high and high-low split games, and to the low card by suit for all low ball games. When a game breaks, the players draw cards to determine the seating order for a similar game. Each player draws only once: the suit of the card breaks a tie in rank. If any player is absent from the table, the Shift Manager draws a card for that player.
3. A player who is already in the game has the first option on any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player’s buy-in or maker has been placed on the table, unless the seat was previously requested. For players already in the game, the one with game seniority has the first preference on a seat change. However, a player may exercise this option only for the first seat change request.
4. A player in a game who reserves a seat in another game must move immediately unless there is no board on either game. If that player is involved in a pot, he/she may have the seat locked up until that hand is finished.
5. In blind games, players moving away from the blind must wait the number of hands equal to the number of seats they moved or post both blinds to play immediately.

6. Players changing seats and moving closer to blind may continue receiving hands.
7. A player, who “deals off,” that is, takes his or her last hand on the button and then changes seats, may allow the blinds and button to pass the new seat and re-enter the game behind the button without having to post a blind. **No free moves.**

MUST MOVE GAMES

1. The first player on the must move list will be asked to move into the main game. If that player passes he will be moved to the bottom of the list. If everyone passes, the first player must move into the main game.
2. If a player refuses to move into the main game, that player will be forced to quit and may not play or have his or her name placed on the board for one half hour.
3. Players moving into the main game(s) must take all their chips with them to the main game(s).
4. A player in a must-move game must continue playing in order to remain on the list, unless there are fewer than five players in a nine-handed game or fewer than four players in an eight-handed game.
5. Must-move requirements may vary depending on the game and the limit being played. Upon discretion of management, if the must-move game has gone for approximately two hours, and there is a board (players waiting), the must-move will be taken off and there will be two separate main games. Players may request a table change. When possible, the player will be granted a table change before a new player is put into the game.
6. Shift Managers must keep the games balanced, therefore, no player may move from one game to the other without the Shift Manager’s approval.
7. If a player gets up and cashes out, that player cannot register on the board for the same game unless ½ hour has elapsed.

THE BUY-IN

1. When first seated in a game, players must make a full buy-in for that particular game. A full buy-in is at least ten times the minimum bet for the game being played.
2. Players are allowed to make one short buy after a full buy-in. Any buy-in that is less than a full buy-in is considered a short buy, even when adding to one’s stack.
3. A player who is forced to transfer from a broken game or a ‘must move’ game of the same limit may continue playing with the same amount chips, even if it is less than the minimum buy-in.
4. A player switching games or wanting a table change must make a full buy in when entering the new game.

DECISIONS

1. DDC management reserves the right to make decisions in the best interest of the game and in the spirit of fairness to all players, even occasionally contrary to the strict and technical interpretation of the rules.
2. The decisions of management are final.
3. The proper time to draw attention to an irregularity in one's cards or to an error is when it occurs. No decision can be rendered about the previous hand once the scramble has begun for the next hand.

DEAD HANDS

1. Players must protect their hands at all times. Unprotected cards and hands that are killed by a player or a dealer will not be retrieved from the muck.
2. All cards or a hand is declared dead when:
 - a) Thrown into the muck by the player or killed by a dealer.
 - b) Commingled and mixed together by players.
3. All cards or a hand that is taken off the plain of table may be declared dead.
4. A hand is declared dead if:
 - a) The hand does not contain proper number of cards for that particular game and action has taken place. See Low-Ball and High Draw rules for variations.
 - b) The player folds or announces a fold when facing a bet or a raise.
 - c) A hand is thrown away in a forward motion, causing another player to act or the dealer to kill the cards.
 - d) Any part of the hand hits the discard.
 - e) In stud, action is created as a result of a player turning the up-cards face down or mixing them together with the down-cards when facing a bet.

IRREGULARITIES IN CARDS AND BUTTON

1. In button games, if it is discovered that the button was out of position on the previous hand, the button and blinds will be corrected for the next deal. Players may be asked to post the blinds while being out of position.
2. A pot may be awarded to a player if the following situations occur:
 - a) After all action is complete, the player has shown his/her hand (turned face up on the table), and
 - b) The hand is positively identified as a winning hand, and

- c) The hand is inadvertently mucked by someone other than the player who is showing it.
3. Upon discovery of a foreign card during the deal, all action is voided and all money in the pot is returned to the players involved. However, if a player deliberately bets a fouled hand, that hand is dead and the player relinquishes all claims to the pot. The pot is then awarded to the best hand among the remaining players. A foreign card is defined as:
 - a) A card that is different in the back color.
 - b) A duplicate card: a card of same suit and rank as another in the deck.
4. Upon discovery of a foreign card in the stub, all action stands.
5. A card discovered face up in the deck (boxed card) will be treated as a scrap of paper.
6. A boxed card will be replaced by the next card below it in the deck. If the next card has already been dealt face down to another player and it has been intermingled with that player's cards, it will be replaced after all other players have received their cards for that round.
7. In a game that does not use joker, if one appears during the deal, it will be treated as a scrap of paper.
8. Discovery of a joker does not cause a misdeal. If a joker is discovered before a player acts, it will be replaced by the next card in the deck. If the player does not call attention to the joker before acting, then that player's hand will be considered dead.
9. Players who play a hand without looking at all of its cards assume having a correct, regular, complete and playable hand; no cards in that hand will be deemed irregular or replaced. That hand must play to its conclusion and it may be ruled fouled.
10. One or more cards missing from the deck does not invalidate the results of a hand once the pot has been pushed.
11. Before the first round of betting, if a dealer deals one additional card, that card will be returned to the deck and will be used as the a burn card; play continues as normal.
12. A card that is flashed or exposed by a player will play.
13. If a dealer exposes a card, the player does not have the option to take or reject that card. The situation will be governed by the rules for the particular game being played.
14. To be entitled to a ruling on whether a card was exposed and should be replaced, a player first must announce that the card was flashed or exposed before looking at it.
15. An exposed card is not treated as a boxed card. Generally, an exposed card is replaced, when appropriate, after all other players have received their cards. The exposed card is then used for the burn card. In certain games, variations may apply.

16. A down card dealt off the table or a card that is flashed by a dealer is treated as an exposed card. (Refer to the specific game rules).
17. If the dealer prematurely deals any card(s) before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

MISDEALS

1. A misdeal is when the irregularity in the game requires that all cards are taken back and no action occurs as a result. When a misdeal is declared:
 - a) All cards are taken back.
 - b) The dealer button (if applicable) remains in the same position.
 - c) No new collection or jackpot fees become due.
 - d) The dealer re-shuffles the cards beginning from scramble.
 - e) A new hand is dealt to all those players who were involved in the misdealt hand.
2. Once action occurs, a misdeal cannot be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled.
3. Action occurs in stud type games when two players, in addition to the player forced to make the bring-in bet, have acted on their hands.
4. In button games, action occurs when two players after the blinds have acted on their hands.
5. A new player or a player who was absent during a misdeal can participate in the re-dealing of the cards provided that they meet all of their ante, blind and collection obligations. As a result of this participation, blinds may be adjusted to accommodate the additional player.
6. The following circumstances may cause a misdeal, provided attention is called to the error before two players have acted on their hands:
 - a) The first card of the hand has been dealt face up or exposed by the dealer.
 - b) The dealer in Hold'em, Lowball or Omaha has exposed two or more cards.
 - c) In all games except Lowball, if an incorrect number of cards have been dealt to a player (refer to lowball section).

Exception: The button may receive one more card to complete a starting hand in Hold'em, Lowball and Omaha.
 - d) The button was out of position, cards were dealt and they could not be readjusted.
 - e) The first card was dealt to the wrong position and the player looked at it.
 - f) Cards have been dealt to an empty seat or a player who was not entitled to a hand, provided it was called upon before there was action.

- g) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

BETTING AND RAISING

1. Check and raise is permitted in all games.
2. In limit poker, most games allow a maximum of a bet and three raises when involving three or more players who are not all in. A game with only two betting rounds, such as Lowball or Draw, allows a maximum of a bet and six raises. In no-limit and pot-limit games, there is no maximum number of raises. Rule subject to change.
3. In heads-up play, there is no maximum number of raises. This applies any time the action becomes head-up before the raises have been capped. Once the raising is capped, it cannot be uncapped on that betting round.
4. In the limit games, an all in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all of the previous bets. A player facing less than half a bet may fold, call, or complete the wager.
5. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.
6. Any wager must be at least the size of the previous bet or raise in that round, unless the player is all in. When going all in, players must put all of their playable chips into the pot.
7. The smallest chip that may be wagered in a game is the smallest chip that is used for antes or blinds. Smaller chips may be played, provided that their combined values are at least equal to the chips used in the game.
8. In all games that utilize multiple blinds, all players must meet the total amount of their blind obligations in every round of play. The button always moves forward, and the blinds adjust accordingly.
9. A verbal statement denotes one's action and it is binding. When a player, in turn, verbally declares a fold, check, bet, call, or raise, that player will be forced to take that action.
10. Players must act on their hands in turn. Rapping the table in turn constitutes a pass. Acting on a hand out of turn is not binding, however, deliberately acting out of turn will not be tolerated.
11. To avoid forfeiting the right to act, a player must stop the action by calling "time." Failure to stop the action before two or more players have acted causes the forfeiture of that player's right to act, and thus the player's hand may be declared dead.
12. A player's right-to-act is not forfeited if a previous player has not acted yet; that right is forfeited only by failing to act when it is one's turn to do so. Furthermore, a player's right-

to-act is not forfeited if two or more players act behind him, out of turn, while the player is justifiably waiting on the previous player to act.

13. A player who bets or calls by releasing chips into the pot is bound by that action.
14. If a player, who is unaware of the amount of a bet or a raise, releases chips into the pot that is less than the required amount, those chips may not be retrieved, the will have the option of:
 - a) Completing that bet by putting the correct amount into the pot or
 - b) Leave the chips that are already bet in the pot and forfeit the hand.
15. In limit poker, a forward motion with chips is considered a bet; players will be obligated to complete that action.
16. In no-limit games, players may be given reasonable allowance to break their chips sideways away from the betting area toward the center of the table to count and ascertain the amount of their bets. In either limit or no-limit games, if a player's intentional or inadvertent action reasonably causes another player to act, that action will be deemed binding and the player obligated to complete it.
17. String raises are not allowed. To protect one's right to raise, the player must have either declared the intention verbally or have placed the proper amount of chips into the pot. Putting a full bet plus half-bet or more into the pot is considered to be the same as announcing a raise and the raise must be completed. This does not apply in the use of a single chip of greater value. NOTE: String raises must be called by another player in the game.
18. Placing a chip that is larger than the bet into the pot without announcing a raise constitutes a call.

KILL POTS

_____ Casino reserves the right to not offer a kill feature in the games that are not structured with a "natural kill" element in them, such as any Hold'em game.

In all games with "natural kill" where it is required that players kill the pot after winning two consecutive pots, every hand a marker called "kill button" will be placed in front of the player who wins the pot. The winner keeps the kill button until the conclusion of the hand in progress. If the player with the kill button wins a second consecutive qualifying pot, then that player will be required to kill the next pot.

There is no pot size requirement for the first pot or of a kill; the first pot is also referred to as a "leg" or the "first leg of a kill." A second qualifying pot for a kill is one that a flop was dealt during the deal. A player must win at least one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure in order to be considered as a qualifying pot.

1. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again for the same amount as the previous hand.
2. If a player with one “leg up” splits the next pot, that player still has a leg up for the following hand. If the player who split the pot was a “leg up” for kill in that hand, then that player must kill the next pot.
3. The kill button is neutral (belonging to no player) if;
 - a) It is the first hand of a new game.
 - b) The winner of the previous pot has quit the game
 - c) The previous pot was split, and neither player had the kill button.
4. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.
5. In lowball, players may look at their first two cards and kill the pot. The pot cannot be killed if at least one player has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack. Player wanting to kill must make his/her intention known immediately by placing the right amount of chips in the pot along with announcing, “kill.”
6. Players who inadvertently, prematurely or deliberately place chips in the pot that is less than the amount of a previous and/or a later bet or raise have the option of completing that bet or forfeit their hands and the chips that are already placed in the pot. Those players may not retrieve their bets back or raise the pot.
7. A player who is required to post a kill must do so in that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
8. In a kill pot, before the draw the killer acts last but before any player who has raised. Thereafter, betting resumes as normal. If the killer raises, the action returns to the first player who entered the pot or the first active player closest to the dealer button, clockwise.
9. Broken game status is allowed only for players of the same game and limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

TIED HANDS AND ODD CHIPS

1. The ranking of suits from the highest to the lowest is spades, hearts, diamonds, and clubs.
2. Suits are used to determine the forced bet, to draw for the button, to draw for a seat in a broken game, and sometimes to determine who receives an odd chip.

3. Suits do not determine who wins a pot.
4. In all button games (non high-low split), if two or more hands tie, an odd chip will be awarded as follows: Odd chip goes to player closest to the button (clockwise).
5. In high-low split games with a button, the high hand receives the odd chip in a split between the high and the low hands; the odd chip between tied hands is awarded to the player closest to the button (clockwise).
6. For information regarding non-button games, refer to the stud section.

SHOWDOWN

1. All cards must be shown face up on the table to win any part of a pot.
2. Cards speak; cards read for themselves. Although dealers assist in reading hands to the best of their abilities, players are responsible for holding on to their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard his or her hand is unethical and will result in forfeiture of the pot.
3. No pot will be awarded until all losing hands have been killed.
4. Any player who has been dealt in may request to see any hand that has been called, even if the opponent's hand or the winning hand has been mucked. If a player other than the winner of the pot asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live and the best hand wins.
5. If a player shows his/her cards to another player at the table during or after a hand, all other players present at the table have the right to see those exposed cards.
6. Cards shown during a hand to a player not in the pot should be shown to all players only when the hand is finished.
7. To speed up the game, a player holding a probable winner is encouraged to show the hand without delay.
8. If a player checks or is all in on the final betting round, the player who acted first is the first to show the hand.
9. If there is wagering on the final betting round, the first player to bet or the last player to raise is the first to show the hand.
10. If there is a side pot, players involved in the side pot should show their hands before anyone who is all in for only the main pot reveals his or her hand.

HOLD'EM

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). Players posting a blind have the option of raising the pot when it is their turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following options:
 - a) Post all blinds and receive a hand.
 - b) Wait for the big blind.
4. A new player cannot be dealt in when in between the small blind and the button unless the player "buys the button" (see rule 9 below); otherwise the player must wait until the button passes.
5. The big blind serves as an opening bet. When it becomes the big blind's turn to act, the player can either call the action or raise.
6. Players must meet all of their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. Players missing all or any portion of their blinds can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind.
8. When posting the total of the blinds, the portion of big blind bet is live and the small blind portion becomes a part of the pot (dead). Player has the option of calling the action or raise when it is their turn to act.
9. Blinds may be made up between the big blind and the button only by "buying the button" (posting both blinds with little blind dead. In this case the player becomes the only blind and receives the button the next hand). Otherwise, player must wait for the dealer button to pass and then make up the missed blinds.
10. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
11. A "live straddle" may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card.
12. A "live straddle" entitles that player to act last during the first round of betting and allows the player to either call the action or to raise.
13. Players initiating a "live straddle" must begin the hand with at least four times the amount of the big blind. For example, in a \$2-\$4 game the minimum required amount of chips in front of player before he/she straddles is \$16.

14. If the first card off the deck is exposed on the deal, a misdeal will be declared. (Refer to misdeal rules)
15. If a hole card is exposed by the dealer during the deal:
 - a) Player cannot keep that card.
 - b) The dealer finishes dealing the hole cards to all players.
 - c) The exposed hole card is taken back.
 - d) The first card from the deck is given to the player with the exposed card.
 - e) The exposed card is then placed on top of the deck and it will be used for the first burn card.
16. If the cards are prematurely flopped before the betting is complete, or if it contains too many cards:
 - a) The flop is taken back and out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and betting is completed.
 - c) Burn cards and the muck remain intact and out of play.
 - d) The board cards that were taken back will be mixed with the stub and reshuffled (scramble, shuffle, shuffle, box, shuffle).
 - e) The newly shuffled deck will be cut onto the cut card.
 - f) Without burning another card a new flop will be placed on the table.
17. If the turn card (the fourth card on the board) is prematurely dealt before the betting round is complete:
 - a) The turn card is taken out of play for that round.
 - b) Players who did not have the chance to act will be given the opportunity to complete their actions and the betting is completed.
 - c) The dealer then burns and turns what would have been the fifth card in the fourth card's place.
 - d) After that round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards.
 - e) The dealer then cuts the deck and turns the final card without burning a card.
18. If the river card (fifth card) is turned up prematurely, the deck is reshuffled and dealt in the same manner as the turn card according to 17a, 17b, 17d and 17e.
19. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

20. In order to win a pot, players must show both hole cards.
21. Players must declare that they are playing the board and turn their two hole cards face up in order to win or receive a pot; otherwise all claims to the pot are relinquished.

OMAHA

1. All Hold'em rules apply except as noted.
2. Players must use two of the four cards in their hands and three cards on the board to make a valid five card hand.
3. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
4. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the Shift Manager.

OMAHA, HIGH-LOW SPLIT (8 OR BETTER)

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot'
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

SEVEN CARD STUD

1. Beginning and sequence of action in various betting rounds are as follows:
 - a) In the first round:
 - The player with a lowest card and lowest suit initiates the betting by a forced bet referred to as "bring in."
 - Subsequent players have the option of completing a short bring in bet, and then calling, raising or folding.
 - b) In all subsequent rounds:
 - The player with the highest hand or card(s) on board starts the action by checking or betting. Ties in determining the high hand are broken by position, with the player who received cards first acting first.

- Following players have the option of calling, raising or folding.
2. Completing an opening forced bet does not constitute a raise; it is merely completing the bet. FOR EXAMPLE; If in a \$15-\$30 game, the low card opens for \$5 and the next player completes the bet by putting \$15 in the pot, the following player(s) can still raise three times.
 3. In all fixed limit games, open pairs on the fourth street (second up card) allows players the option of betting either the lower or the higher limit of the game. FOR EXAMPLE: the high hand in a \$5-\$10 game with open pairs has the option of betting either \$5 or \$10. If the high hand chooses to bet \$5, any succeeding player has the option to call \$5, raise \$5 or raise \$10, however, if a \$10 raise is made, all subsequent raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, all other players still have the same options.
 4. Rearranging of the board cards is not permitted.
 5. Cards speak. Although dealers announce the low card, the high hand, all new pairs, all raises and all possible straights and flushes in the lower limit games, ultimately cards determine the value of a player's hand.

NOTE: In \$2-\$10 and higher limit games, dealers will not announce pairs and/or possible straights and flushes.

6. If any of the player's initial hole cards are accidentally dealt face up, the third card will be dealt to the player faced down.
7. If both hole cards are dealt up, that hand will be declared dead and the ante will be returned to the player. In an instance where the dead hand would have been the bring in low hand, the action will start with the first player to the left of the dead hand; that player may either fold, open for amount of the forced bet, or open for a full bet.
8. Players must be present at the table when it is their turn to act on their hands; an absent player's ante, forced bet if any, and the player's hand will be killed and forfeited in turn.
9. If a player folds after making a forced bet or folds when there is no wager, that player will continue receiving cards until a bet is made.
10. If a player is all in for the antes and has the lowest up-card, the next active player to the left of the low hand must initiate the action by making a forced bet, make the maximum bet or fold the hand.
11. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
12. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected to their proper positions, if at all possible.

13. A player who receives a final down-card that is incorrectly dealt due to a burn error and the card is intermingled with the player's other hole cards or the player looks at that card will become the player's card and it cannot be readjusted.
14. If a dealer burns and deals one or more cards before a round of betting has been completed:
 - a) The card(s) will be eliminated from play along with one additional card for each remaining player still active in the hand.
 - b) Players will be given the opportunity to complete their actions.
 - c) The dealer re-burns and play resumes by dealing the next round of cards.
NOTE: Removed cards are held off to the side in the event that the dealer runs out of cards.)
15. If a prematurely dealt card is the final down-card and it has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
16. If there are not enough cards left in the deck for each player:
 - a) The dealer will deal all of the cards in the deck, except the last card.
 - b) With prior notice to the Shift Manager, the dealer will then scramble the last card and four burn cards.
 - c) The dealer will cut the deck.
 - d) Then burn a card.
 - e) The dealer will then deliver the remaining down cards, using the last card if necessary.
17. If there are five players remaining without a card on the seventh street:
 - a) The dealer will not burn so that each player will receive a fresh card.
 - b) If the dealer determines that with using the above procedure does not provide each player with a fresh card, the dealer then:
 - i. Announces that there are not enough cards for all players and that a community card will be used.
 - ii. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a Shift Manager will be called.
18. Players picking up their up-cards and by doing so causing another player to act behind them-even in a heads up situation-have a dead hand. This does not apply in a check-check situation or a bet and call situation.
19. Players must have seven cards to win at show down.

20. A card dealt off the table must play; it is treated as an exposed card.
21. If the dealer delivers the last card face up to any player, the following rules apply;
 - a) If there are two or more players remaining, everyone else receives the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.
 - b) If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street).
 - c) If only two players remain and only one of those players receives the final card face up, and the other player has received it down, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.
 - d) In either of the situations just described in a, b or c, the player who is high on sixth street will initiate the action.
 - e) Player who calls a bet and is beaten by an opponent's Up-cards is not entitled to a refund.
22. If two players tie, player holding the highest card by suit receives the odd chip.

RAZZ (STUD LOW)

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the value of a low hand. The best possible hand is 5-4-3-2-1, known as a "wheel" or a "bicycle".
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest: spades, hearts, diamonds and clubs.
3. The player with the low hand on board acts first on each subsequent round. If the low hand is tied, the first player clockwise from the dealer starts the action.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
5. All seven-card stud rules apply in razz, except as otherwise noted.
6. If two players tie, player holding the lowest card by suit receives the odd chip.

STUD, HIGH-LOW SPLIT (8 OR BETTER)

1. The player with the low card by suit on the opening round is required to make the forced bet. For this purpose Ace is counted as high card.

2. On subsequent betting rounds, the high hand on board initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first.
3. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
4. If there is no low hand, the high hand wins the entire pot, which is referred to as ‘scooping the pot.’
5. A player may use any combination of five cards to make a high hand and the same or any other combination of five cards to make a low hand.
6. Splitting pots is determined only by the cards and not by agreement among players.
7. When there is an odd chip in the pot, the chip goes to the high hand. If two players tie for either the high or the low, the pot will be split as evenly as possible, with the player holding the highest card by suit receiving the odd chip. When making this determination, all cards are used, not just the five cards that constitute a player’s hand.
8. When there is an odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit.
9. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
10. All other rules for seven-card stud apply to seven-card stud high low split, with the exception of an open pair.

ACE TO FIVE LOWBALL

1. Cards speak; cards read for themselves.
2. A verbal declaration in regard to a player’s hand is binding. For example, if a player announces an ‘8’, that player must produce at least an eight low or better to win.
3. In a heads up situation, a miscalled hand is ruled dead if it causes the other player to foul his or her hand. If both hands remain intact however, the best hand will win and the miscall will have no effect on the outcome.
4. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. Players must protect their hands until after seeing the opponent’s hand.
5. Any player spreading a hand with a pair in it must announce “pair” in it or risk losing the pot. The failure to announce the pair causing another player to fold a hand will be treated the same as miscalling a hand. If two or more hands remain intact, the best hand wins.

6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind.
7. In the event that an all-in player who posted less than half a blind wins the pot or buys in again, that player will be obligated to take the blind the next hand.
8. A player who fails to take the blind must wait for the big blind or may kill the pot, as long as no other player at the table objects to the kill pot.
9. In multiple blind games, if a player misses the big blind for any reason that player can either wait for the big blind or post it during the next hand to receive a hand. This does not apply to seat changes.
10. When changing seats and moving away from the big blind, players must wait a number of hands equal to the positions they moved in order to receive hand or post all blinds.
11. When changing seats and moving closer to the big blind, players can continue receiving hands as normal.
12. Exposed card before the draw:
 - a) Player must keep seven's or under.
 - b) Receive a replacement card for cards higher than seven. The exposed card will be replaced with the first card off the deck after all players have received their initial hands. The exposed card will then be placed on top of the deck, still exposed, and will be used for the burn card.
13. Players cannot keep the exposed cards during the draw, instead:
 - a) The dealer leaves the exposed card exposed and continues with draw until everyone has drawn.
 - b) Afterward, the exposed draw card is taken back and replaced with the first card off the stub.
14. A flashed card before the draw is not treated as an exposed card. Players must keep all flashed cards. Flashed card is one that for any reason its value is potentially revealed during the delivery, however, it lands face down in front of a player.
15. After the draw, all flashed cards are considered exposed and are replaced as described above.
16. Cards exposed by players' error or action will play and they will not be replaced.
17. Any player may draw up to four consecutive cards. Players wishing to draw 5 cards must wait until all other players have drawn in order to receive their 5th draw card. Two or more players drawing for five cards will receive four draw cards at first in turn and then receive their 5th draw cards, once again, in turn.

18. Five cards constitute a playing hand. Fewer or more than five cards after the draw constitute a fouled hand.
19. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
20. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
21. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
22. A player may reconsider and change the number of cards that he/she wishes to draw provided:
 - a) No cards have been dealt off the deck in response to the request, and/or
 - b) No player has acted on his/her hand based on the number of cards that the player requested.
23. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
24. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
25. In limit games with multi players a bet and six raises are allowed.
26. In limit games check and raise is permitted.
27. The minimum opening bet is the size of the big blind.
28. Rapping the table in turn indicates either a pass or the declaration of a pat hand.
29. In limit games players having a seven or better must bet unless they are last to act and no one has bet in front of them.
30. Players checking a seven or better whose hands are found to be the best hand during showdown can only win the pot that was created before the draw. All action after the draw is void, and bets made after the draw is returned to players involved.
31. Players checking a seven or better whose hands lose during the showdown will lose all of the pot.
32. After the draw in an ace to five lowball game:
 - a) If a seven or better calls an all in bet that is less than half a bet and produces a better hand will win the pot.

- b) If another player overcalls the seven-or-better's short bet and loses, the person who overcalled will receive the bet back.
- c) If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

33. For rules governing 'kill pots' refer to the section on kill pots.

DEUCE TO SEVEN LOWBALL

THE RULES FOR DEUCE TO SEVEN LOWBALL ARE THE SAME AS THOSE FOR ACE TO FIVE LOWBALL, WITH THE FOLLOWING EXCEPTIONS:

1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
4. Check and raise is permitted on any hand after the draw.

NO LIMIT AND POT LIMIT LOWBALL

ALL OF THE RULES FOR NO LIMIT AND POT LIMIT POKER APPLY TO NO LIMIT AND POT LIMIT LOWBALL. ALL LOWBALL RULES APPLY ALSO, EXCEPT AS NOTED:

1. In no limit Ace to Five low-ball, a player must take an exposed card of A, 2, 3, 4, or 5 before the draw, and any other card must be replaced. In deuce to seven lowball, a 2,3,4,5, or 7 must be taken, and any other card, including a 6, must be replaced.
2. After the draw, any exposed card must be replaced
3. After the draw, a player may check any hand without penalty.
4. Check and raise is permitted.

DRAW POKER (JACKS OR BETTER)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw:
 - a) Any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open.

- b) The false opener has a dead hand, and the opening bet stays in the pot.
 - c) Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed.
 - d) If no other player declares the pot opened, all bets are returned, except the opener's first bet.
 - e) The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better, in order to win the pot must show the openers, whether the hand is called or not.
 4. In the following cases the pot will play even if the opener shows or declares a fouled hand:
 - a) If there has been a raise after the opening bet.
 - b) Two or more players have called the opening bet.
 - c) All action has been completed before the draw.
 5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
 6. An opener may be allowed to retrieve his or her hand to prove openers at the Shift Manager's discretion.
 7. Any player may request that the openers retain the opening hand and show it after the winner of the pot has been determined.
 8. Players may split openers, but they must declare that you are doing so. That player must place all discards under a chip to be exposed by the dealer after the completion of the hand.
 9. If it is determined that a player could not possibly have had the openers after splitting them, that player will lose the pot even if the player is holding the best hand.
 10. A player starting with Joker, Ace, king, and queen of spades, and the ten of clubs, is not splitting if he/she discards the ten of clubs. That is considered breaking a straight to draw to a royal flush; therefore, the player has retained the openers.
 11. If a player who is all in falsely declares the pot opened, they will lose the antes and may not continue playing on any subsequent deals until a winner is determined, even if the player decides to buy in again. That player must wait until the pot has been legally opened and someone else has won it. Thereafter, that player can resume playing.
 12. After the draw, players calling but not able to beat the openers will not get their bets returned.
 13. Any player may draw up to five consecutive cards.

14. Five cards constitute a playing hand. Fewer or more than five cards after the draw is a fouled hand.
15. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
16. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
17. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
18. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
19. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
20. A player may reconsider and change the number of cards that he/she wishes to draw provided:
 - a) No cards have been dealt off the deck in response to the request, and/or
 - b) No player has acted on his/her hand based on the number of cards that the player requested.
21. Cards that are exposed by the dealer before the draw must be kept.
22. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
23. Check and raise is permitted.
24. A bet and six raises are allowed in multi-handed pots.
25. Players may not change their seats between hands when there are multiple antes otherwise they must forfeit the money in the pot.
26. Players who are all in for just the antes may still declare the pot opened if they have openers.
27. Any player has the right to pay an ante at any time and receive a hand, unless additional money is in the pot that was forfeited during previous hand(s) in which the player did not ante for.
28. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.

29. A player who only has a full ante and no other chips on the table may play for just the antes. If no one opens and there is another round of antes, that player may still play for the first round of the antes that he/she has matched, without being required to put any more chips into the pot.
30. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player, who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.

NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. Players are fully responsible for protection of their hands.
2. A decision may not be rendered, or a pot may not be awarded to a player without a valid live hand. Rare exceptions may exist under Shift Manager's discretion.
3. The best live hand during showdown wins the entire pot. No proposition bets allowed. Pushing chips, sharing pots and/or splitting pots by agreement is strictly prohibited.
4. Players acting out of turn will only be warned once. Repeated occurrences may result in player's exclusion from the game.
5. Player's must call time (effectively stopping the action) if they are waiting to act on their own hand (contemplating) and notice other players acting behind them. Provided there was a reasonable amount of time, a player who allows two or more players to act behind him/her will have their hand declared dead.
6. There is no maximum number of raises in any betting round.
7. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.
8. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager.
9. A player who has already checked, called, or raised may not subsequently raise or re-raise an all in bet that is less than the amount of the last bet or raise.

For example: player A bets \$100. Player B raises \$100 more, making the total bet \$200 and player C goes all in for less than \$300 total (not a full \$100 raise)

- a) Player A can call.
- b) Player A can raise because the pot was fully raised by player B.

- c) If player A calls, player B cannot raise again because the pot wasn't fully raised by player C.
 - d) If player A raises (after player C goes all in) the player B can also raise and the betting is reopened.
10. A wager is not binding until the chips are actually released and/or moved forward into the pot. Players may use the area immediately in front of their chips to break down, count and determine the amount of bet they intend to make. This area can be used without being considered "moving forward" as long as it is clear the player is deciding how much to bet. No attempts to confuse or deceive other players as to the intent of your action will be tolerated. It is the player's and not the dealer's responsibility to stop any possible action (by calling time) from occurring behind them.
 11. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
 12. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete provided the player clearly announces his intentions or keeps his finger on the first stack of chips while moving subsequent stacks with the other hand.
 13. An opening bet of a single chip or bill after the flop or on any subsequent round without comment is considered to be a bet of the full amount of the chip or bill. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot. This applies also before the flop since the big blind is the opening bet.
 14. Provided there is no action whatsoever behind, a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, may reconsider his action.
 15. When there is action behind a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, that player has the option of completing that bet or forfeiting his hand and the chips that are already placed in the pot. The player may not retrieve his bet back or raise the pot.
 16. If it is discovered that a player has placed more chips into the pot than required by the bet the player faced, but not enough chips for a raise, without announcing "raise" or "all in" the extra money will be returned to that player. Example:
 - a) On the flop Player 1 bets \$200, Player 2 pushes a stack (which happens to be all his remaining chips) appearing to be \$200 without announcing "all-in" or "raise". When action is complete (after the river), it is discovered Player 2 actually pushed in \$215. The \$15 would be returned to Player 2.
 - b) Same as above except Player 2 has plenty of chips. The extra would still be returned when and if discovered to be \$215 instead of \$200.

17. Although cards speak, a deliberate miscall of a hand for the purpose of making another player to fold will cause that hand to be declared dead. Repeated violations may result in player's exclusion from the game. Players are encouraged to protect their cards and fold only after they have viewed the best winning hand.
18. In all no limit games, the house has the right to place a maximum time limit or taking action on one's hand. The dealer will "put the clock" on someone when requested to do so by another player or the Shift Manager. If the clock is put on a player who is facing a bet, that player will have one additional minute to act on his/her hand. The player will also receive a ten second warning, after which the hand will be declared dead.
19. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. A bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.
2. A player may open for any amount up to four times the size of the big blind. For Example: if the blinds are \$10 and \$20, a player may open with either a call of \$20 or a raise of any amount from \$40 to \$80 in increments of the smallest chip used in the game.
3. If single dollars are used in the blinds, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount that a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains \$100 and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
5. If a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.
6. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

DELTA DOWNTOWN CASINO

COLLECTION RATES

(03/11/08)

No Bust Blackjack

Table Limit	Player Collection (taken per spot)	P/D Collection (taken per hand)
\$2 - \$10	\$0.25	\$0.50
\$5 - \$50	\$1.00	\$2.00
\$10 - \$100	\$2.00	\$3.00
\$25 - \$100	\$2.00	\$3.00
\$25 - \$200	\$3.00	\$4.00
\$50 - \$300	\$3.00	\$5.00
\$100 - \$500	\$4.00	\$6.00
\$100 - \$1,000	\$6.00	\$11.00
\$300 - \$1,000	\$6.00	\$11.00
\$500 - \$1,000	\$6.00	\$11.00
\$500 - \$2,000	\$11.00	\$16.00

DELTA DOWNTOWN CASINO

POKER COLLECTION RATES

Texas Hold'em, Omaha, Seven Card Stud, Low Ball, Razz, Crazy Pineapple, Draw Poker		
Limit	Number of Players	Collection Fee
\$1-2	7 or more	\$3.00
\$1-2	5 or 6	\$2.00
\$1-2	4 or less	\$1.00
\$2-4	7 or more	\$4.00
\$2-4	5 or 6	\$3.00
\$2-4	4 or less	\$2.00
\$3-6 or	7 or more	\$4.00
\$4-8 or	5 or 6	\$3.00
\$6-12	4 or less	\$2.00
\$8-16 or	7 or more	\$5.00
\$9-18 or	5 or 6	\$4.00
\$10-20	4 or less	\$3.00
\$15-30	7 or more	\$5.00
or	5 or 6	\$4.00
\$20-40	4 or less	\$3.00
\$30-60 or	7 or more	\$6.00
\$40-80 or	5 or 6	\$5.00
\$50-100	4 or less	\$4.00
\$75-150	\$5.00 per player every 1/2 hour	
\$100-200	\$5.00 per player every 1/2 hour	
\$150 and above	\$6.00 per player every 1/2 hour	

DELTA DOWNTOWN CASINO

POKER COLLECTION RATES

NO-LIMIT HOLDEM			
Blinds	Buy-In	Number of Players	Collection Fee
\$2 - \$2	Min. \$40, Max. \$100	7 or more	\$4.00
		5 or 6	\$3.00
		4 or less	\$2.00
\$3 - \$5	Min. \$200, Max \$500	7 or more	\$5.00
		5 or 6	\$4.00
		4 or less	\$3.00
\$5 - \$10	Min. \$300, Max. \$1,000	7 or more	\$6.00
		5 or 6	\$5.00
		4 or less	\$4.00
\$10 - \$20	\$600 min.	7 or more	\$6.00
\$15 - \$25	\$1,000 min.	5 or 6	\$5.00
\$25 - \$50	\$2,000 min	4 or less	\$4.00

DELTA DOWNTOWN CASINO

COLLECTION RATES

(03/11/08)

Pai Gow Poker

Table Limit	Player Collection (taken per spot)	P/D Collection (taken per hand)
\$10 - \$100	\$2.00	\$3.00
\$25 - \$100	\$2.00	\$3.00
\$25 - \$200	\$3.00	\$4.00
\$50 - \$300	\$3.00	\$5.00
\$100 - \$500	\$4.00	\$6.00
\$100 - \$700	\$6.00	\$7.00
\$100 - \$1,000	\$6.00	\$11.00
\$200 - \$1,000	\$6.00	\$11.00
\$300 - \$1,000	\$6.00	\$11.00
\$300 - \$2,000	\$11.00	\$16.00
\$500 - \$2,000	\$10.00	\$15.00

DELTA DOWNTOWN CASINO

COLLECTION RATES

(03/11/08)

21st Century Baccarat

Table Limit	Player Collection (taken per spot)	P/D Collection (taken per hand)
\$10 - \$100	\$2.00	\$3.00
\$25 - \$100	\$2.00	\$3.00
\$25 - \$200	\$3.00	\$4.00
\$50 - \$300	\$3.00	\$5.00
\$100 - \$500	\$4.00	\$6.00
\$100 - \$700	\$6.00	\$7.00
\$300 - \$1,000	\$6.00	\$11.00
\$300 - \$700	\$6.00	\$7.00
\$500 - \$1,000	\$6.00	\$11.00
\$500 - \$2,000	\$11.00	\$16.00

No Bust 21st Century Blackjack[©]

5.0 version



US Patent 6,845,981

No Bust 21st Century Blackjack[©] is a patented and trademark protected game under the following:

Patent Number*	Patent Date	Patent Name
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

Trademark	Trademark Number
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player-Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22 or “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 12 on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

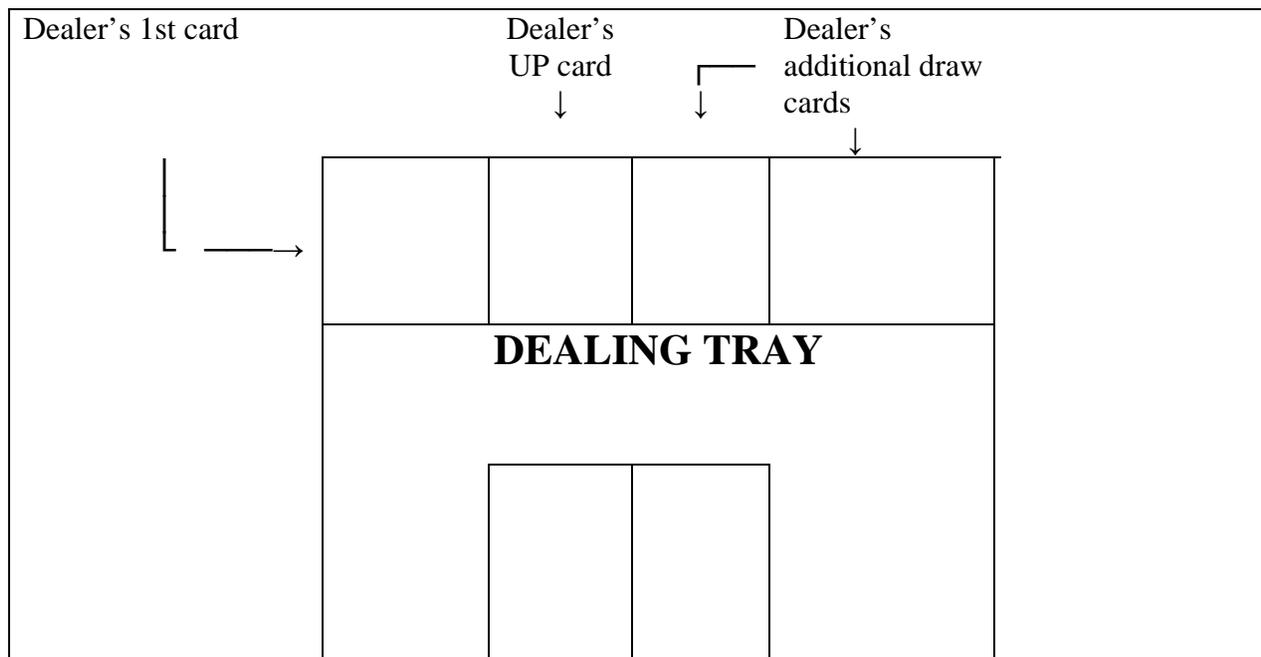
ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 12 on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.

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

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer’s hand has been made, all winners and losers are determined by comparing the numerical value of the Player’s hands with the Player-Dealer’s hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer’s position, the game will be “Broken” or stopped, as required by the California Penal Code.

GAME RULES

1. A “Natural” is the best possible hand. If the player and the Player-Dealer’s hands are both a “Natural,” the hand is a push or tie, and no action is taken on the wager.
2. If a Player’s total is less than a “Natural” and the Player-Dealer’s total is more than a “Natural” the Player wins the hand.
3. If a Player’s total is less than a “Natural” and the Player-Dealer’s hand is less than a “Natural,” the hand closest to a “Natural” wins.
4. If a Player and the Player-Dealer have the same total and it is less than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a Player’s and the Player-Dealer’s totals are more than a “Natural”, the following will apply:
 - a. If the Player-Dealer is closer to a “Natural,” the Player-Dealer wins the hand.
 - b. If the Player is closer to a “Natural,” the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will “PUSH”.

Delta Downtown Casino
No Bust 21st Century Blackjack 5.0

6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SPLIT**

- Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SURRENDER**

- Players can not surrender at anytime.

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- INSURANCE
 - There is no insurance offered on the game.

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

- NAME (CASINO OPTION): "Bust the Bank" Blackjack.
"Bust the Dealer" Blackjack.
- ODDS (CASINO OPTION):
 - Any Blackjack hand pays 6 to 5
- INSURANCE (CASINO OPTION) ;
 - When the Dealer has an Ace showing, Players can take insurance by betting half (¹/₂) of their original wager. If the Player-Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages
 (All payouts are “to 1”)

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

The Delta Downtown Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

No Purchase Necessary (NPN)

A person wishing to participate in the Buster Blackjack gaming activity without paying a fee or placing any type of wager may do so by making such a request to a Delta Downtown Casino floorperson. Any person that requests to participate with No Purchase Necessary (NPN), will be accommodated by being dealt a simulated game(s) of No Bust Blackjack.

The NPN player will automatically have a Buster Blackjack wager placed for them (at the lowest wager allowed: \$2.00) and the Casino dealer will deal a simulated full game. The Casino dealer will play all hands other than that of the NPN player.

The Delta Downtown Casino will fund all NPN winning wagers.

All Delta Downtown Casino California game Managers and dealers will be instructed on the NPN option.

No Bust Blackjack Collection Rates

Table Limit	Collection	
	Player/Dealer	<i>Player</i>
<i>\$2 - \$ 10</i>	\$.50	\$.25
<i>\$5 - \$ 50</i>	\$2	\$1
<i>\$10 - \$ 100</i>	\$3	\$2
<i>\$25 - \$ 100</i>	\$3	\$2
<i>\$25 - \$ 200</i>	\$4	\$3
<i>\$50 - \$ 300</i>	\$5	\$3
<i>\$100 - \$ 500</i>	\$6	\$4
<i>\$100 - \$1,000</i>	\$11	\$6
<i>\$300 - \$1,000</i>	\$11	\$6
<i>\$500 - \$1,000</i>	\$11	\$6
<i>\$500 - \$2,000</i>	\$16	\$11

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A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (1) the dealer hits a soft 17, (2) at least three decks are used and (3) the dealer should draw the cards in exactly the following order:

A-A-A-A-A-A-5-A-A-A-A-A

The frequency distribution of the various dealer busting hands is given below for different number of decks:

Frequency Distribution

# Cards	# Decks			
	2	4	6	8
3	1/5.8	1/5.8	1/5.8	1/5.8
4	1/11	1/11	1/11	1/11
5	1/49	1/49	1/49	1/49
6	1/408	1/386	1/379	1/376
7	1/5668	1/4886	1/4663	1/4558
8 or more	1/125846	1/92207	1/83715	1/79863

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
2	28.64%
4	28.59%
6	28.58%
8	28.57%

Delta Downtown Casino

Pai-Gow Poker

GENERAL DESCRIPTION

- 1) Pai Gow Poker is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) The game is played on a table with seven seated-positions.
- 3) All players are competing against the player/dealer. The object of the game, as a player, is to make two hands which are both superior to the player/dealer's. The object of the game, as the player/dealer, is to make two hands which are the same or superior to each player's two hands.
- 4) Player/dealers win all hands that copy (are ties).

PLAY OF THE GAME

- 1) Players and the player/dealer put up any bets they wish to place for the next hand.
- 2) The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- 3) The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the player/dealer in the previous step) and which player will have his/her bet settled first.
- 4) Each seated-position (with at least one bet on it) receives a pile of seven cards.
- 5) Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- 6) Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- 7) Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- 8) The winner is determined by comparing a player's two card hand against the player/dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is

superior to the player/dealer's five card hand. The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.

- 9) If a player has one hand that ranks higher than the player/dealer and one hand that ranks lower or "copies", it is a push and no one wins.
- 10) The player/dealer position will be rotated or offered to all positions after every two hands.
- 11) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.

Glossary of Terms for Double Hand Poker

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action (1)	The player position where the settling of bets begins.
Action (2)	When a player or player/dealer's bet is either paid or collected.
Action (3)	A bet made in front of the first betting spot in the player/dealer position which allows a player to take the first action. This bet is the first settled against the players; starting with the seated-position with the action button.
Dai-Su	A bet made along side the first, second, or third betting spot in the player/dealer position, which wins if the appropriate spot wins money overall or loses if the spot loses money overall. In order for the dai-su bet to win or lose the entire amount bet, the spot must win or lose twice as much as the dai-su bet is for. If the spot wins or loses only as much as the dai-su bet, then the player/dealer wins or loses half as much as the dai-su bet and the dai-su bet wins or loses half of his bet.
Player/dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
Backline Wagering	The practice of allowing players, other than the seated player, to bet on a seated player's position.
Side Bet	A bet not placed on the table as part of the action.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Hand (1)	The seven cards that each seated-position, with a bet on it, receives. The seven cards are then split up to make two individual hands, one with two cards and the other with five. The two card hand must be lower than the five card hand.

Hand (2)	A period of play starting at the beginning (opening up the dice cup) to the end (settling the last bet on the table).
Kum-Kum	When two or more players put two bets of equal amount together on the same betting square, on the same seated-position.
Proposition Bet	A bet whereby a player in the player/dealer position and another player agree to make a bet between them, as long as all the other players have action.
3-Ways, 4-Ways, Etc.	When two or more players put bets together on the same square, on the same seated-position, which at the end of the hand may be split up (evenly) three or more ways in order for everyone to get their fair share of the bet.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player/dealers hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Go Button	A button with the word "GO" on one side. The "GO" button is turned over by the player/dealer so that the word "GO" is face up on the table to signal that the player/dealer agrees that his hand is set the way he wants and now may be compared to the player's hands.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

SECTION III – GAME INFORMATION / SPECIFICS
FOR
LIGHTNING POKER
www.lightningpoker.net



LIGHTNING POKER™ TEXAS HOLD'EM

GAME RULES AND STANDARDS OF PLAY

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION ONLY)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION WITH VISUALS)

Initially, players receive two down cards as their personal hand (hole cards). This will be followed by a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from the board and personal cards. A player can even use all of the board cards only or "play the board". A dealer button is used to determine which player is first to receive cards and which player is to act last. Two blinds, right after the button, will be posted each hand.

ROUND OF BETTING

1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise the pot if no one else does.
3. The flop – The dealer (electronic mechanism) burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

The Flop



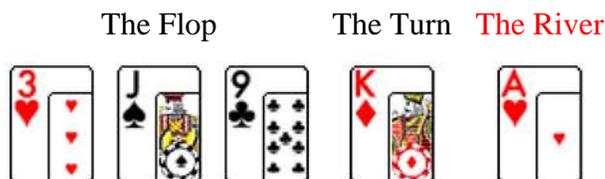
4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
5. The turn – The dealer (electronic mechanism) burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *Fourth Street*.

The Flop

The Turn



6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *Fifth Street*.



8. Final round of betting – It follows the same format as the second and third rounds.
9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

DECK OF CARDS

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

DESCRIPTION OF DEALING PROCEDURES

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the ‘deal’ is rotated around the table. An electronic ‘dealer button’ is located in front of a player to denote that the player is the current dealer. Action before the ‘Flop’ is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current ‘dealer’ and each player can either ‘bet’, ‘raise’ or ‘fold’.

If a player wants to ‘raise’ the bet, they do so through a ‘touch’ action on their private LCD touch screen. This action will cause virtual chips to be placed in the ‘pot’. The subsequent players must either match that raise (‘call’), forfeit their hand (‘fold’) or increase the bet (‘raise’), all through ‘touch’ actions on their private LCD touch screen.

THE FLOP

Once the initial round of betting has finished, then three cards ‘The Flop’ are electronically dealt face up onto the ‘Community LCD Screen’ in the center of the table. These cards represent the first three ‘community’ cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3)

community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE TURN

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE RIVER

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of the hand.

HAND RANKING

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

NUMBER OF PLAYERS IN THE GAME

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

BETTING SCHEME

1. Checking, Raising and Folding is permitted in all games.
2. Limit Texas Hold'em caps the bets and allows for three (3) raises per betting round.
3. No Limit Texas Hold'em has no maximum bet and may allow for an unlimited number of raises.

4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

HOW WINNERS ARE DETERMINED AND PAID

The active player (player who has not folded) with the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or the only active player being left in a hand (all other players have folded their hands) wins the pot.

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and "cash out" his/her winnings or remaining monies, that player touches the "Leave Table/Cash Out" on his/her private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where he/she created the player account. The player provides card room cashier with the account card and the cashier swipes the player's card to locate the player's cash balance and then pays the player his/her winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for nearly a decade.

DESCRIPTION OF ROUND OF PLAY

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe his/her account card at his/her private player station. This will activate a 'Pin Pad' screen on each player's private LCD touch screen. Once the player types in her/his private PIN, she/he will be able to play in the next available hand.

When a minimum of two players sit down at a table, the shift manager and/or a Customer Service Representative can begin the game by activating the table directly at the table or from a PC.

1. To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

2. All players who want to stay in the hand must check or bet as play dictates at that moment.
3. Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.
4. Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.
5. Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player
6. The next hand begins.

DESCRIPTION OF GAMING TABLE USED FOR THIS GAME

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table.

OTHER EQUIPMENT USED

Lightning Poker utilizes the following required equipment for the play of the game:

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

GLOSSARY OF THE TERMS

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Hold'em format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button
BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also, know as "the button".
DECK:	A collection of playing cards for Texas Hold'em. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.
FIXED LIMIT:	In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
CSR:	Acronym for Customer Service Representative. A casino employee who seats players and makes decisions, also referred to as Floorperson in some casinos.
FLOP:	In Texas Hold'em, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Hold'em (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.

FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand, (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded, (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.
PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Hold'em.
POSITION:	(a) The distance from the blinds or the button for any hand, (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet that occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT & GO TOURNAMENT:	A type of tournament that is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SMALL BLIND:	The smallest blind in a game with multiple blind bets
SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold'em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

21st
CENTURY
BACCARAT

FACE UP VERSION

WITH TIE BET

(12/5/07)

21st CENTURY BACCARAT

Face Up Version

SUMMARY OF GAME

The object of the game is to assemble a hand of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

Two 2- card hands will be dealt onto the table, the hand dealt on the house-dealer right side is the player/dealer's hand, and the hand dealt on the house- dealer's left hand side will be players hand. Players hand will be dealt face up while only the first card of the player/dealer hand will be dealt face up .The second card of the player/dealer hand will be dealt face down all one by one in rotation.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible
2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.
8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

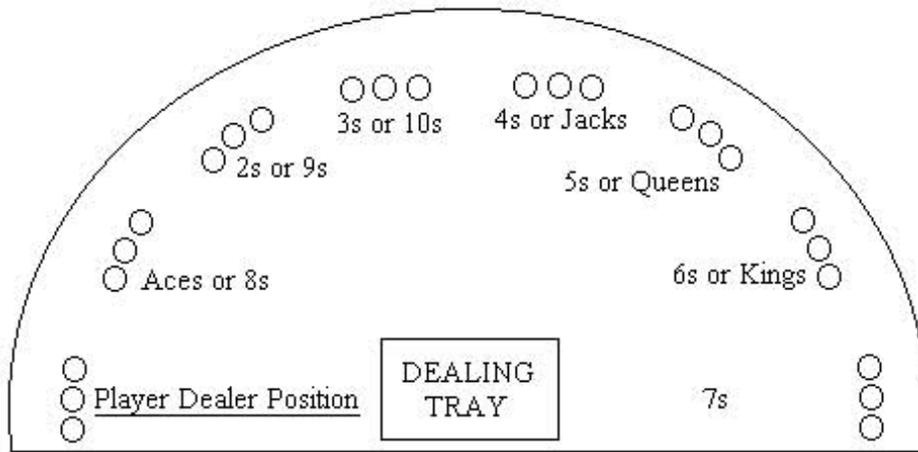
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals 2- two card hands, in rotation, one at a time.
11. Players will use two community cards, face up.
12. The player/dealer receives two cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
14. Each player with a wager on the stand line has four options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line;
 - c) Surrender and forfeit half of the wager; or
 - d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.
 - e) Make a tie bet wager after viewing the both player's cards and one of the player/dealer face up cards prior to any decision by any player (Hit, Stand, Surrender and Double up).
15. The tie bet wager rules follows the base game rules relating to Hit or stand. Player must stand on 7-9 . Hit 0-4 and have option on 5 and 6.
16. The House Dealer will deliver additional hit card if requested and will then expose the player/dealer's hole (down) card.
- 17) In the event of Tie (0 to 9) between player's hand and player dealer's hand the Tie wager will wins regardless of the out come of the base game wager. For example if a player has 1 and the player dealer hand is 1. The player wins
- 18) In the event of player's hand and the player/ dealer hand's are different, the player/dealer will win the wager regardless of the outcome of the base game wager.
 - a) If the player/dealer hands is 3 and the player hand is 6 . The player will lose the tie hand wager.
 - b) If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.
- 19) The TIE hand wager cannot exceed the base game BET.
Only player with original BET may wager for the TIE hand.

Wagers are collected or paid, to the extent that player/dealers' wagers covers in following order from the action button seat by seat. For Example if the player/dealer is in seat #1 and the actions starts from seat two, the pay-off will be as follow:

- Seat # 2**
- TIE hand with any odds pay-off First BET.
Any backline BET
- Seat #3**
- TIE hand with any odds pay-off First BET.
Any backline BET
- Seat #4**
- TIE hand with any odds pay-off First BET.
Any backline BET
- Seat # 5**
- TIE hand with any odds pay-off First BET.
Any backline BET.
- Seat # 6**
- TIE hand with any odds pay-off First BET.
Any backline BET.
- Seat # 7**
- TIE hand with any odds pay-off First BET.
Any backline BET.
- Seat # 8**
- TIE hand with any odds pay-off First BET.
Any backline BET.

20)The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

<u>Player with Position Number</u>	<u>Is Represented By</u>
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
18. Players with hands valued at 0 to 6 may surrender.
19. Players with hands valued at 7 to 9 must stand.
20. Players with hands valued at 0 to 4 must hit.
21. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.
22. The Player/dealer wins all ties on zero and one.
23. All ties on 2 through 9 are a "Push" and wagers are called off.
24. The Player/dealer must hit on 5s or below and must stand 6s and above.
25. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.
26. Any three card hand with a value of 9 pushes a two card hand with a value of 9.
27. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
28. Backline betting is allowed. Each seat has three betting circles for Ante bet.

29. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart

Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5& 6</u>

Delta Downtown Casino

Three Card Poker

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
 - a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

Delta Downtown Casino

Three Card Poker

not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

- c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
- 9. All bets receive action to the extent that the player/dealer's wager covers.
- 10. The round of play ends when the player/dealer exhausts his wager, or when all player wagers receive full action, whichever occurs first.
- 11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

Bonus Bet:

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

- 1. Bonus bets must be placed prior to the initial deal.
- 2. Bonus bets must equal the ante to qualify for a bonus bet payoff.
- 3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
- 4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
- 5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- 6. Bonus Bets pay as follows:

Hand	Payoff
Royal Flush	200:1

Delta Downtown Casino

Three Card Poker

Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

Delta Downtown Casino Three Card Poker

Table Limits & Collection Fees

Table Limit	Player Collection (taken per spot)	Total Action on Table	P/D Collection (taken per hand)
\$2 - \$20	\$0.50	\$2 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$5 - \$100	\$0.50	\$5 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$25 - \$200	\$1.00		\$2.00
\$50 - \$300	\$2.00		\$4.00
\$100 - \$500	\$3.00		\$5.00
\$300 - \$1,000	\$4.00		\$6.00



Fortune Pai Gow Poker

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Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player/dealer to make the best possible 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.

Type of card deck 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.

The hand rankings are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card



Fortune Pai Gow Poker

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when house fees are collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least \$5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

The player/dealer may place a wager to cover some or all of the action on the table.

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- ❖ The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.



Fortune Pai Gow Poker

- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus 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 dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The 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 wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ 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 or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



Fortune Pai Gow Poker

Collection Rates:

There are two fee collection rates in this game, which are pre-determined based on the table limits and taken prior to the start of the game, before any cards are dealt. A) A fee collection is taken per betting spot of every player, B) The player/dealer pays a per hand fee collection.

Table Limit	Player Collection (per spot)	Player/Dealer Collection (per hand)
\$10 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$3.00

PAYTABLES

Hand	FPG-01		Hand	FPG-04	
	Pays	Envy		Pays	Envy
7 Card Straight Flush	5,000 to 1	\$1,000	7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$250	Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$100	7 Card Straight Flush with Joker	750 to 1	\$250
5 Aces	250 to 1	\$50	5 Aces	250 to 1	\$100
Royal Flush	100 to 1	\$25	Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$10	Straight Flush	50 to 1	\$20
4 of a Kind	20 to 1	\$5	4 of a Kind	25 to 1	\$5
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	
Three Pair	Push				

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a players hand is ranked equally to the player/dealer's hand.



Fortune Pai Gow Poker

- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according to the the paytable.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the player/dealer wins the other.

DELTA CASINO, Downtown

Pai Gow Tiles

Rules of Play

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the Action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player/dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house" way. Once this is complete, the player/dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower than the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Scoring:

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

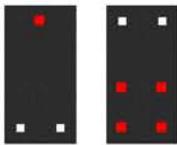
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

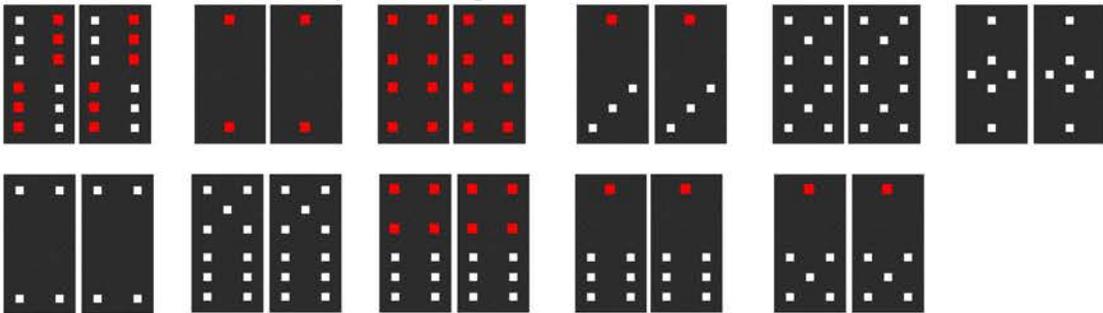
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

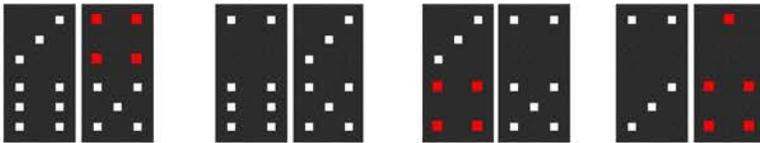


Jee Goon

MATCHED PAIRS: Any matched pair.



UNMATCHED PAIRS: Any of the below mixed pairs.



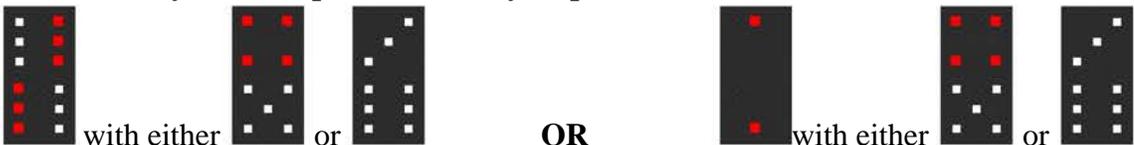
Mixed 9s

Mixed 8s

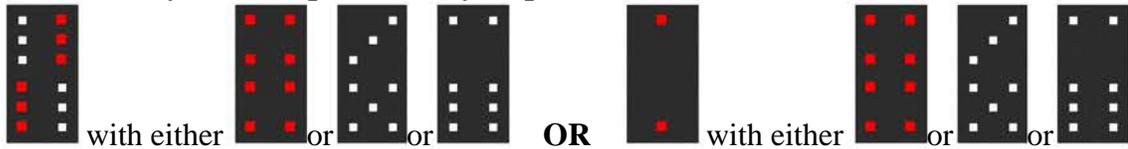
Mixed 7s

Mixed 5s

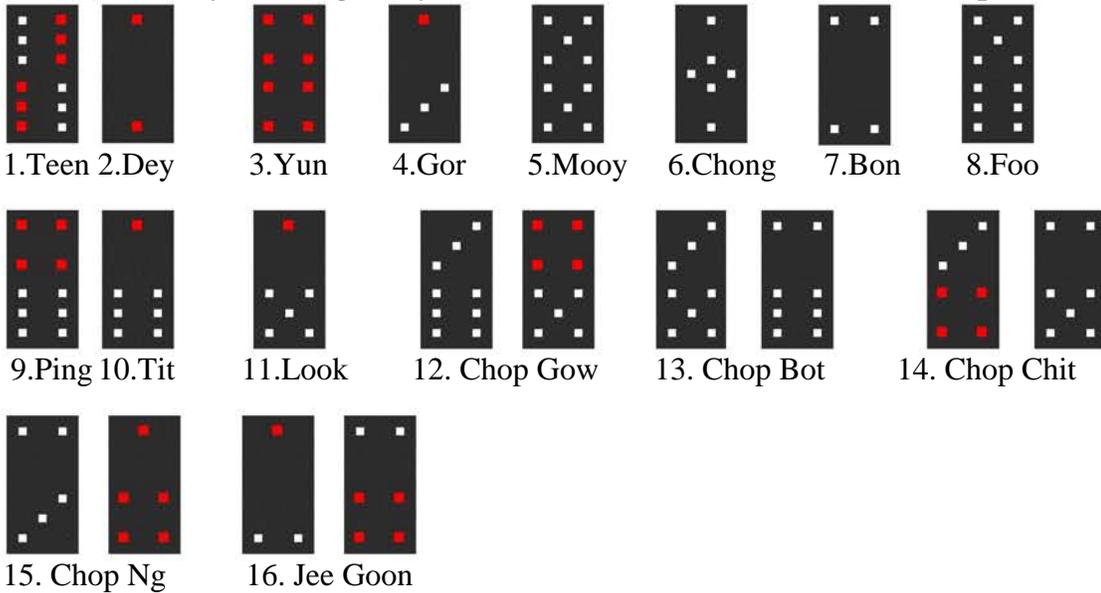
WONG: Any 2 or 12-spot tile and any 9-spot tile.



GONG: Any 2 or 12-spot with any 8-spot tile.



SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Collection Fees

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. The collections are not calculated as a portion of wagers made or winnings earned.

Table Limit	Player Fee	Player/Dealer Fee
\$10 - \$200 (per circle)	\$1.00 / per circle	\$2.00 / per hand
\$50 - \$300 (per circle)	\$2.00 / per circle	\$3.00 / per hand

Pai Gow Tiles utilizes a player/dealer position and is a CA/Asian style game. So that no person or entity acting as the player/dealer, or any person or entity acting as a portion of the player/dealer position may occupy the banking position continuously, the player/dealer position will be offered systematically and continuously every two hands. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Mah-Jong Pai-Gow

Object of the game

The object of the game is to have a hand higher than the hand made by the player/dealer. All bets are against the player/dealer. A player wins if the hand ranks higher than the hand of the player/dealer by number or pair. The player/dealer wins all situations where the highest ranked tile or pair in the hand is identical to the player's hands.

The value of a hand is based on both the number and ranking of the tiles. To find the numeric value of a tile, count the total of the "pinwheels" (dots) on each tile, use only the right hand digit value if the total is over 9. Of the 20 tiles there are two tiles numbered with 1 to 9 dots each. The last two are called the "window" tile and are equivalent to a ten-dot tile. When two hands have the same numeric value, the ranking of the tile determines the winner. To find which is higher take the highest ranked tile in each hand and compare them.

Example: A 9 point tile and a 7 point tile together have a value of 6.

If the player/dealer's hand and a player's hand have the same numerical value (except zero) the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value.

If a player/dealer and a player have hands that numerical value of zero, the player dealer wins regardless of which hand has the highest ranked tile. If a player/dealer and a player have hands that are exactly the same rank and value the player/dealer wins.

Hand Rankings

The color of the dots has no significance and does not change the value of any tile numerically. The only variation would be the "window" or 10 tile which is distinctive and the highest ranked tile in the game. Essentially the higher the number on the face of the tile determines its rank.

Below Lists the steps in order to determine a winner of a hand.

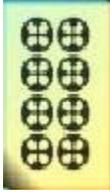
- 1 – Pairs
- 2 – Numeric amount of tile
- 3 – Ranking



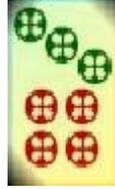
10 Points – 1st ranked pair or tile, "Window" tile.



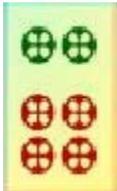
9 Points – 2nd ranked tile or pair.



8 Points – 3rd ranked tile or pair.



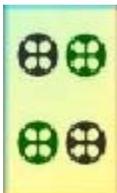
7 points – 4th ranked tile or pair.



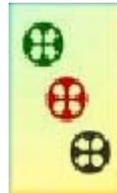
6 points – 5th ranked tile or pair.



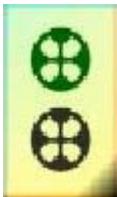
5 points – 6th ranked tile or pair.



4 points – 7th ranked tile or pair.



3 points – 8th ranked tile or pair.



2 points – 9th ranked tile or pair.



1 point – 10th ranked tile or pair (Pancake)

Game Rules

Mah Jong Pai Gow is played with 20 Mah Jong dominoes or 'tiles', which form 10 possible pairs. The game will be played on a standard half-moon table which accommodates up to nine (9) players and a player-dealer for a total of ten (10) seated positions. Mah Jong Pai Gow also utilizes a dice cup with one 10-sided die which determines who receives the first set of two tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button.

The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat the hand of the player/dealer. The player/dealer position is offered in a continuous and systematic manner rotating around the table.

The player-dealer's position is always 1. Other seats, in clockwise rotation, respectively represent the other numbers. If the number face-up on the die is 1, the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the action button. Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a clockwise around the table. Furthermore, all wagers per seated position shall be settled in the following order from seat to seat: Win wager, Pair wager, then Tie wager. The player-dealer will 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.

All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken prior to the start of play.

Dealing Procedure

1. The casino dealer shuffles the tiles and stacks them in rows, with two tiles face down in each row.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. All players placing wagers will have the following options/payouts. The payouts are based on the determination mentioned in the "object of game" section. Players may bet on any option without restriction to the order in which wagers are placed or the amount that may be placed for each. Furthermore, backline betting is permitted for each wager. Wager payouts are as follows;
 - a. Win – Will pay 1:1
 - b. Pair – Will pay 6:1
 - c. Tie– Will pay 60:1
6. The Dice cup is passed to the player/dealer to determine action.
7. Starting with the Action button and proceeding clockwise, the casino dealer then distributes all 10 stacks of tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position. The pile on the casino dealer's left will be the first stack distributed, which will go to the player with the action button. Once the first stack of tiles has been distributed, the remaining stacks of tiles will be distributed to each seat clockwise of the action button. This procedure will be followed, with each proceeding stack to right being distributed to each seat clockwise around the table, until each seat has a stack of tiles. The player/dealer stack of tiles shall be placed in front of the casino dealer. All stacks of tiles will be distributed face-down. Once all the tiles have been distributed, the casino dealer shall retrieve each stack of tiles that was distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down.
8. Players then proceed to look at their hand.
9. Once this is complete, the player/dealer's hand is opened.
10. The Dealer will then compare the player/dealer hand to the players' hands at the table to determine wins or losses for those who have placed a bet on a betting spot before the start of the hand. All bets are paid to the extent that money covers:

- a. If the player has a higher hand than the player/dealer then the hand wins and the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer.
 - b. If the player has a lower hand than the player/dealer then the hand will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - c. If the player's hand and the player/dealer's hand have the same numerical value, the hand with the highest ranking tile wins. Only the highest ranked tile will be compared, the other tile does not count in determining ties in numerical value. If the player's hand has the higher ranked tile, then the player will be paid even money for the Win wager by the player/dealer. The Pair wager and the Tie wager will lose and will be collected and given to the player/dealer. If the player/dealer's hand has the higher ranked tile, then the player will lose and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - d. If the player's hand and the player/dealer's hand have a numerical value of 0, the player/dealer shall win regardless of which hand has the highest ranked tile and the Win wager, Pair wager, and Tie wager will be collected and given to the player/dealer.
 - e. If the player's hand and the player/dealer's hand are exactly the same rank and value, the hand will lose and the Win wager and Pair wager will be collected and given to the player/dealer. However, the Tie wager will win and be paid by the player/dealer.
 - f. The Pair wager will win in the player's hand consists of a pair. If the hand is a pair, the Pair wager will win. If the hand is not a pair, the Pair wager will lose and will be collected and given to the player/dealer. The Pair wager will win or lose regardless of whether the player's hand wins or loses to the player/dealer's hand.
 - g. The Win wager, Tie wager, and Pair wager may only win or lose. None of the wagers will have the opportunity to 'push' and be returned to the player.
11. Dealing procedures start again for the next round of play.

Mah Jong Pai Gow Collection

The collection fees are taken after players have placed their wager(s) and have received tiles but prior to the tiles being exposed. The collection fee shall be taken from each player for each Win wager placed, and from the player/dealer position based on the total table action, which is the cumulative amount of all Win wagers, Tie wagers, and Pair wagers placed by all players at the table. No collection fee will be charged to players when placing a Tie wager or Pair Wager.

Option 1

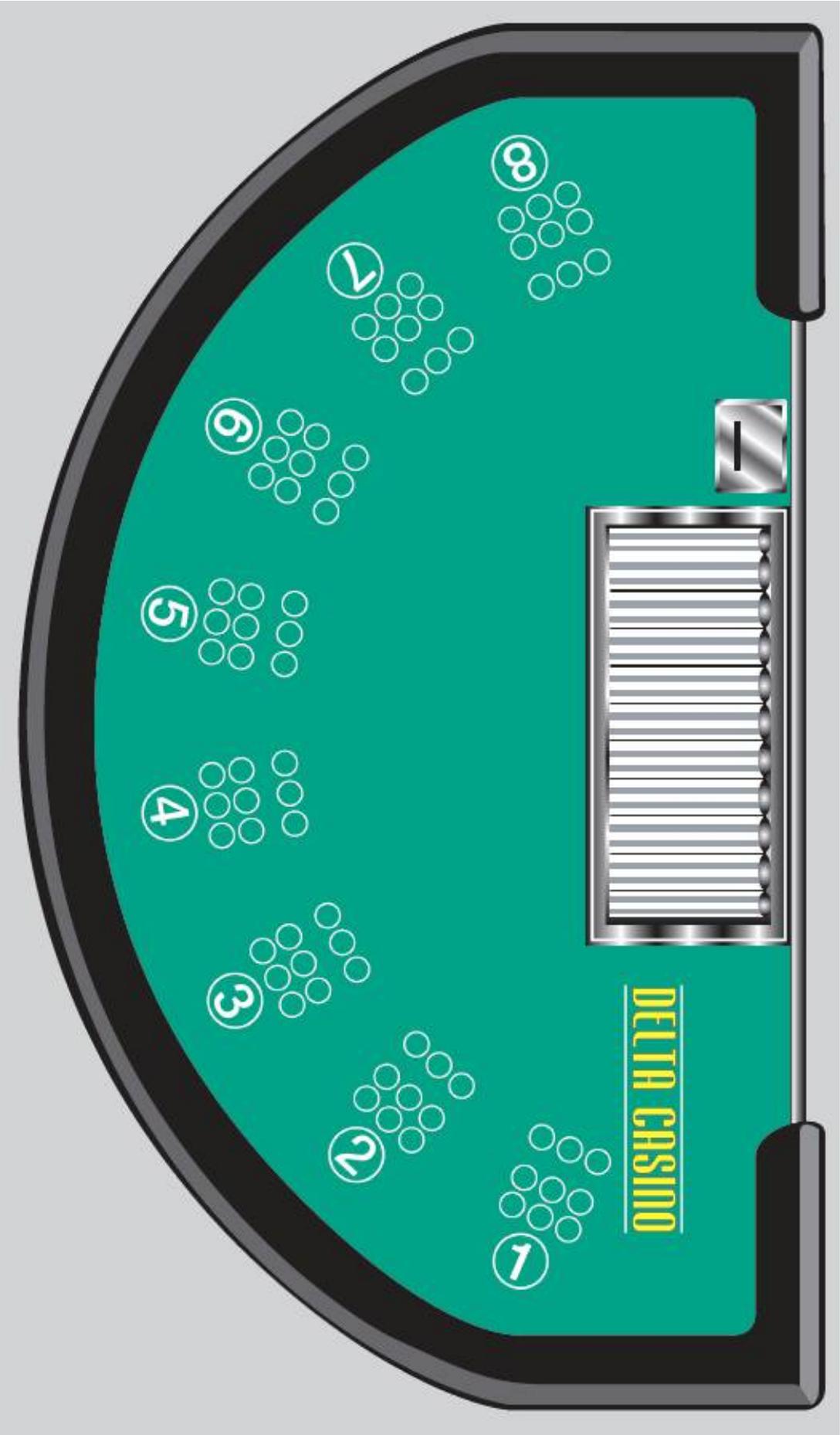
Table Limit	Player Collection Fee	Total Table Action	Player-Dealer Collection
\$10 - \$200	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$500	\$2.00
		\$501 - \$1,500	\$3.00
		\$1,501 & up	\$5.00

Option 2

Table Limit	Player Collection Fee	Total Table Action	Player-Dealer Collection
\$10 - \$200	\$0.00	\$10 - \$100	\$1.00
		\$101 - \$500	\$2.00
		\$501 - \$1,500	\$3.00
		\$1,501 & up	\$5.00

Option 3

Table Limit	Player Collection Fee	Total Table Action	Player-Dealer Collection
\$10 - \$200	\$1.00	\$10 - \$200	\$1.00
		\$201 - \$600	\$3.00
		\$601 - \$2,000	\$5.00
		\$2,001 & up	\$10.00



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DELTA CASINO

